



RADIANCE

PLAYERS GUIDE

A Complete Fantasy Role Playing Game

Dario Nardi

Eric Lofgren



RADIANCE

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A COMPLETE D20 / OGL
ROLE-PLAYING
GAME

BY DARIO NARDI

DEAR GAMER...

There is a good chance you have heard of DUNGEONS & DRAGONS™ by Wizards of the Coast. You may also know PATHFINDER RPG by Paizo Publishing or some other table-top role-playing games, be they fantasy, modern or sci-fi. People define what is fun for themselves, and this book strives to bring together time-tested elements of different editions of these games and their variants. Here are some principles that guided the design process for this game.

FAMILIAR: “The wizard casts magic missile.” This is a perennial trope that rarely needs introduction and helps players relate quickly to a fantasy world. Besides dungeons and dragons, fantasy includes chainmail, dryads, owlbears, necromancers, rings of invisibility, witches, and many other elements. RADIANCE RPG includes most of these tropes, including newer ones such as artificers, steamgear, and electrotech, which evokes the excitement of the 19th century.

STREAMLINED: Everything you need to play is here, with minimal fiddly bits and a low learning curve. Streamlined does not mean simplistic. Rather, it involves minimizing rule-subsystems, unexpected rule interactions (“brokenness”), and rule look-up and analysis during play. A goal was reducing GM prep time. RADIANCE RPG is a game that is easy on the GM and almost everything players need can be found on a few pages in front of them.

FLEXIBLE: This means options. A pallet of archetypes (in the form of classes, deities, races, skills, and themes) allows players to quickly begin an adventure. Players may dip into another class, swap out an ability, gain a deity’s boons, hire a townie, or try something that the GM has crafted for his or her own campaign.

RADIANCE RPG is modular. For example, if you prefer a purely

medieval setting, the GM simply says, “You cannot use chapter 9 or take the Electrotech ability.” That instantly hides the modern bits. Conversely, the GM might say, “You can use chapter 9 but not chapter 10, except for potions.” Instantly, your setting focuses on Victorian technology and offers very few magic items.

BALANCED: “My wizard can beat your fighter in 1 round.” No doubt. In most editions of the game, magic using classes tend to shine in ways that other characters only dream about. Taking a cue from recent trends, the classes here are balanced. That said, classic options remain. A wizard can still turn invisible, fly, charm a monster, evoke a fireball, and cast a magic missile. But when and how he can cast these spells are a little more constrained, and those who don’t cast spells enjoy a bevy of potent options.

APPEALING: In 2000, statistical research identified types of role-players. Some players liked tactical challenges using miniatures and a battle mat, and were highly interested in combat. Other players preferred narrative, immersion, and storytelling. For these folks, even the presence of dice acted as a distraction. A third group preferred verisimilitude, detailing an extensive fantasy world. For these folks, magic was a system akin to science. Finally, there were strategists who focused on complex campaigns involving castle building, troop movement, resource management, and so forth.

I hope you find this “edition” of a classic game to your liking. I have been a player and game master for 30 years. I endeavored to not let that fact get in the way of designing a version that happily expels some “sacred cows” while maintaining an essential, hard-to-name essence, as is the job of a good steward. A great way to understand and enjoy a game is to play it. Please have fun!

CREDITS

Written by Dario Nardi, copyright 2008-2012 where not covered by the Open Game License summarized on page 284. Cover illustration by Eric Lofgren. Cover design by Judah Ben Jehoshua. Interior design by Dario Nardi. Interior illustrations by Eric Lofgren, Mike Muffins, Dario Nardi, Chris Pritchard, Joe Slucher, and Frank Walls. Edited by Libby Schultz. Alex Arndt created the pathfinder class in honor of our favorite archeologists. On the cover, our heroes—a gunslinger, sage, and swashbuckler—battle a warlock, demon, and imp flock atop a speeding train.

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CHAPTER 1

Imagine

This book is a complete pencil-and-paper fantasy role-playing game. It is based on the popular Open Game License, which covers the world's most popular fantasy role-playing games. You and your friends can adventure as burly dwarf barbarians, romantic elf wizards, grizzled slith gunslingers and any other characters in a magical and terrible world of your own creation. Unlike a video game or board game, a table-top role-playing game allows you to do anything you can imagine!

GETTING STARTED

Here are some must-know items before you dive in.

WHAT YOU NEED

In addition to this book, you need a set of polyhedral dice, paper, pencils or pens, at least 3 hours of free time, and a spacious table. Some people use miniatures and a battle mat—the rules offer enough detail to use these accessories but they are not needed. Most importantly, everyone at the table will benefit from a strong dose of imagination.

KEY TERMS

Here are some essential terms you should know.

CHARACTER: Your imaginary persona in the game world. A character has a set of attributes, a race and class (profession), a deity, equipment, and a theme (a compelling story).

PLAYERS, PCs: You and your friends! Typically, each player has a character, called a player character (PC for short). Players are encouraged to bring energy, a proactive approach, and a creative mindset to the game.

PARTY: All of the PCs adventuring together, plus maybe NPCs.

NPC: A non-player character or creature you meet during your adventures.

GM: The game master is a player who crafts the world, devises adventures, and adjudicates the actions of PCs and NPCs.

D20: Indicates a roll of a 20-sided die. Many interactions are resolved with a d20 roll, modified by various factors such as a character's attributes and training. There are other dice. A 6-sided die is d6, a ten-sided die is d10, and so forth.

CHARACTER CREATION: You conjure a fantasy persona. Characters typically start at 1st level (novice). During adventures, your character grows with new abilities, equipment, and affiliations.

This book uses the male gender as a matter of convenience. Read the usage as referring to both male and female characters.

LEVEL: A measure from 0 to 20 of a character's progress and capabilities. Most characters start at level 1 and increase their level by gaining experience points (abbreviated XP). The shorthand "lv1" means level.

ROUNDS: Also called turns, a round is 6 seconds of activity. During a round, a character can move a short distance, do a few minor actions, and attempt something significant such as stab at a monster, try to deactivate a trap, or cast a spell. Under normal circumstances, everyone involved in an encounter gets 1 round worth of actions, each character after the next.

ENCOUNTER: One scene in the game, similar in length and scope to a film scene. An encounter typically lasts 2 to 5 minutes of game time, played out in 20 to 50 minutes of real-world time.

ADVENTURE: A series of related encounters, typically with a beginning, middle, and end. Over numerous encounters, characters heed a call to action, overcome obstacles, gain allies and enemies, and earn rewards. Rewards might include legendary treasure, a ransomed princess, or the pelt of a fiendish red dragon.

CAMPAIGN: A series of adventures that take PCs from 1st-level novices to 20th level heroic paragons.

"After dispatching the illithrix clutch, we studied their rude idol: a derelict nucleonic device. Jasper dislodged the psychic crystal in its bowels."

WHAT'S INSIDE

Here is a chapter-by-chapter outline of the book.

CHAPTER 1: IMAGINE—Introduces table-top fantasy role-play, defines key terms, and outlines how to make a character.

CHAPTER 2: ATTRIBUTES—Defines a character's 6 key attributes: Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma.

CHAPTER 3: RACES—Are you a stout and surly dwarf, a nimble and effervescent elf, a scheming and infernal tiefling, a plain and familiar human, or some other race? This chapter presents numerous races from which to choose. Each race offers a standard set of traits plus a menu of race-typical abilities that you select to customize a character over his career.

CHAPTER 4: CLASSES—Presents 30 professions such as artificer, barbarian, cleric, gunslinger, inquisitor, mageblade, rogue, and wizard. Each class offers a set of core abilities and limitations such as a paladin's code of conduct. As characters progress, they gain access to potent class abilities.

CHAPTER 5: SKILLS—Skills let characters perform various everyday actions such as sneaking past guards, overhearing a conversation, fixing a broken bow, picking a noble's pocket, convincing a queen to grant access to her lands, or romancing a handsome shopkeeper. Anyone can attempt to use any skill, but success is not assured and is only typical for the well-trained.

CHAPTER 6: THEMES—Describes how characters gain experience and offers dramatic narrative paths such as the Believer, Dilettante, Noble, Romancer, Scientist, Specialist, and Traitor. Themes encourage role-playing and guide characters to unique awards that reflect their history, exploits, and goals.

CHAPTER 7: DEITIES—Covers alignment, deities, and the afterlife. Deities vary from Solari, the lawful good Sun King, to Voktra, Matron of Crossroads, and the fiery Asmodius, Cambius of Secrets and ruler of Hell. Deities offer single-use abilities called boons. A character in good standing with his deity can expend faith points to use boons.

CHAPTER 8: EQUIPMENT—Includes armor, weapons, and adventure gear from boomerangs and grappling hooks to trail rations, sleep poisons, and full plate armor. Characters can hire services and travel tickets, buy and sell property and businesses, utilize billowing steamgear, and deploy catapults and other machines of war.

CHAPTER 9: ELECTROTECH—Details dazzling, crackling items that work by batteries, lightning, and ghostly nucleonic energy, from the zippy hovercraft to the mind-bending psychodrome.

CHAPTER 10: MAGIC ITEMS—Offers a trove of arcane armaments, colorful potions, useful scrolls, flying spellships, goocoy symbionts, and wondrous magic items to empower and confound, from the hat of disguise to the all-devouring sphere of annihilation.

CHAPTER 11: COMBAT—Outlines how to handle violent encounters, from surprising foes to finding cover and recovering from near death. Includes rules for the optional use of a battle mat.

CHAPTER 12: EXPLORING—How do you get to where you're going? Whether you are searching for fame, lore, love, monsters or treasure, you must handle issues such as weather, lighting, disease, and breaking obstacles. This chapter also presents quick rules for travel in alternate realms of existence. Finally, you will find a sample creature and must-know information about monsters.

CHAPTER 13: PEOPLE—Presents common cultures, popular factions, quick tables to design settlements, and 100 pre-made townsfolk plus alders and patrons. Townsfolk vary from the archer, artisan, and courtesan to the technician, wargame, and woodsman. Characters might hire, work for, fight, or... ahem... patronize some of these folk. High level characters may even start their own towns!

THE MASTERS GUIDE

This book works with RADIANCE MASTERS GUIDE, which details many traps, maps, and monsters from the carnivorous golden-furred ahrvgvex to the insatiable rotting zombie. Every GM greatly benefits from a copy. You can also use free PDFs from www.RadianceRPG.com.

HEROIC STORIES!

The essence of fantasy is the heroic story.

A story often means heeding a call to go out into a strange and foreboding world to fulfill one's destiny. It may also refer to nurturing and defending one's people and inheritance against villainous forces that gather to storm innocents and seek ruin. Either way, a hero's story emerges from numerous acts, such as exploring ancient ruins, finding true love, and confronting foes.

No hero is alone. A band of stalwart and true friends can overcome seemingly impossible odds and share experiences that last a lifetime.

Before getting into game rules, creating your character, and starting to role-play, consider the kind of stories you might enjoy undertaking. Here are facets taken from many a heroic story.

BATTLE TERRIBLE MONSTERS: Demons and dragons, gargoyles and gnolls, nagas and necromancers, vampires and werewolves... Brother Milo Lightbringer faces down frightful creatures of nightmares even as his limbs quiver and his eyes disbelieve.

BUILD A KINGDOM: What is a hero without a sturdy keep or a shining castle on a hill overlooking a flourishing kingdom of faithful citizens (or groaning serfs)? Characters can reclaim forgotten lands, rebuild ruins, or use their wealth to construct wonders anew.

DELVE ANCIENT RUINS: Amina the Just stands at the Ether Wall, reclaiming the remains of a defiled temple of a thousand years. A narrow, winding staircase leads down, deep into darkness. What treasure, traps, lore, and monsters await her?

DEVELOP UNIQUE ABILITIES: Every hero has a vocation, whether as a stalwart fighter, dragon-speaking sorcerer or wily rogue. Between adventures, heroes can train at monasteries, from musty tomes, or by sheer grit and experimentation.

FULFILL YOUR DESTINY: Farwin Bloodprince is host to the black blood of a fiend from his grandfather's pact with a demon. Ever more often, his inhuman heritage shows. Farwin is a selfish man but has no wish to become a monster. Can he gain salvation?

GAIN MAGICAL TREASURE: A cursed ring of invisibility, an intelligent sword that drinks the souls of one's foes, a hat that transmutes one's appearance into a simple beggar—magic may be rare or common but it is always useful, and occasionally cursed.

NAVIGATE COURT INTRIGUE: Halprise of Catalan is a minor noble new at court, or so everyone thinks. The king knows better, for Halprise is his bastard son. Who else may know? And can Halprise gain any land or coin before his true identity is revealed?

PURSUE TRUE LOVE: Romance is the flower of youth, the home of age, and a bond that can last beyond the grave. An explorer's life complicates raising a family, though every new town and country brings possibilities for love.

WIN SOULS TO YOUR GOD: Shanedrake is out to win souls for his dark god: the four-armed Phane, Lord of Armaments and General of Eternal Battles. By collecting souls slain in a state of battle rage, Shanedrake earns favor to rise in title in the afterlife.

HAVE FUN: Ultimately, a game provides a means for you, your friends, and loved ones to have a great time. A table top game is ultimate vehicle to express your imaginations together.

Anti-heroes can be exciting too! Too bad to be good... and too fun to be ignored. PCs may be scoundrels or worse. Races such as drow, half-orcs, and tieflings are rooted in decadence, violence, and diabolism. Similarly, a character may be a blackguard, necromancer or warlock. An antihero may be a hidden trickster in a party of a heroes; or the whole party may seek mayhem and self-agrandizement as a mirror image of the usual band of adventurers. Townsfolk, nobles, evil monsters and minor deities may quiver, or laugh, at their names. There is the hero who falls into disgrace or the weak-willed micreant who embraces and rejects good and evil in turns. Finally, an antihero may be a vile character prophesied to bring goodness, or the good soul destined to deliver misfortune.



Dr. Talos Brimble,
I hope this letter finds you and your
comrades alive and well as you captain
a dangerous journey into the highlands
of Shaska in search of the legendary
institute are most curious to hear your
next report, if it should be that a lost
race of peoples still inhabit these strange
cavernous lands beneath the earth.
If you might be able to contact them,
please let us know. We are all
waiting.

TALOS

KAIYA

SPARK

ZAVED

North
Lookout

Jest
ensitive

Watch
Quarters

Storage

Communi
Room

West
Lookout

ALL THE
OR THE
SIDE OF THE CASE

Challenge

CAMPAIGN SETTINGS

Role-play comes in many genres. A setting is more than a dragon in a dungeon. A setting is a whole culture. Here are common genres.

CLASSICAL MYTH

This setting is based on Greek, Roman or Sumerian mythology. Extraordinary heroes protect civilization and battle monsters and meddling gods. The monsters were created to punish hubris, guard treasures, or test heroes who carry divine blood. In classical myth, technology and magic are simple and uncommon. Omens, prophecy, and ritual sacrifice are regular events. Do prophecies and divine edicts rule the heroes' lives, or do they make their own destiny amid tragedies and drama?

COMICAL MASH-UP

A ninja cat woman, an invisible raven spy, and a psychic bug travel aboard a flying pirate ship crewed by apes to a forgotten floating island of dinosaurs who guard an ancient talking treasure.... This setting blends genres to present a motley crew who face down odd and unlikely tribulations. A comical mash-up may be as deadly as it is odd. Magic is modestly common and often ostentatious but also unreliable. Happily, characters tend to bounce back from near-death with convenient regularity—as death is just another prompt to explore ideas. This setting allows players to step outside fantasy norms and explore the rich possibilities of imagination.

GRITTY MEDIEVAL

Magic is rare, the world is dark and dangerous, and heroes must help keep alive the pin-lights of civilization. Treasures sit silently amid the frequent ruins of a bygone civilization. Frightening monsters lurk in the woods or are summoned from hell, fey courts or other realms of existence. Technology is minimal and, like magic, is often mistrusted. In this world, a person who uses magic is a witch, a prophet of the divine, or a pagan. Heroes are those who remain fast, protect their loved ones, and perhaps keep a treasure chest or two.

HIGH FANTASY

Magic is everywhere and enjoyed by all. There are genie-powered trains, flying carpets for rent, and pixie-lighted street lamps. There may even be magical pollution! A high fantasy setting functions like the modern world but with technology replaced by magic. Most characters use magic and don't consider it special. Magic has helped tame the world for civilization to flourish. Often, powerful guilds, world-spanning secret societies, and political intrigues drive events. Heroes must avoid assassination, censure, and other pitfalls as they seek to complete their missions.

LOVECRAFTIAN HORROR

A gateway is open, the boundaries between worlds has thinned, and bizarre beings from our dreams and nightmares are venturing into the dark nooks of normalcy. Watch where you step, the slugs are ready to take over the minds and bodies of oblivious mortals. In a world of Lovecraftian horror, technology does little to protect against sentient slugs, flying tentacled beasts, and laboratory-made insect-human hybrids. Magic is, at best, a palliative to overcome these aberrations. Heroes must belay the tide before losing their sanity.

MULTIPLANAR EPIC

When we die, our souls continue on to a new realm for eternity... for what? In a multiplanar campaign, characters are demons, angels, nymphs, robots, and far stranger beings that roam that afterlife, engaging in endless wars, shepherding the newly deceased to their new homes, trading legendary magic items, repairing interplanar gateways, launching new philosophies and religions, and generally staying out of the way of the gods themselves. In a multiplanar campaign, everyone who's more than a floating soul is a power unto themselves. Can the heroes handle the burdens of eternity?

SPACE FANTASIA

The ship's majestic sails ride high as the bow dips into the world's atmosphere and begins its descent. In this marriage of science fiction and fantasy, jungle islands become whole worlds and a rickety pirate corsair or noble cruiser becomes a gleaming spellship that plies the dark, airless void of space. Rangers of the interstellar empire go to war against space orcs. An abandoned mine on a nearby moon is haunted by ghouls of lost miners. And a single magic item can explode a whole world. Traveling the spaces between worlds is no more—or less—dangerous than plying the sea.

SWASHBUCKLING RENAISSANCE

This dramatic blend of art, politics, science, and war sees characters as pieces on a great invisible chess board, where one's place keeps shifting, presenting dangerous intrigues and beautiful rewards at every turn. Can heroes survive life as expendable pawns to come into their own? A rich tapestry spans diverse kingdoms, each a home to machiavellian princes, grubby explorers, heretical pactmakers, master alchemists, romantic bards, scheming clergy, and many others. Astounding artistic wonders, new noble bloodlines, and bizarre scientific contraptions are rising from dark ruins.

TOLKIEN SAGA

Dwarves, elves, halflings, humans and other civilized races hold to an alliance of all that is right and good against orcs, goblins, demons, shadowy undead horsemen, and other foul creatures that are brought together as a horde under the banner of tyranny and darkness. Simple village magic is common but powerful magic is rare, and even the wise and pure can be corrupted by its influence. Character's lives are guided by destiny and moral choices. Can the heroes thwart the tide of evil before darkness cloaks the world?

VICTORIAN STEAMPUNK

Magic and technology thrive side-by-side in this fanciful vision of the 19th century. People mundanely ride trains, fly dirigibles, and telegraph messages. At the same time, magic haunts society's dark side, from secret druidic lodges and fiendish cabals to ghostly seances, werewolves on the loose, and even a zombie plague or two. The world thrives on mystery and romance. Characters struggle with conventions of aristocratic life and the streetwise bravado of the poor. Some mount expeditions to oriental lands, dark jungles and western frontiers. Can the heroes win the day for queen and country?

ZIPPY ELECTROTECH

Mortals enjoy a golden age led by science geniuses and powered by crackling electricity, with dizzying inventions such as battery-powered music boxes, enigmatic thinking machines, flesh-melting zap guns, lunar flying saucers, mind-bending psychodromes, paradoxical time machines, slimy symbiotic attachments, and battle suits that merge man and machine into tough cybernaughts. While engineers build new machines and barons fight over precious resources, demologists and theosophists dig for power amid lost gnostic arts. Does this luminous world invite humility or megalomania? And what happens when magic and monsters make their debut?

WHO WEIGHS THE RULES?

A tradition called "Rule 0" holds the GM as the ultimate arbiter of the rules. This is useful in a simulation-style game that seeks to cover a wide range of imaginative experiences. A wise GM obeys 3 rules:

- » Clearly announce house rules before a campaign begins.
- » Clarify or change rules between sessions but not during play.
- » Vote on any rule that impacts most of the players' characters.

A player's responsibility is to play his characters in a way that increases enjoyment for everyone at the table. This suggests that arguing about rules, as well as theft, backstabbing, and charm magic directed at other players' characters is unwise.

CREATE A CHARACTER

Here is a step-by-step summary of how to create a character.

If you are familiar with d20 games, this introduces you to essential rules including “what’s different”. If you are new to such games, then you may wish to skip this summary and start with Chapter 2.

1) IMAGINE YOUR CHARACTER. You may have a specific image in mind from a favorite novel or film, or you may have a general feeling. Consider what inner turmoil and external challenges will most excite you.

2) ASSIGN SIX ATTRIBUTES. The attributes are Strength, Constitution, Dexterity, Intelligence, Wisdom, and Charisma.

Attributes vary from 3 to 18. Ask your GM how to generate scores. Here is an easy method: Start with 8 in each attribute. Then spend 30 points to improve the attributes on a point-for-point basis (max 18 for a single score).

Each score translates into a modifier. The modifier equals the score minus 10, divided by 2. Round down. For example, a score of 15 results in a +2 modifier $((15-10) \div 2 = +2)$. Thus, modifiers tend to vary from -5 to +5.

3) SELECT A RACE. Options include: human, asimar, atlan, drack, dromite, drow, dwarf, elf, gnome, goblin, goliath, gripli, half-elf, half-orc, halfling, hobgoblin, kobold, lizardfolk, pygmy, rakasha, slith, tengu, tiefling, and warmech.

Most races adjust attributes. For example, elves are nimble in body and mind but lack stamina. They enjoy +2 Dexterity and +2 Intelligence but suffer -2 Constitution. Thus, an attribute can start as low as 1 or as high as 20.

Each race has base statistics: size, speed, vision, wound points, comeliness, base age, languages, typical deity, and multiclass options.

Next, select 2 racial abilities for your character from a menu of options. You may forfeit a racial ability to take a noble title (to become a “sir” or “lady”). A noble title gives a monthly income and other perks. Additional racial abilities become available as a character gains levels.

4) NOTE YOUR STARTING LEVEL. Your GM will tell you your starting level, from 0th to 20th. Level 1 or 2 is typical.

As you gain experience points (XP), your level advances. Progression follows a smooth upward line. A 10th level character has 10x the abilities, hit points, and so on of a 1st level character and ½ as much as a 20th-level character.

5) SELECT A CLASS. There are many classes (professions). The classes are fairly specific. For example, clerics are good guys who use healing and light against fiends and undead. For a variant priest, play a druid, elementalist, invoker, necromancer, shaman or warlock. Here are classes grouped by their “prime” attribute.

Attribute	Classes keyed to that Attribute
Strength	Barbarian, fighter, monk
Constitution	Blackguard, shifter, sorcerer, warlock
Dexterity	Gunslinger, ranger, rogue
Intelligence	Artificer, mageblade, medicant, necromancer, pathfinder, sage, shadowcaster, wizard
Wisdom	Cleric, druid, elementalist, inquisitor, psion, shaman
Charisma	Bard, dhampir, gallant, invoker, paladin, witch

Each class also has armor and weapon proficiencies, defenses, starting gold, training time, and so forth. You can “multiclass”.

6) NOTE YOUR CLASS ABILITIES. At 1st level, you learn the class’s 3 core abilities.

As you advance over 20 levels, you learn many more abilities.

Abilities are organized in 4 tiers: basic, intermediate, advanced, and paragon. Everyone uses the same table (page 39) to advance and select abilities. Some classes like the wizard allow a little flexibility each day or in emergencies. The classes are designed to be equal, power-wise, across all 20 levels.

Some abilities are marked with a letter. “C” means you need a craft kit to use it. “M” means it’s magical. Generally, magic abilities consume vitality (see step 8 below). Most abilities last 2 minutes, 5 minutes, 1 hour or 4 hours + 1 hour per level.

7) CALCULATE SKILLS. There are many skills as shown in the table below. Each skill is keyed to an attribute.

Attribute	Skills keyed to that Attribute
Strength	Athletics, Intimidate
Constitution	Endurance
Dexterity	Acrobatics, Mechanics, Stealth, Pilot, Trick
Intelligence	Appraise, Arcana, Craft, Dungeoneering, History, Literacy, Nature, Technics, Warcraft
Wisdom	Handle Animal, Heal, Insight, Perception, Religion, Survival
Charisma	Bluff, Diplomacy, Disguise, Music, Nobility, Streetwise

Everyone can do all skills. A skill check = $d20 + \text{relevant attribute modifier} + \text{additional modifiers (if any)}$ based on class, race, and/or items.

Various abilities improve skill use. For example, Outdoor Athlete boosts Athletics and Nature checks by +5.

8) CALCULATE HIT POINTS. There are 2 kinds of hit points: wounds and vitality.

WOUNDS is based on your race. It represents actual physical punishment you can take. Wound damage includes bleeding and heals 1 point per day. Scars and disability occur without magical healing.

VITALITY is based on your level and represents energy, luck, skill, etc. You recover vitality quickly after 1 or 2 nights of rest. $\text{Vitality} = (\text{level} \times 5) + \text{Constitution modifier}$.

Mostly, damage applies to vitality first, then wounds when vitality falls to 0. Some special attacks like poison deal wound damage directly. When wounds fall below 0, you are unconscious. You can go to negative wound points equal to your Constitution score before dying.

9) CALCULATE DEFENSES. You have 3 defenses. The higher your defenses, the better.

Defense	Value
Fortitude	$10 + \frac{1}{2} \text{ level} + \text{class bonus} + \text{Strength or Constitution modifier}$
Reflex	$10 + \frac{1}{2} \text{ level} + \text{class bonus} + \text{Dexterity or Intelligence modifier}$
Will	$10 + \frac{1}{2} \text{ level} + \text{class bonus} + \text{Wisdom or Charisma modifier}$

10) CALCULATE YOUR ATTACK ROLL. Whenever you target a foe with a weapon or an ability, the foe can resist your attack. Your attack roll

= $d20 + \frac{1}{2} \text{ your level} + \text{prime attribute modifier} + \text{other modifiers}$

Resolve attacks against specific defenses. For example, Reflex can avoid a Fireball spell or a dagger. If the attack roll is greater than the defense, the attack succeeds; otherwise, it fails.

Some abilities have a partial effect even if they fail. Note: You use the same attack roll for all attacks that you make!

11) DETERMINE STARTING GOLD. When you start at 1st level, your class determines your starting gold. Otherwise, Table 8-2: Starting Wealth above 1st Level (page 152) sets your starting gold.

12) DETERMINE MAXIMUM ENCUMBRANCE. Gear takes up slots. You can fill a number of slots equal to your Strength score. After that, you are weighed down and severely hampered.

13) BUY ARMOR. There are various armor options such as leather, hide, chainmail, scalemail, and full plate.

Armor gives Damage Reduction (DR). DR indicates how much to reduce damage directed at you. If you have DR 5 breastplate and you are struck for 9 damage, then you only suffer 4 damage. The exceptions include a critical hit, which is when an attacker rolls a natural 20, or when an ability inflicts direct wound damage such as from ingesting poison. Don't think armor always protects you!

Some foes suffer a DR penalty versus special materials like silver or they enjoy a DR bonus against certain energies such as acid or fire. For example, if a Resist Cold spell gives you +5 DR versus cold, add +5 to your DR against cold attacks.

14) BUY WEAPONS. Each class is proficient with 1 or more weapon groups such as light blades, hammers, and so forth. Each weapon has a grade, damage die, range (when appropriate), and cost. Small characters can't use Heavy weapons. Reflex resists Light weapons, most natural weapons, and ranged weapons. Fortitude resists Medium and Heavy weapons. Generally, abilities are more important than weapons. What counts is how you use your weapon!

15) BUY OTHER GEAR. You can quickly buy a basic or expert pack that includes essentials for adventuring or you equip yourself piece by piece. There are drugs, electrotechnics, firearms, flying spellships, poisons, steamgear, symbionts, businesses (run a factory or a brothel), and a multitude of magic items. Be sure your gear does not exceed your starting gold or encumbrance slots.

Magic items are organized by tier: basic, intermediate, advanced, and paragon. Each tier has a set market price and craft cost. Thus, the use of magic items has a predictable impact. Characters can sell mundane items for ½ their market price or magic items for their full price. A few characters may craft items.

16) SELECT A THEME. A theme is a narrative path. You are not just a wizard, you are an explorer wizard, specialist wizard, believer wizard or so forth. The options are: Arcanist, Believer, Commando, Dilettante, Explorer, Guildsman, Heretic, Hunter, Martialist, Noble, Protector, Rider, Romantic, Scientist, Specialist, and Traitor.

When creating your character, consider a background, personality, hometown, and other details that relate to his theme.

At every even level (0th, 2nd, 4th, 6th, etc) you qualify for a minor award or a major award from among options listed under your theme. Awards often modify how your class abilities work.

17) SELECT A DEITY. There are many deities. Your deity determines where you go after death. More pressingly, each deity offers a thematic set of abilities called boons. You can expend faith points that you gain each level to enjoy a one-shot use of a deity's ability.

There are many "realms of existence": each home to a deity, plus the Mortal Realm where characters mostly live and the Astral Realm which links all the other realms.

18) MIND YOUR ALIGNMENT. There are 9 alignments ranging from lawful good to chaotic evil. The GM tracks alignment, which determines standing with one's deity and the effects of certain spells.

19) KNOW YOUR CULTURE. An adventuring party may be culturally homogeneous or diverse, depending on the setting.

There are 4 cultures. People from a primal tribal culture are hearty and comfortable in nature. A medieval feudal culture promotes a pious people who are alert to supernatural forces. Enterprising colonial culture is scientific, its people skilled with various devices including steamgear and electrotech. Finally, the people of a decadent imperial culture are wealthy and masterful in the social arts.

Each culture supposes ideals, governance, and daily activities and also offers a useful perk and skill modifiers.

20) JOIN A FACTION. Factions such as the Holy Templars, Travelers Lodge, and Wraith Daggers are powerful, far-flung organizations. You spend gold and pass an entrance test to join a faction, and you are limited to a single faction at a time.

Factions offer benefits. You may stay at your faction's headquarters for free, train in a multiclass option or townie profession, inquire about rumors and jobs, and hire other members at a 50% discount. A faction's members also sport a unique magical sigil. You can skip factions and be unaffiliated.

21) READY FOR COMBAT. Surprise encounters are resolved using Perception versus Stealth. Roll initiative (d20 + Dexterity modifier). Higher initiative goes first. Combat proceeds in 6-second rounds. Each round you may take 1 move action and 1 standard action, or 2 move actions. In addition, you may take 1 immediate action and up to 3 swift actions.

BLEEDING: When first taking wound damage, a character is dazed on his next turn. A character falls unconscious below 0 wounds and deteriorates -1 wound point per round until cured by magic or given first aid (a successful DC 15 Heal check). A character remains alive down to a number of negative wound points equal to his Constitution score.

DISABILITY: When a character takes a fall, he must resist using Fortitude (against an attack roll of d20 +1 per 5 ft fallen) or become disabled (limited to 5 ft speed and suffer -5 to physical skill checks). Magical healing ends disability. Bed rest also ends disability when a character fully recovers to his full wound points.

HEALING: A night's rest is 6 hours. Each night, a character heals all vitality damage plus 1 wound point per point of Constitution modifier (minimum 1). A character can also take a brief 2-hour "nap" each day to regain a number of vitality points equal to his level.

SUPPORT: A person can transfer vitality equal to his Charisma bonus (minimum 1) to an allied person within 15 ft (1/day/person).

22) KNOW WHY YOU ADVENTURE. Characters advance by earning experience points (XP) and gain XP by overcoming obstacles on a point-for-point basis. There's a rule for the GM: Offer challenges based on the party's average level. For example, a 5th level character needs 25 XP to get to 6th level. If there are 4 characters, multiply 25 XP x 4 = 100 XP. That's how many levels of creatures, traps, and other challenges the GM places in a play session.

23) EXPECT ENCOUNTERS. Every trap, creature, and hazard has a level. For example, a typical ogre is level 4. Its level is equivalent to a level 4 character because creatures are built using tiered abilities just like characters. Creatures can also advance in a class. For instance, an ogre with 4 levels of barbarian is 8th level.

Overcoming a monster grants a number of XP equal to its level. Every monster has a Lore check and a Bypass check so you can puzzle it out and attempt to bypass it using finesse rather than combat.

This book presents a sample creature, the sturdy metallic ergo along with a couple of potent variants. The RADIANCE MASTERS GUIDE contains many more bizarre and terrible creatures.

24) CONSIDER ALLIES & ENEMIES. The world is filled with people from archers and alchemists to warmages and woodsmen. There are 100 pre-made common folk called townies. Townies are specialists with very useful abilities, from mixing potions to raising the dead. Don't assume they are trivial just because they are low level! PCs may acquire townies as followers, hirelings or enemies. Some townies progress to become alders or high-level patrons.

25) NAME YOUR CHARACTER! With the name, you are ready to start. Pick a name that fits with your character's world and demeanor. Better an honest name. It's the moniker you will live with!

CHAPTER 2

Attributes

Is a character strong or weak? Agile or clumsy? Hearty or sickly? Clever or slow? Wise or foolish? Captivating or repulsive? Six attributes define these qualities.

SIX ATTRIBUTES

Here are the attributes that define all creatures.

STRENGTH (STR): Includes brawn, lifting ability, force of muscles, and primal energy. Strength governs how much you can carry, skills such as Athletics, and damage delivered by many weapons. It is a prime attribute for martial characters such as barbarians, fighters, and monks.

CONSTITUTION (CON): Includes endurance, health, and toughness. A high Constitution grants more vitality to absorb damage and cast spells. It is a prime attribute for shifters (who transform into animals), sorcerers (who become dragons), and others.

DEXTERITY (DEX): Includes aim, balance, fine motor skills, and reaction time. Dexterity governs skills like Stealth and Trick, helps you dodge others blows, lets you act quickly, and is a prime attribute for stealthy characters such as gunslingers, rangers, and rogues.

INTELLIGENCE (INT): Includes reasoning and strategic use of facts. Intelligence governs skills such as Arcana and History, and is a prime attribute for studious and magic-oriented characters such as artificers, mageblades, sages, and wizards.

WISDOM (WIS): Includes insight, perceptiveness, and will power. Wisdom governs skills such as Insight and Perception, and is a prime attribute for spiritually-oriented characters such as clerics, druids, and psions.

CHARISMA (CHA): Includes appeal, personality, and leadership. Charisma governs skills such as Bluff and Diplomacy, and is a prime attribute for personable characters such as bards, dhampirs, gallants, paladins, and witches.

A character is born with his attributes and can slowly improve some of them over the course of his career.

Strength, Constitution, Dexterity are *physical* attributes, while Intelligence, Wisdom, and Charisma are *mental* attributes.

A character's race (such as dwarf, elf or human) modifies attributes. Age modifies attributes. Other factors may also modify attributes. A lucky character might locate an ancient artifact or enchanted pool that forever improves an attribute. Otherwise, attributes remain fixed from day-to-day.

Attribute scores generally range from 3 to 18. Modifiers can reduce a score to 1 or raise it to 20 or even higher. A perfectly average person would have a 10 or 11 for all attributes.

DETERMINING ATTRIBUTES

Here are several methods to determine attribute scores. All the methods result in an average score of 13, which is somewhat above the common person who averages 10 or 11. Ask your GM which method to use to create your character.

METHOD 1: Arrange the following array of scores—16, 15, 14, 13, 11, 9—to reflect your character concept. For example, a brawny and charismatic warrior might have Strength 16, Constitution 13, Dexterity 14, Intelligence 9, Wisdom 11, and Charisma 15.

METHOD 2: Start with a score of 8 in each attribute and a pool of 30 points to spend to boost attributes on a point for point basis. You are limited to a score of 18. For example, improving a score of 8 to 13 costs 5 points (13 - 8 = 5).

METHOD 3: For each attribute, start with a score of 6 and add a roll of 2d6. For example, if you roll 5 and 3, then 6+5+3 = 14.

"In my feverish dream, there descended a flock of fearsome heavenly angels, blinding my mortal eyes as they visited their wrath upon us all."

Arrange the scores to reflect your character concept.

The first 2 methods assure every character starts on an equal playing field while the third method affords some randomness that means some characters are exceptional.

EFFECT OF ATTRIBUTES

Your character's attributes impact the use of skills and abilities.

When making a skill check or activating an ability, you use the modifier that corresponds to an attribute score (rather than the raw score).

For example, if Talos the fighter has a Strength score of 16 and needs to swim, he applies a +3 bonus to his Athletics check, because Athletics is a Strength-based skill that covers climbing, swimming, and similar activities.

TABLE 2-1:
ATTRIBUTE MODIFIER

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20+*	+5

**TABLE 2-2: ATTRIBUTES OF
EXAMPLE CHARACTER, TALOS**

Attribute	Score	Modifier
Strength	16	+3
Constitution	12	+1
Dexterity	15	+2
Intelligence	10	+0
Wisdom	8	-1
Charisma	14	+2

IMPROVING ATTRIBUTES

You can improve attributes several ways.

A character's race influences his attributes. For example, since Talos is human, he adds a +2 bonus to any 1 attribute of his choice. Likely he will choose Strength, which is practical to survive a warrior's life.

Also, as characters progress from 1st to 20th level, they get attribute boosts every few levels (5th, 9th, 13th, and 17th levels). You distribute these boosts to improve your attributes.

Finally, the aging process, and certain items and locations such as eldritch tomes and magical pools, may permanently alter an attribute.

If any attribute score ever falls to 0 or lower, the character dies.

MIND YOUR ATTRIBUTES

Role-playing a character with an unusual mental attribute such as low Intelligence can be challenging. As a guide, when you use...

INTELLIGENCE: You gather, analyze, and refer to factual data in order to develop a strategy or set of tactics.

WISDOM: You refer to past experiences, observations, and intuitions to decide what is right or wrong on principle.

CHARISMA: You consider others' needs, values, and goals, and you make a compelling effort to address those.

Refer to Table 2-1: Attribute Modifiers to find the modifiers that correspond to each of your character's attributes.

* For scores above 20, increase the modifier by +1 for every 2 points above 20, rounding down. For example a score of 25 grants a +7 modifier.

EXAMPLE: TALOS

Talos is a warrior. He is strong and agile with good leadership skills and an inspiring way with his comrades, not to mention the ladies. The player uses Method 3 and arranges scores as shown in Table 2-2: Attributes of Example Character, Talos.

YOUR PRIME ATTRIBUTE

Every character has a prime attribute that is based on his class. For example, Strength is a fighter's prime attribute while Intelligence is a wizard's prime attribute. The prime attribute determines how well a character uses his abilities.

Class abilities are sorted into tiers and you must maintain a minimum score in your prime attribute in order to use your those abilities.

Taking a second class may grant a second prime attribute.

Preview of Talos Brimbsbi

Here is a sample character. While serving as a marine, Talos honed his combat skills, engaged in stealth operations, learned a magic trick to survive hostile climates, and became familiar with electrotech gear.

RACE Human
CLASS/LEVEL Fighter 1
ALIGNMENT Chaotic neutral

SENSES Standard
PERCEPTION -1 ; **STEALTH** +7
LANGUAGES Common
INITIATIVE +2

SPEED 30 ft
ATTACK d20+4 (+5 using longsword, +7 if combat focus)
WEAPONS Longsword (1d8) or shortbow (1d6, 60 ft)
DAMAGE +4 (+6 using longsword)

ARMOR Scalemail ; **DR** 4
WOUNDS 8
VITALITY 6
FORTITUDE 16, **REFLEX** 12, **WILL** 12

STR 18, **CON** 12, **DEX** 15, **INT** 10, **WIS** 8, **CHA** 14
PRIME ATTRIBUTE Strength

AGE 19 ; **COMELINESS** 14 (attractive)
MULTICLASS OPTION Any
DEITY Corvis, The Eternal Reveler ; **FP** 1
THEME Explorer

EQUIPMENT Scalemail, longsword, shortbow, dagger, basic explorers pack.

ENCUMBRANCE SLOTS 11 ; **MAX** 18
COINS 40 gp

COMBAT FOCUS: As a move action you concentrate to achieve focus. Apply a +2 bonus on your next attack roll using a weapon. After attacking, the focus ends.

ELECTROTECH: You study invisible mundane forces of nature (called immateria). You can make checks using the Technics skill (page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

HEROIC MIEN: Once daily, you may retry a single d20 roll before learning if the result leads to success or failure. You must use the result of the second roll even if it is worse than the first one.

RAPID ATTACK: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

RESIST ENERGY^M: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or a +2 bonus versus all energy types. Costs 1 vitality.

SEAFARER: You grew up traveling the ocean. Apply a +3 bonus on Athletics, Nature, and Pilot checks.

VITALITY SURGE: Once daily you regain 1d6 vitality.

WEAPON FOCUS: When you take this ability, select a melee weapon such as the longsword. Apply a +1 bonus on attack rolls and a +2 bonus on damage rolls when using that weapon.

BEHIND THE MATH

A traditional, bare-bones method of generating attributes uses 3d6, which produces values along a bell-curve. Mid-range scores like 9, 10, 11, and 12 are far more common than end-range scores such as 3, 4, 17, and 18. A bell curve reflects a typical population in which most people are average in an attribute. The methods mentioned here for generating attributes tend to result in exceptional characters.

CHAPTER 3

Races

A character's race (species) decides many of his traits such as height, life span, and vision. Table 3-1: Summary of Races presents common fantasy races such as dwarf and elf, plus many more such as the feline rakasha and the steamgear slith. Choose a race that fits your character concept.

TABLE 3-1: SUMMARY OF RACES

Race	Page	Description
Human	14	This familiar race is known to be ambitious, adaptable, corruptible, talented, and heroic.
Asimar	15	These angelic offspring are gentle, beatific, and wise.
Atlan	16	Atlans are an ancient human offshoot acclimated to the ocean.
Drack	17	These dragon-like humanoids are courageous, greedy, noble, proud, and strong.
Dromite	18	These small, insectile humanoids cluster in city-hives.
Drow	19	This cruel and magically-adept offshoot of elves lurks underground and cavorts with vermin.
Dwarf	20	Members of this stout underground race are sturdy, hardworking, carousing, dour, and practical.
Elf	21	These ancient forest folk are inspiring, mysterious, amused, haughty, and eternal.
Gnome	22	Gnomes are small, curious, magical, technical, and quirky. They are the most magical of all races.
Goblin	23	Goblins are small sadistic pests that lurk, waiting for easy marks. They are ugly, clever, stealthy, and thieving.
Goliath	24	Members of this race of desert giants are large, competitive, daring, stubborn, and astute.
Grippli	25	The amphibious grippli are small, agile, artistic, and excitable.
Half-elf	26	These descendants of humans and elves are beautiful, dramatic, enchanting, lost, and svelte.
Half-orc	27	This offspring of humans and orcs are large, aggressive, brooding, rugged, and uncouth.
Halfling	28	Halflings are small folk of rivers and shires. They are agile, friendly, hedonistic, and lucky.
Hobgoblin	29	These folk are hearty, organized, proud, tyrannical, and warlike.
Kobold	30	This small, quick, and puny reptilian race dwells in cavernous mines and crafts dangerous traps.
Lizardfolk	31	These reptilian swamp dwellers hew close to nature's wisdom and tribal practices.
Pygmy	32	Pygmies are a tiny, savage, and superstitious fey-like people.
Rakasha	33	These offspring of humans and tiger-like spirits are calculating, curious, observant, and sly.
Slith	34	This cool-headed race is savvy with firearms, steamgear, magical tattoos, symbionts, and similar rare items.
Tengu	35	These beaked avian humanoids are stealthy, vain, and covetous.
Tiefling	36	These descendants of humans and devils are crafty, agile, and arrogant.
Warmech	37	Also called tin-folk and iron-folk, these constructs have tough bodies designed and built for combat.

"We met Lord Jayzenval, son by the king and his fiendish mistress, a spirit natives call a 'rakhasa', and Jayzenval was both charming and deceitful."

KEY TERMS

Here are key terms to know about a race's physical traits.

ATTRIBUTES: Apply the indicated adjustments to the character's attributes. Adjustments are usually +2 or -2. This allows a character's attribute scores to be as low as 1 and as high as 20.

SIZE: Medium is the norm. Larger or smaller characters apply adjustments as indicated in their description. Small is 2-4 ft tall, Medium is 4-8 ft tall, and Large is 8+ ft tall.

SPEED: How fast a character moves. A speed of 30 ft means a creature can move 30 ft as a single move action. This is faster than walking but slower than an all-out run. A running character travels at 2x the indicated speed.

WOUND POINTS: A measure of the amount of physical damage a creature's body can sustain. Visceral damage is caused by cuts, blunt trauma, and so forth that lead to bleeding and even death. A human has 8 wound points. As a reference, a single arrow or sword thrust causes 1 to 8 points of damage. Generally, smaller creatures have fewer wound points than larger creatures.

RACIAL ABILITIES: All characters gain abilities typical of their race. Magical abilities are marked with an ^M. Craft abilities are marked with a ^C.

Abilities that are automatic are indicated under the race's physical traits. For example, all dwarves have Artisan, Dwarven Resistance, Earth Anchor, and Stonecunning. These abilities are not "learned" but rather come from a character's innate physiological makeup.

Characters select 2 more abilities from a menu of options. For example, Pobos the dwarf has Defensive Training and Iron Will while Grulf the dwarf has Duergar Form and Smithy. As a character progresses, he selects more racial abilities. See Table 4-2: Character Progression on page 39 for details.

VISION: Many races have extraordinary vision. As a reference, humans can discern detail out to 120 ft in daylight, 30 ft in shadowy conditions, 5 ft in near-darkness, and 0 ft in total darkness. All creatures have normal vision in addition to other vision they may possess, such as low-light vision, darkvision or nethersight.

FREE LANGUAGES: The languages that all creatures of a particular race automatically know regardless of background. Humans know Common, a widely used language. Other races tend to know Common as well as race-specific languages that are practically hardwired at birth.

BONUS LANGUAGES: These languages are available to learn by members of a particular race. These may be of typical allies or enemies. At the start of his career, a character can select a number of bonus languages equal to his Intelligence bonus (if any).

MULTICLASSING: Except for humans and half-elves who are notably adaptable, every race has 3 classes (professions) that predominate in that race's culture. If and when a character wishes to multiclass, he may select 1 of the listed classes for that purpose. He must qualify for the class and its abilities as normal and use that class's prime attribute for attacks.

TYPICAL ALIGNMENT: A race's typical morals and ethos. Exceptions are not uncommon. Your character may be any alignment you wish.

TYPICAL DEITY: The god or gods most often given prominence and venerated in communities of this race.

COMELINESS: This attribute describes a character's attractiveness relative to a typical human. This attribute varies from 1 to 20+. A rating of 1-4 is ugly, 5-8 homely, 9-12 average, 13-16 attractive, 17-20 beautiful, and 21+ is supernaturally beautiful if not divine. Comeliness can impact social encounters (Table 12-3, page 233).

BASE AGE: Each race has a typical progression of aging. Humans are young adults starting at age 15, middle age after 35, and old at 55 and above, assuming no access to substantive medicine or magic. Other races can differ markedly. A race's maximum age equals 2x the start of old age. Regardless of lifespan, every character is limited to 20 total years during which he may gain experience.

Typically, characters start their careers as young adults for their

race, plus an additional amount specified by their class (see Chapter 4). Refer to Table 3-2: Adjustments by Age below to adjust a character's attributes based on aging. In addition to attribute adjustments, aging characters gain bonus racial abilities. Generally, older characters have lower physical attributes but more abilities.

TABLE 3-2: ADJUSTMENTS BY AGE

Age Bracket	Adjustments*
Child	-4 Strength, -2 Intelligence, +4 Comeliness. A child is 1 size smaller. He enjoys +2 Reflex and a +5 bonus on Insight, Perception, and Stealth checks. A child is limited to Light and Medium weapons, and wields Medium weapons with both hands.
Young Adult	No adjustments.
Middle-aged	-2 Strength, -2 Dexterity, -2 Constitution, +2 Intelligence, +2 Wisdom, +2 Charisma. Also, -2 Comeliness and 1 bonus racial ability of your choice.
Old	-4 Strength, -4 Dexterity, -4 Constitution, +2 Intelligence, +4 Wisdom, +2 Charisma. Also, -2 Comeliness and 3 bonus racial abilities.

* Adjustments are made with respect to Young Adult, and scores do not drop below 1 or rise above 20.

Character Names

Here are some names to spur your imagination.

MALE NAMES: Aladar, Argo, Arn, Arthur, Baltar, Balthasar, Beauford, Beowolf, Berwin, Bilbados, Bix, Boon, Brenigan, Bresdin, Brok, Calvis, Cedrik, Centaros, Clayde, Cornelius, Damian, Dantalius, Dargo, Dazik, Demos, Detorius, Drako, Edik, Elaith, Elrik, Ethaniel, Ezio, Falko, Farwin, Farthane, Faust, Fiesil, Galihan, Galt, Gaius, Gnirk, Godrik, Goodwin, Griffin, Halfred, Hazrik, Helios, Henric, Iago, Jasco, Jules, Kal, Kelvin, Krios, Leontes, Loki, Magnus, Malfor, Merikel, Merlin, Milo, Milthar, Mongoose, Mortimer, Nar, Newton, Nico, Ogenvar, Perigren, Perrin, Phineas, Poe, Puck, Quillon, Raphni, Rasputin, Redikar, Roc, Rohan, Roland, Santaros, Sarney, Seb, Severus, Shamus, Silis, Spark, Tagrit, Talos, Tanis, Tezek, Thor, Titus, Tor, Tiber, Tref, Triston, Trusk, Tyranthus, Tyros, Valaros, Valkie, Vayley, Vaukner, Vedikar, Verrin, Vlad, Wernik, Wiziwuma, Xavian, Yohan, Zarash, Zeus.

FEMALE NAMES: Ada, Aerielle, Ai, Amelia, Andromeda, Anya, Arra, Atasha, Azur, Bella, Braye, Chalandra, Carmaine, Circee, Clarie, Coralene, Demalia, Desdemona, Doe, Drusilla, Egwene, Elandri, Electra, Ella, Elsie, Eowyn, Faye, Feyri, Gerti, Giselle, Glassya, Hera, Hermione, Ida, Ilda, Imogen, Iona, Iris, Ishtar, Isolde, Jade, Jarah, Juno, Kandisha, Kara, Kree, Lara, Leena, Lelani, Liara, Lida, Liliana, Liliath, Livinia, Loviatha, Lucrezia, Lumilla, Luna, Mara, Medea, Minoa, Miriam, Mishla, Morgana, Moy, Myla, Mystique, Naida, Natasha, Nefari, Nemari, Nerissa, Nissa, Opaline, Ophelia, Raisa, Raven, Rose, Ruby, Sabine, Safire, Samantha, Serene, Sirenica, Siva, Sonja, Swan, Tabina, Tasanee, Thaisa, Thinah, Vandri, Vardra, Vasha, Vaylin, Victoria, Viola, Violet, Voltanna, Vulpine, Wens, Wynnfrith, Yana, Xara, Zaira.

Noble Characters

You can forfeit a bonus racial ability to obtain a noble title. You do this when first creating a character, or later with GM approval.

LESSER TITLE: You were born into a lesser noble family and hold a title of Sir (or Lady if female). Your title grants you a +5 bonus on Nobility checks and a stipend of 25 gp per month, which is sufficient for common lodging and meals when you have no other means. Your family owns a single fine property where you may reside for free. You must have at least occasional contact with your family to collect the stipend and use the property. Your title is by blood and you can never lose it, though lack of contact or family approval may result in suspension of benefits. Finally, a noble character is generally well-received by other nobility. You may make a Nobility check in lieu of a Diplomacy check to gain temporarily lodging or simple favors from other nobles.

HUMAN

Humans are ambitious, adaptable, corruptible, and heroic.

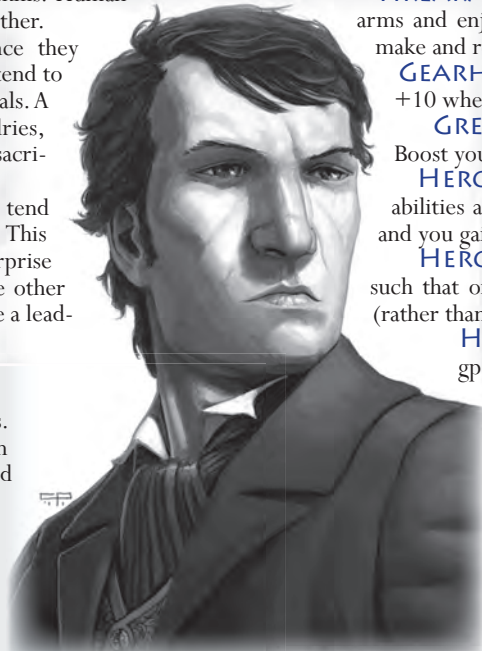
APPEARANCE & CULTURE

Humans stand 5 ft to 6¼ ft high and average 150 to 180 pounds (men) or 100 to 140 pounds (women). They are the most common and the most varied of all mortal humanoid races, coming in many sizes, shapes, and colors. They tend to settle in river valleys, seashores, and plains where agriculture, fishing, commerce, and construction are easy.

Humans are often viewed by the other races as ambitious, corruptible, flexible, heroic, prideful, prolific, and shortsighted to the point of tragedy. Humans are incredibly varied in their moral and ethical outlooks as well as interests and skills. Human communities can vary greatly from each other.

Humans are generally dedicated. Since they lack a single unifying culture, individuals tend to embrace kin, kingdoms, religions, and ideals. A clash of ideals often results in bitter rivalries, bloody wars, famous romances, heroic sacrifices, and ingenious inventions.

Due to diversity, human communities tend to harbor individuals of many talents. This makes them well-equipped to adapt to surprise challenges. This also helps them welcome other humanoid races. Thusly, humans often take a leading role among the civilized races.



PHYSICAL TRAITS

Humans have the following characteristics.

ATTRIBUTES: Apply a +2 bonus to an attribute of your choice. Humans are varied and adaptable.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 8. Humans are average in terms of how much damage they can absorb.

ADAPTABLE: You start with 1 extra racial ability, class basic ability or minor award at 1st level.

HEROIC MIEN: Once daily, you may retry a single d20 roll before learning if the result leads to success or failure. You must use the result of the second roll even if it is worse than the first one.

QUICK LEARNER: Select 1 skill. Apply a +5 bonus to checks involving this skill. Humans are naturally quick learners.

FREE LANGUAGES: Common.

BONUS LANGUAGES: Any (other than secret languages, such as Druidic and Thieves Cant). Select a number of bonus languages equal to the character's Intelligence bonus.

MULTICLASSING: Any. You may select any 1 class to pursue under the multiclass option.

TYPICAL ALIGNMENT: Any.

TYPICAL DEITY: Any.

COMELINESS: 2d6+4 (avg 11). Humans define the average.

BASE AGE: 15. Humans become young adults at 15, middle-aged at 35, and old at 55. Those who live in highly civilized areas with widespread access to curative magic have longer life spans.

RACIAL ABILITIES

A human character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

ARMY SKILLS: You know military life. Apply a +2 bonus on Athletics, Endurance, Handle Animal, Intimidate, and Warcraft checks.

ARTIST: You are skilled at fine arts, music, and writing. Boost Craft, Literacy, and Music checks by +3.

COUNTRY KID: Your rural upbringing grants you a +3 bonus on Endurance, Handle Animal, and Nature checks.

DEFENSIVE TRAINING: Apply a +2 bonus on your saves when defending against creatures of 1 particular type (animals, dragons, fiends, etc). If you select persons as a creature type, you must select a race such as dwarf or elf.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

EXCEPTIONAL BEAUTY: You carry a touch of celestial or elven blood. Apply a +2 bonus to your Comeliness.

FIREARMS PROFICIENCY: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

GEARHEAD: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

HEROIC ACTION: Once daily, you can use 1 of your abilities as a move action rather than as a standard action, and you gain 1 vitality point right after you do so.

HEROIC PARAGON: This improves Heroic Action, such that once daily you can use 1 ability as a swift action (rather than a move action).

HUMAN INHERITANCE: You start with 1,000 gp worth of goods that may include coins, potions (page 196), scrolls (page 198), artwork, jewels, gems (page 167), and/or mundane practical gear.

IRON WILL: You are mentally resilient. Boost your Will by +2.

LAST GASP: Once daily when you have less than 0 wound points and are unconscious, you may briefly become conscious and take a single move or standard action on your turn. After the act, you fall unconscious again, stabilize, and lose no further hit points (unless a foe inflicts further damage).

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

PILOTING: Boost Pilot checks by +5, or by +10 once daily.

PRIDE'S POWER: Apply a +1 bonus on all your attack rolls.

PRODIGY: When you attain 3rd level, you gain 1 advanced class ability rather than the usual 4 basic class abilities for that level, which you gain at 9th level instead. This ability does not grant access to advanced tier boons, which you access at 9th level, as usual.

QUESTOR: You gain 1 additional minor award of your choice, for which you qualify, listed under your theme (page 108).

SEAFARER: You grew up traveling the sea. Apply a +3 bonus on Athletics, Nature, and Pilot checks.

SKILL FOCUS: Apply a +5 bonus to 1 skill of your choice, or +10 once per day. The skill must differ from what you selected for Quick Learner.

STREET RAT: You grew up in urban poverty. Apply a +2 bonus on Acrobatics, Bluff, Stealth, Streetwise, and Trick checks.

STUDENT OF SCIENCE: You have a modern technical education. Apply a +2 bonus on Dungeoneering, History, Literacy, Mechanics, and Pilot checks.

URBAN SOPHISTICATE: You know cities well. Apply a +2 bonus on Craft, Literacy, Music, Nobility, and Streetwise checks.

VIOLENT AMBITION: Once daily as a move action, boost your next attack roll that round by +10.

WARRIOR: You are proficient with Medium armor and 1 weapon group of your choice.

ZEST FOR LIVING: Boost your maximum vitality by +3 points.

ASIMAR

Asimar have angelic traits and are gentle, beatific, and wise.

APPEARANCE & CULTURE

Asimar stand 5½ to 6 ft tall and weigh approximately 130 to 180 pounds. Their hair varies from silvery-white to golden blond. They have blue or golden eyes, alabaster skin, and either feathers or leonine mane-like hair along their upper arms, chest and/or back. They are toned and both sexes vary little from an average weight.

Asimar are often viewed as giving, polite, trustworthy, and pure-hearted descendents of humans and angels. They prefer places of peace but often follow a calling to venture into dark places and fight evil. Their favorite locales are quiet mountaintops amid white clouds, sweet alpine meadows, and open blue sky.

Asimar are generally righteous. At their best, their blend of human and celestial blood makes them artistic, diplomatic, quick witted, strategic, and fearless. Those who adventure often do so to help others, explore their celestial heritage or battle evil. An asimar's ideals are often tested upon taking on leadership roles and discovering that compromises are needed.

Despite their heritage, asimar can be any alignment, including evil. Some are scarred by bigotry or are objects of envy, leaving them bitter. Regardless of alignment, most come off as kind.

PHYSICAL TRAITS

Asimar have the following characteristics.

ATTRIBUTES: -2 Constitution, +2 Wisdom, and +2 Charisma. Asimar are insightful and personable, but they tend to tire easily.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 8. Asimar absorb damage the same as humans.

ALERTNESS: You have finely-tuned senses. Apply a +2 bonus on Insight and Perception checks.

BRAVERY: Apply a +2 bonus on saves against fear.

CELESTIAL ACCLIMATION: You enjoy +2 DR against cold, electrical, and sonic damage. Whenever you suffer such energy, reduce the damage by 2 points.

DARKVISION: You see in conditions of total darkness as easily as full daylight. Darkvision is black and white only but otherwise functions as normal sight.

LIGHT^M: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can use and dismiss this ability at will but you can maintain only 1 light at a time.

FREE LANGUAGES: Common and Celestial.

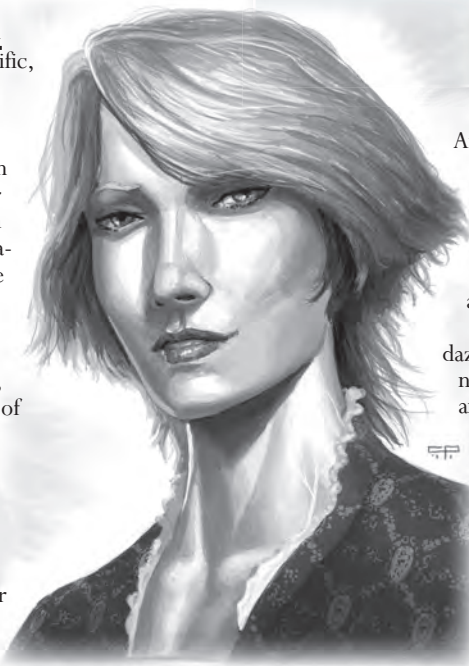
BONUS LANGUAGES: Draconic, Dwarven, Elven, Gnome, Halfling, and Sylvan. Select a number of bonus languages equal to the character's Intelligence bonus.

MULTICLASSING: Cleric, gallant or paladin. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Neutral good.

TYPICAL DEITY: Esmariah, Solari, Stolgar, Tanish or Iris.

COMELINESS: 2d6+8 (avg 15). Asimar tend to be beautiful.



BASE AGE: 20. Asimar live somewhat longer than humans. They are young adults at age 20, middle-aged at 50, and old at 80.

RACIAL ABILITIES

An asimar character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

ANGELIC DEFENDER: Fiends are a traditional foe of asimar. You and adjacent allies enjoy a +2 bonus to saves when defending against fiends and tieflings.

ANGELSIGHT: You cannot be burned, blinded, dazzled or otherwise harmed by strong light, whether natural or magical in nature, such as by a serephil angel's Blinding Light ability.

BONUS FAITH POINTS: At each new level or new year, you gain 2 bonus faith points if you worship a nonevil deity. See the call-out on page 129 for details.

CELESTIAL INHERITANCE: You gain a fine suit of angeltears leather armor (page 194).

CELESTIAL RAPPORT: You have experience with angels, perhaps from your childhood. Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with celestials or recalling lore about celestials.

CELESTIAL RESISTANCE: This improves Celestial Acclimation to grant +5 DR against cold, electrical, and sonic damage.

CLOAK OF PEACE: Whenever you are unarmed, not wearing armor, and not in combat, apply a +2 bonus to your DR and saves.

COUNSELOR: Boost Diplomacy and Insight checks by +5.

DAZZLE BOLT^M: A foe within 15 ft suffers 1d4+1 fire damage, or 5d4 fire damage if it is normally harmed by light. Costs 1 vitality.

DETECT EVIL^M: You learn whether fiends and/or undead are present within a 30-ft cone.

DIVINE BEAUTY: Apply a +2 bonus to your Comeliness. Your countenance is angelic.

HEALING TOUCH^M: Your touch heals a willing adjacent non-evil creature's wound damage. The amount healed equals 1d8 + your Charisma bonus. In exchange, you suffer 1 wound damage. A particular creature can benefit only once daily from this ability.

HEAVENSIGHT^M: You see in conditions of blinding illumination as easily as seeing in normal daylight. Heavensight is in full color.

HOLY WRATH^M: Whenever you deal damage to a fiend or undead creature, add +1 holy wound damage in addition to any other damage dealt. This bonus damage always bypasses DR.

IRON WILL: You are mentally resilient. Boost your Will by +2.

LIGHTNING REFLEXES: You are quick and agile. Apply +2 to Reflex.

REBUKING WRATH: Some asimar receive special martial training against ancient foes while others are instinctively primed against evil. Apply a +1 bonus on attack rolls and +2 damage against fiends and undead.

RIGHTEOUS PATH: Once daily outside of combat, 1 person you target within 15 ft must resist using Will or become friendly toward you and aid you by performing a good act for 5 minutes. Good acts include telling the truth, aiding those in need, making a small donation, lending mundane gear, and rebuking others' evil and unnatural acts. When the effect ends, the creature feels unfriendly toward you (if evil) or it may remain friendly to you (if good or neutral) provided the activity was a success.

STORM BLAST^M: All creatures within a 15-ft cone suffer 1d6 electrical damage per level (max 5d6), or ½ damage when Fortitude resists. Costs 1 vitality.

WARRIOR: You are proficient with Medium armor and 1 weapon group of your choice.

ATLAN

Atlans are an ancient human offshoot that lives in the ocean.

APPEARANCE & CULTURE

Atlans stand 5¼ to 6¼ ft high and average 160 to 180 pounds (men) or 120 to 140 pounds (women). They look like humans with gills and coloring that varies from blue to green to white. In antiquity, atlans were an island people who learned from deep sea aberrations how to manifest their inner psychic power. They can now breathe in water, swim easily, and speak with sea life. Some atlans can also link their minds to others and project psychic energy.

Atlans are often viewed by other races as odd, insightful, athletic, dangerous, and moody like the sea. They know the ocean and are linked to unnatural creatures of the deep and the stars. Growing up, atlans learn techniques to control their moods—they often come off as cold—and tend to be lawful. However, a fair number of atlans rebel and embrace extreme chaos.

Atlans are generally insightful. Their ability to form a psychic link with others is both a gift and curse. They can form powerful bonds of friendship and romance, but others may assume they know more than they really do. Atlans also deal with lore that says their people were once prideful and punished by the gods for using aberrant magic.

Due to their ancient blood and aquatic affinity, atlans tend to cluster on beaches or caves near the ocean or other large water bodies. Some become restless and seek to lose themselves in the general thrall of civilization.

PHYSICAL TRAITS

Atlans have the following characteristics.

ATTRIBUTES: Either +2 Constitution or +2 Wisdom. Atlans have hearty bodies and unnatural insight and willpower.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 9. Atlans are slightly more resilient than humans.

ANCIENT LORE: Boost Insight and Nature checks by +2.

BREATHE WATER: You can breathe in water as easily as in air for up to 4 hours + 1 hour per level per day. You can use the hours nonconsecutively.

LOW-LIGHT VISION: You see 2x as far as a human in moonlight, torchlight, and similar conditions of poor illumination as well as underwater. You can distinguish color and detail under these conditions.

SPEAK WITH AQUATIC ANIMALS^M: You can ask basic questions and receive answers from aquatic animals such as dolphins, kraken, and sharks. The animals are not necessarily cooperative or knowledgeable. A friendly animal will perform a single small favor such as tug on a rope or scout a nearby grotto on a successful DC 15 Handle Animal check.

SWIMMER: You enjoy a +2 bonus on Athletics checks or a +5 bonus when immersed in water.

FREE LANGUAGES: Common and Aquan.

BONUS LANGUAGES: Ancient, Draconic, Elven, and Sylvan. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Elementalist, psion or shifter. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Lawful neutral.

TYPICAL DEITY: Ymuri. If chaotic, consider Maurob or Tiamat.

COMELINESS: 2d6+6 (avg 13). Atlans tend to be attractive.

BASE AGE: 20. Atlans live somewhat longer than humans. They are young adults at 20, middle-aged at 50, and old at 80.

RACIAL ABILITIES

An atlan character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

ATLAN INHERITANCE: You gain extra wealth including 135 gp, a suit of masterwork seascale armor (waterproof hide) worth 135 gp, a masterwork light crossbow worth 335 gp, a masterwork spear worth 315 gp, and a Water Breathing potion (for terrestrial allies) worth 50 gp.

COLD ACCLIMATED: You and your equipment ignore the effects of nonmagical cold down to -40° F.

DEFENSIVE MIND: Whenever you fail to resist using Will, there is a 50% chance that any ongoing effects end 1 minute later. Requires Iron Will.

EXPEDITIOUS STROKE^M: As a swift action, apply a +30 ft bonus to your swim speed for 5 minutes. Requires Swim Spell. Costs 1 vitality.

EXTENDED MINDLINK: This improves Mindlink to work for 4 hours + 1 hour per level.

FAST SWIMMER: Apply a +5 bonus on Athletics checks. Also, when swimming, you move at your normal speed (rather than ½ speed) and you are not defenseless.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

INSPIRED^M: An aberrant being of the deep sea or night sky regularly whispers strange insights to you. Once daily, you may reroll a skill check that you just made and take the better of the 2 results.

IRON WILL: You are mentally resilient. Boost your Will by +2.

LATENT ABILITY: You unlock unconscious lore and now know 1 basic ability for which you qualify from the elementalist, psion or shifter class.

MINDLINK^M: You form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Once formed, the bond works like normal speech, both ways, and over any distance. You can have 1 bond at a time.

OCEAN LORE: Apply a +5 bonus to Arcana, Bluff, History, Insight, and Perception checks when dealing with aquatic creatures or recalling lore about such creatures.

OUTBURST: Once daily, you subjugate your mentality to gain a boost of physical power. You suffer a -2 penalty to attack rolls and skill checks based on Intelligence and Wisdom. In exchange, you gain a +2 bonus on attack rolls, damage rolls, and skill checks based on Strength and Constitution. The effect lasts 2 minutes. You are fatigued when the effect ends.

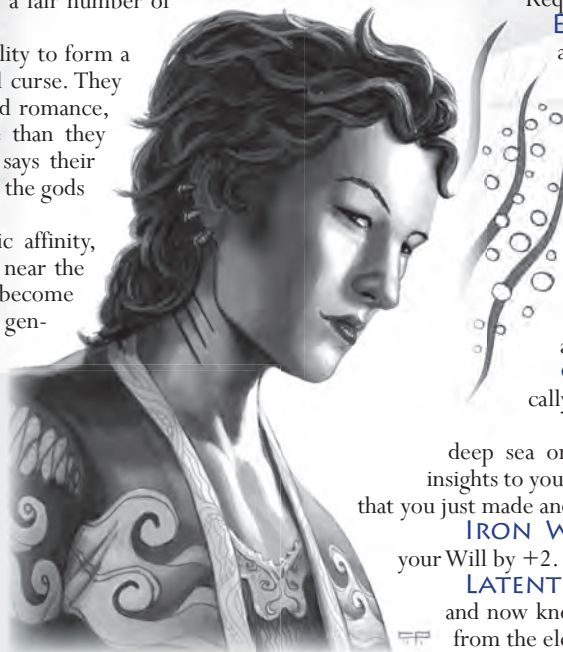
PODOBORN^M: You hold a magical sea-pod within you, such that at a single time later in life, if you should die while immersed in or lying adjacent to water, you will be reborn from the pod 1d4 days later in a fresh, healthy, young adult body.

REPLETION^M: By expending 1 vitality point, you do not need to eat or drink for 24 hours.

SEAFARER: You grew up traveling the sea. Apply a +3 bonus on Athletics, Nature, and Pilot checks.

SWIM SPELL^M: For 5 minutes, you gain a Swim speed of 30 ft. Also, you enjoy a +10 bonus on Athletics checks in water. Costs 1 vitality.

WEAPON FAMILIARITY: You are proficient with weapons that are useful in water including all weapons in the crossbow and spear groups. You are also proficient with nets.



DRACK

Dracks are courageous, greedy, noble, proud, and strong.

APPEARANCE & CULTURE

Dracks stand 6¼ to 6¾ ft high and average 200 to 320 pounds. They resemble humanoid dragons, with fine scales, prominent snouts, and serpentine eyes but without a tail or wings. Reminiscent of dragons, they sport frills, a crest, and meaty hanaads. Their scales range from gold to ruby red to bronze. Some are more blue, black or white, depending on their heritage.

Dracks are often viewed by other races as strong, majestic, honor-bound, proud to the point of arrogant, and hoarders of gold, magic, artwork, and other fine treasures. Dracks believe they descend from a common divine lineage despite their varied scales. Among their own kind, they argue and love, mourn and celebrate with more passion than with other races, with whom they are cordial yet detached.

Dracks are generally courageous. Dragon blood runs thickly in their veins. A fearful or meek drack is a shame to his race as are those who break oaths or ancient laws. Religious dracks, called historians, commune with ghostly spirits of ancient dragons and horde lore as well as material goods.

Dracks adventure to gain treasure and are durable companions. They rival humans as natural leaders and their powerful voices inspire confidence. When they encounter a true dragon, dracks approach with reverence but usually keep their loyalties with their companions.

PHYSICAL TRAITS

Dracks have the following characteristics.

ATTRIBUTES: +2 Strength and +2 Charisma. Dracks are strong with big muscles and possess majestic personal magnetism.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 10. Dracks are tough and can absorb more damage than humans.

BREATH WEAPON^M: You have a breath weapon that inflicts 1d6 damage of that energy type + 1 point per level (max +5), or ½ damage if Reflex resists to creatures within a 15-ft cone or 30-ft line, as you like. The damage is acid, cold, fire, lightning or sonic, as decided when creating the drack and cannot be changed. Use Constitution when resolving attack rolls with this ability. Costs 1 vitality.

A drack who becomes a sorcerer gains a bonus basic sorcerer ability of his choice since he already has Breath Weapon.

COLD WEAKNESS: As a reptile, you are fatigued and suffer a -5 penalty on Endurance checks when the temperature is below freezing.

DRACK SKILLS: Apply a +2 bonus on History and Intimidate checks.

HONORABLE MIEN: Dracks dislike blatant lying. You suffer a -2 penalty on Bluff and Trick checks.

RESISTANT SCALES: You enjoy +2 DR against attacks using the same energy as your breath weapon.

SCALY HIDE: You gain +1 DR due to your thick scales.

FREE LANGUAGES: Common and Draconic.

BONUS LANGUAGES: Elven, Giant, and Gnoll. Dracks tend to learn the languages of other long-lived creatures or those who share their ferocity. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Paladin, sage or sorcerer. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Lawful good.

TYPICAL DEITY: Good dracks honor Palendine, neutral dracks honor Greenwyrn, and evil dracks honor Tiamat.

COMELINESS: 2d6+6 (avg 13). Despite their fierce reputation, dracks possess a majestic beauty.

BASE AGE: 10. Dracks mature faster than humans and live longer. They are young adults at age 10, middle-aged at 50, and old at 300.

RACIAL ABILITIES

A drack character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

AGELESS ONE: You are more like a dragon. You do not experience the benefits or disadvantages of old age, though you still die when your time is up.

BOOST MORALE: As a move action in combat, allies within 60 ft who can see or hear you regain 1 vitality and enjoy a +1 bonus on all dice rolls until the start of your next turn. Costs 1 vitality.

CLAWS AND TEETH: You use a combination of your teeth and claws to inflict 1d4 damage against an adjacent foe that fails to resist using Reflex. Add your Strength modifier to the damage.

DRACK HISTORIAN: You are educated regarding history and ancient laws. Apply a +3 bonus on Arcana, Literacy, and Religion checks. Moreover, the Literacy bonus improves to +5 regarding matters of law.

DRACK SENSES: You gain low-light vision and a +5 bonus on Perception checks. Low-light vision lets you see 2x as far as a human in moonlight, torchlight, and similar conditions of poor illumination.

DRACONIC FRENZY: When blood flows, you go berserk. This improves Draconic Fury, such that you also inflict +2 damage on all attacks that deal hit point damage.

DRACONIC FURY: Once daily, the first time you suffer wound damage in a combat, you instantly heal 1d4 vitality

points and enjoy a +1 bonus on attack rolls for 5 minutes.

DRACONIC RESISTANCES^M: Apply a +5 bonus to resist sleep effects and +5 DR against the energy type associated with your breath weapon.

DRACONIC SPIRIT GUIDE^M: You silently commune with dragon spirits as a swift action to gain insight and resolve. The chance you receive a benefit equals 30% + 2% per level. Success grants you a +5 bonus on your next skill check. Failure grants a +2 bonus. Requires Drack Historian. Costs 1 vitality.

EMPOWERED BREATH WEAPON: This improves Breath Weapon to deliver +5 damage.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

GUARD: Boost Appraise, Intimidate, and Perception checks by +3.

IRON WILL: You are mentally resilient. Boost your Will by +2.

MULTI-STRIKE: You can use Claws and Teeth for 2d4 damage. Alternatively, you can combine a melee weapon attack with Claws and Teeth as a single standard action. Either way, you suffer only a -2 penalty on your attack rolls made that round.

REVERIE: Some dracks study the path of watchful dragons and sleep lightly. You need only 4 hours of sleep per night to gain complete rest (instead of the usual 6 hours sleep).

WARRIOR: You are proficient with Medium armor and 1 weapon group of your choice.



DROMITE

Dromites are small insectile humanoids that cluster in city-hives.

APPEARANCE & CULTURE

Dromites stand 3 to 3½ ft tall and weigh 30 to 50 pounds. They are insect-like humanoids with smooth, hairless skin and hard chitin in key spots. The chitin's color indicates a dromite's caste. A pair of small antennae sprout from the head and mirror their actions or moods. Their large eyes are striking—sparkling, luminous orbs.

Dromites are often viewed as exotic, bug-like, highly perceptive, and adept with strange powers. Traditionally, they tend to live in subterranean city-hives or in giant mountain-like mazes that rise above a landscape. That said, they often feel driven to spend at least some time outdoors.

Dromites are naturally androgynous unless they undergo a transformation to become a hive queen or one of her elected consorts. However, dromites often acquire a definite sex after spending time away from a city-hive. Thus, most adventuring dromites are male or female.

Dromites are hatched from eggs in well-guarded nurseries located in a city-hive's core. Contrary to myth, dromite infants are humanoids and not grubs. The eggs are laid by the queen with her consorts, and dromites tend to treat these regal figures with reverence and self-sacrifice.

PHYSICAL TRAITS

Dromites have the following characteristics.

ATTRIBUTES: -2 Strength, +2 Wisdom, and -2 Charisma. Dromites are perceptive and their alien minds difficult to influence. However, their small stature makes them weaker than a human, and their insect-like behavior confuses other races.

SIZE: Small. You enjoy a +2 bonus to Reflex and a +5 bonus on Stealth checks, but are limited to Light and Medium weapons and must wield Medium weapons with both hands.

SPEED: 20 ft.

WOUND POINTS: 6. Dromites absorb less damage than humans.

ALIEN MIND: A dromite's odd mind grants it a +2 bonus to Will.

CASTE: Every dromite belongs to a caste, which is indicated by its chitin's color. Fiery red indicates the warrior caste. Earthy green-brown is the foraging caste, watery blue is the care-taking caste, and airy white is the artisan caste. Other castes may exist. Your caste does not decide your profession or abilities, but it strongly influences a dromite's choices and has social meaning. Select the dromite's caste when creating the character.

CHITIN: Your chitin provides +2 DR. This stacks with armor.

COMPOUND EYES: Your unusual vision grants a +2 bonus on Perception checks.

ENERGY PULSE: You can project a pulse of energy, which dromites typically use to repel intruders and build and repair their city-hives. One target within 30 ft suffers 1d6 force damage + 1 point per level, or ½ damage if Reflex resists. The pulse is visible but immaterial. The energy causes the target to soften, which harms living tissue and breaks up stone and wood. Costs 1 vitality.

HIVE SENSE: You easily remain in contact with others of your kind. How this occurs is unknown, though the effect is nonmagical and fails if you lose your antennae. By concentrating as a standard action, you can learn the distance and direction to any city-hive within 2 miles, or to the largest gathering of dromites within range

if there is no city-hive.

MINOR REGENERATION: If you lose 1 or both antennae, you can regrow the antennae in 1 week.

SCENT: You can detect creatures within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

FREE LANGUAGES: Common and Dromite.

BONUS LANGUAGES: Dwarven, Gnome, Goblin, and Teran. Select a number of bonus languages equal to the character's Intelligence bonus.

MULTICLASSING: Elementalist, monk or psion. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Lawful neutral.

TYPICAL DEITY: Usually Ymuri. Sometimes Maurob or Mithrais.

COMELINESS: 2d6+0 (avg 7). Dromites, with their insectile behaviors and features, tend to be homely and perhaps repulsive.

BASE AGE: 5. Dromites do not live nearly as long as humans. They are young adults at age 5, middle-aged at 15, and old at 30.

RACIAL ABILITIES

A dromite character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

BLIND-FIGHT: You suffer no penalty when resolving melee attacks against creatures concealed by invisibility or darkness. You must still target the correct space when attacking.

CASTE SPECIALIST: Select any 3 skills. You enjoy a +3 bonus in each of those skills.

FAR-SEARCHING: When you know a dromite's full name or hold 1 of its belongings, you sense the distance and direction to the dromite's location so long as it is within 2 miles. You also sense its general condition (good, okay or poor). You cannot locate a dead dromite.

IMPROVED CHITIN: Your chitin provides +3 DR (rather than +2).

IRON WILL: You are mentally resilient. Boost your Will by +2.

KREEN FORM: You consume special nutrients from a queen or consort dromite to grow to Medium size. You gain +2 strength and a speed of 30 ft and lose the effects of being small.

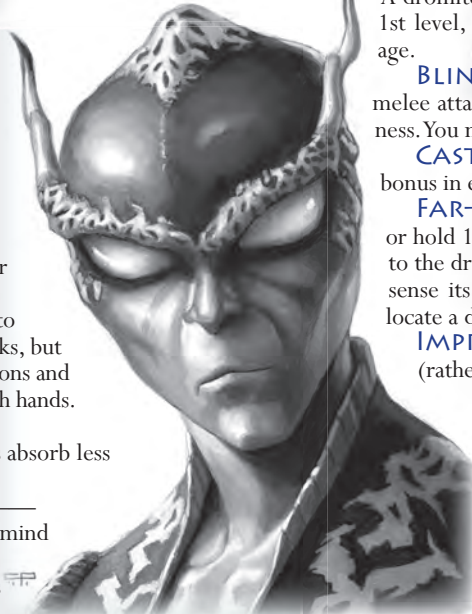
LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

PRIMAL FORM: You show numerous insect features akin to primitive dromites of yore. You have 4 arms rather than 2 (for 6 limbs total) and sharp mandibles. You cannot use the limbs to wield weapons or use items, but you do enjoy a +3 bonus on Acrobatics, Athletics, and Trick checks. Also, you gain a bite attack. An adjacent foe must resist using Reflex or suffer 1d3 damage. Finally, apply a -2 penalty to Comeliness and a -2 penalty on Charisma-based checks with standard dromites. Generally, these "degenerate" dromites are abused or unwelcome in dromite society.

REGAL FORM: You become male or female rather than androgynous. The process takes 1 week after which you can reproduce. You can fertilize eggs if male or produce eggs if female. Also, you enjoy a +5 bonus on Charisma-based skill checks with androgynous dromites. However, encounters with dromites of the same sex start as unfriendly (and may become hostile).

STRENGTH OF THE HIVE: You enjoy a +1 bonus on saves when a dromite is within 15 ft, or a +2 bonus when a dromite is adjacent to you.

WARRIOR: You are proficient with Medium armor and 1 weapon group of your choice. Dromites prefer spears.



DROW

Drow are dark, scheming, stealthy, viperous, and cruel.

APPEARANCE & CULTURE

Drow stand 5 ft to 5½ ft tall and weigh 100 to 150 pounds. Their hair is white, their skin indigo to black, and their eyes are red, green or white. Like their cousins the elves, they are lithe, nimble, and beautiful. Unlike elves they rarely smile except in cold self-satisfaction.

Drow are often viewed as a vengeful, crafty, and blood-thirsty alter-ego of elves. They prefer lightless caves under the earth and rarely venture to the surface world except at night or because they are outcasts from their own kind. They are also known to brew poisons, keep slaves, and to revere spiders and other dangerous vermin.

Drow are generally decadent. Like elves, they enjoy art, music, and dance, but often with a sadistic twist or three. Drow society is matriarchal and only females commune with their vile goddess. Drow who adventure often do so because they are on a secret mission or were expelled from their own lands.

Despite their heritage, drow can be any alignment, even good. Woe to a good drow child who must survive long enough to escape to friendlier lands. These drow make fine allies when traveling underground.

PHYSICAL TRAITS

Drow have the following characteristics.

ATTRIBUTES: -2 Constitution, +2 Dexterity, and either +2 Intelligence (if male) or +2 Charisma (if female). Drow are agile and frail but also scheming and persuasive.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 4. Even more than their surface kin, drow are frail.

DARKVISION: As a drow, you see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

DROW SKILLS: Apply a +2 bonus on Acrobatics, Bluff, Dungeoneering, Perception, and Stealth checks.

FAERIE FIRE^M: You target a 10-ft-square area up to 30 ft away. All creatures in the area glow brightly for 5 minutes. The glow moves with them and betrays their location even if they are invisible. Costs 1 vitality.

LIGHT BLINDNESS: Abrupt exposure to bright light (such as sunlight or a Light spell) blinds you for 1 round and leaves you dazzled as long as you remain in the lit area. Being dazzled inflicts a -1 penalty on dice rolls and saves.

RESIST ENCHANTMENT: Apply a +2 bonus on saves to resist magic abilities that allow you to resist using Will.

SHROUD OF DARKNESS^M: You create total darkness in a stationary 15-ft-radius area around you. The darkness lasts 1 round and blocks vision including darkvision but not nethersight. Attacks made against or launched by obscured foes fail 50% of the time. You can maintain only 1 area of darkness at a time. Costs 1 vitality.

SLEEP IMMUNITY: Drow are immune to magical effects that cause sleep.

FREE LANGUAGES: Common, Drow, Undercommon.

BONUS LANGUAGES: Abyssal, Draconic, Drow Sign Language, Dwarven, Elven, Gnome, and Goblin. Select a number of bonus languages equal to the character's Intelligence bonus.

MULTICLASSING: Blackguard, rogue, and warlock, plus inquisitor or witch (females), or necromancer or shadowcaster (males). You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Neutral evil.

TYPICAL DEITY: Usually Lilith. Maybe Maurob or Corvis.

COMELINESS: 2d6+6 (avg 13). Drow tend to be attractive.

BASE AGE: 30. Drow live longer than humans but not as long as their elven kin. They are young adults at age 30, middle-aged at 100, and old at 300.

RACIAL ABILITIES

A drow character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

CAVELANDS WARRIOR: While underground, apply a +1 bonus on attack rolls with blades and bows and treat such weapons as magical in your hands for the purpose of striking incorporeal creatures.

CLOAK AGAINST MAGIC: In darkness, you enjoy a +2 bonus on all saves against magic. In daylight, you suffer a -1 penalty to resist magic.

DECEITFUL: Boost Bluff checks by +5, or by +10 once per day.

DROW INHERITANCE: You gain extra wealth including 30 gp, a suit of elven mail worth 450 gp, a hand crossbow worth 100 gp, 4 vials of drow sleep poison worth 25 gp each, and a masterwork rapier worth 320 gp.

DWALE: This improves Shroud of Darkness to cover a 30-ft radius when you expend 2 vitality, or a 60-ft radius when you expend 5 vitality.

ILLUSIONIST^M: You may conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

LIGHT ADAPTATION: This alleviates Light Blindness, such that you are not blinded when exposed to light and are dazzled for only 2 minutes, after which time you can act in light without penalty until you reenter darkness for more than 1 minute.

LIGHT DEFENDER: You are proficient with Light armor. Also, boost Perception checks by +5.

NETHERSIGHT: This improves Darkvision. You can see in magical darkness as well as normal darkness. This allows a drow to see easily within Shroud of Darkness.

POISON MASTERY: Apply a +5 bonus on Appraise, Craft, and Heal checks to identify, brew or neutralize poison.

POISON USE: You never risk accidentally poisoning yourself when applying poison to a weapon (rather than 5% chance), and you may apply poison as a move action (rather than standard action).

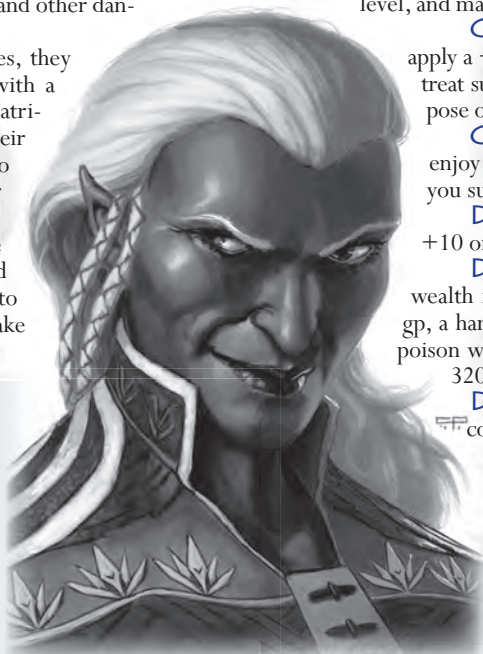
RACIAL HATRED: Some drow receive special martial training against ancient foes. These drow apply a +1 bonus on attack rolls a +2 damage against dwarves and elves.

REVERIE: You have studied ancient arts to master the secrets of undreaming. You need only 4 hours of sleep per night to gain complete rest (instead of the usual 6 hours).

SPIDER FORM^M: You transform into a Tiny spider as a standard action. In this form, you gain a +10 bonus on Stealth checks and can climb at a speed of 20 ft. You return to your normal form at the end of your turn. You cannot make attacks in this form. Costs 2 vitality.

SPIDER FRIEND: Spiders and arachnid creatures never target you with an attack, though they are welcome to trap you.

WEAPON FAMILIARITY: You are proficient with crossbows and light blades, which are traditional drow weapons.



DWARF

Dwarves are sturdy, hardworking, carousing, dour and practical.

APPEARANCE & CULTURE

Dwarves stand 4½ to 5 ft high and weigh 135 to 165 pounds. Males are taller and heavier than females. With a solid physique and dense mass, they are heavier than they appear. Male dwarves have thick beards. Eons past, dwarves ruled kingdoms amid dark cavelands and within majestic mountains. A few of these kingdoms remain. Dwarves are also found amid hills.

Dwarves are often viewed as hardworking, hard-drinking, honorable, oath-bound, and pessimistic. They are also steeped in caution, hierarchy, and tradition. They are highly cooperative and playful, though in battle they are known to fight to the last man rather than follow through with a retreat.

Dwarves are generally cautious. They prefer their fortresses, be they solid castles or underground bunkers, and are known for their love of craft, particularly architecture and mining. Mostly, however, they love gems, gold, and other precious gifts of the earth. They adventure to gain these things, as well as taste the blood of a hard-won battle.

In ancient times, dwarves ruled the dark recess under the earth where drow and unspeakable races now claim dominion. Among these races is the duergar, a greedy and oppressive offshoot of dwarves. Some say that dwarves who give in to greed transform into these ugly, pitiless creatures.

PHYSICAL TRAITS

Dwarves have the following characteristics.

ATTRIBUTES: +2 Constitution, +2 Wisdom, and -2 Charisma. Dwarves are hearty and wise but also gruff.

SIZE: Medium.

SPEED: 20 ft.

WOUND POINTS: 10. Dwarves are tough and can absorb more damage than humans.

ARTISAN: Apply a +5 bonus on Appraise, Craft, and Warcraft checks related to gems, jewelry, and stone or metal items.

DARKVISION: You see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

DWARVEN RESISTANCES: Apply a +2 bonus on saves to resist poison and magic abilities.

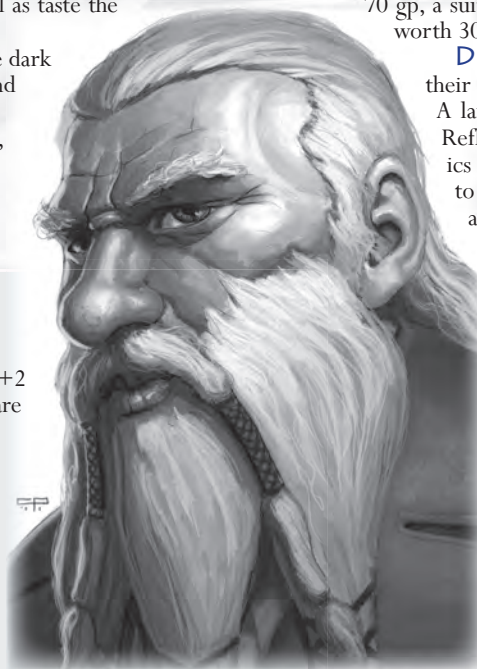
EARTH ANCHOR: Apply a +5 bonus to resist the Bull Rush, Charge, Grapple, and Trip abilities when standing on the ground.

PACK MULE: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

STONECUNNING: You enjoy a +5 bonus on Dungeoneering checks. Also, you receive a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. You receive a check to notice such features whenever you pass within 10 ft of them, regardless of whether or not you are actively looking.

FREE LANGUAGES: Common and Dwarven.

BONUS LANGUAGES: Draconic, Drow, Giant, Gnome, Goblin, Mehan, Orc, Terran, and Undercommon. Select a number of bonus languages equal to your Intelligence bonus.



MULTICLASSING: Cleric, fighter or psion. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Lawful good.

TYPICAL DEITY: Mithrais. Sometimes Palendine, Phane or Stolgar.

COMELINESS: 2d6+2 (avg 9). Dwarves tend to be homely.

BASE AGE: 30. Dwarves live longer than humans. They are young adults at age 30, middle-aged at 100, and old at 300.

RACIAL ABILITIES

A dwarf character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

DEFENSIVE TRAINING: Giants and other large humanoid are a traditional foe of dwarves. Apply a +5 bonus on saves to resist attacks by Large and Huge humanoids.

DUNGEONEER: Spending time underground has been highly agreeable to you. Apply a +3 bonus on Athletics, Dungeoneering, and Survival checks.

DWARF INHERITANCE: You gain extra wealth including 70 gp, a suit of dwarfplate worth 900 gp, and a dwarven war axe worth 30 gp.

DUERGAR FORM^M: Eons ago, dwarves could enlarge their size. Once daily, you grow to size Large for 5 minutes. A larger size doubles your height, applies a -2 penalty to Reflex, a +2 bonus to damage rolls, a +5 bonus on Athletics checks, +5 wound points, +10 ft speed, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty on Stealth checks, and a 8x weight increase. Costs 1 vitality.

ENHANCED RESISTANCE: Apply a +2 bonus on saves to resist poison and magic abilities.

FIREARMS PROFICIENCY: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

GEM MASTERY: Apply a +5 bonus on Appraise, Craft, and Dungeoneering checks to identify, polish or locate precious ore and gems. Seeing the mining entry under Dungeoneering on page 105 for details about acquiring ore.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

GREEDY: You gain 1,000 gp in the form of gold coins.

IRON WILL: You are mentally resilient. Boost your Will by +2.

KILN DWARF: You hail from an ancient strand of mountain dwarves. You have golden skin and flame-red hair, stand 5½ to 6 ft high, weigh 250 pounds, have elementalist rather than cleric as a multiclass option, and enjoy 1 bonus elemental basic magic ability of your choice for which you qualify that involves earth or fire. You can only take this ability when first creating your character.

MINER: You are an experienced prospector. Boost Dungeoneering checks by +5, or by +10 when mining.

NETHERSIGHT: Your darkvision improves. You can see in magical darkness as well as normal darkness.

RACIAL HATRED: Some dwarves receive special martial training against ancient foes. Apply a +1 bonus on attack rolls and +2 damage against orcs and goblinoids.

SMITHY: You enjoy a +5 bonus on Appraise, Craft, and Warcraft checks related to gems, jewelry, and stone or metal items. This bonus stacks with a dwarf's natural skills.

UNMAGICAL: You enjoy a +2 bonus on saves to resist magic attacks but you suffer a -1 penalty on attack rolls when using a magic item or ability.

WARRIOR: You are proficient with Medium armor and 1 weapon group of your choice. Dwarves prefer axes and hammers.

ELF

Elves are inspiring, mysterious, amused, haughty, and eternal.

APPEARANCE & CULTURE

Elves stand 5¼ ft tall and average 110 pounds. Men and woman both have slight builds, fine features, high cheekbones, pointed ears, pale or tan skin, and hair that ranges from silvery blond to autumn red to bluish-black. Elves maintain many lineages with varying traits, and some elves are as tall as humans.

Elves are often viewed as artistic, carefree, frivolous, haughty, magical, skilled, and spontaneous. With a lifespan up to 10x that of a human, they often prefer to nurture the beauty of life's moments—singing, creating, romancing—rather than rush toward goals that often result in dire long-term consequences. Elves often adventure to act as guides to the shorter-lived and shorter-sighted races, or as flights of fancy (particularly when young).

Elves are generally mysterious. Their lifespan and incredibly ancient culture foster an allure that is ever-distant. They, in turn, are fascinated by what is eternal and sophisticated, such as nature, magic, the arts, and love.

Elves make their homes in deep forests, high misty mountain tops, and pleasant river valleys. When faced with genuine threats, they do not hesitate to apply the full force of their martial wisdom and arcane prowess. Elves revere and protect nature.

Elves harbor a dark secret: a fallen lineage called the drow is as cruel and vile as elves are caring and luminous.

PHYSICAL TRAITS

Elves have the following characteristics.

ATTRIBUTES: -2 Constitution, +2 Dexterity, and +2 Intelligence. Elves are nimble in body and mind but they tend to lack hardiness.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 6. Elves are somewhat frail and absorb less damage than humans.

ENCHANTER: Elven magic is persuasive. Apply a +1 on attack rolls using magic abilities that require Will to resist.

INNATE KNOWLEDGE:

Apply a +2 bonus on Arcana and Nature checks. Elves have an intuitive feel for magic and nature that has flowed through their blood since ancient times.

KEEN SENSES: Boost Perception checks by +2.

LOW-LIGHT VISION: You see 2x as far as a human in moonlight, torchlight, and similar conditions of poor illumination. You can distinguish color and detail under these conditions.

NOTICE SECRET DOORS: As a swift action, you make a Perception check to notice the presence or absence of secret or concealed doors within 10 ft of you.

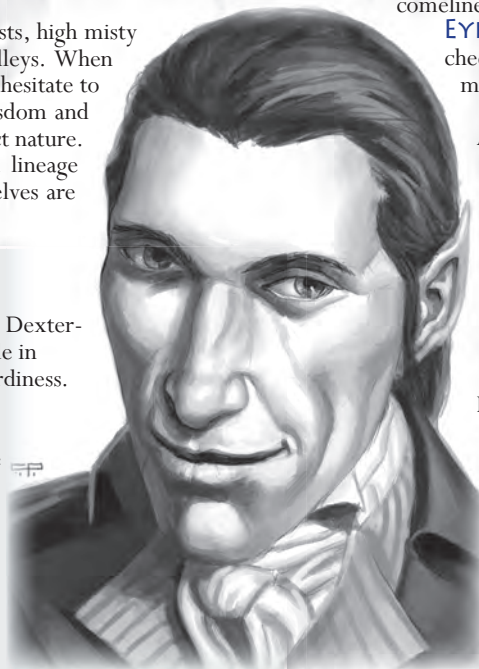
RESIST ENCHANTMENT: Apply a +2 bonus on saves to resist magic abilities that allow you to resist using Will.

SLEEP IMMUNITY: Elves are immune to magical effects that cause sleep.

FREE LANGUAGES: Common and Elven.

BONUS LANGUAGES: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Mageblade, ranger or wizard. You may select 1 of these classes to pursue under the multiclass option.



TYPICAL ALIGNMENT: Chaotic good.

TYPICAL DEITY: Tanish. Sometimes Corvis, Esmariah or Iris.

COMELINESS: 2d6+8 (avg 15). Elves tend to be beautiful.

BASE AGE: 30. Elves live substantially longer than humans. They are young adults at age 30, middle-aged at 300, and old at 600. They may live up to a thousand years or more.

RACIAL ABILITIES

An elf character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

ANIMAL FRIEND: Boost Handle Animal checks by +5, or by +10 once daily.

ELF INHERITANCE: You gain extra wealth including 45 gp, a suit of elven mail worth 450 gp, a masterwork longsword worth 315 gp, a silver dagger worth 22 gp, a composite shortbow worth 75 gp, and a quiver with 20 silver-tipped arrows.

ELVISH MERRIMENT: Apply a +2 bonus on Acrobatics, Diplomacy, Literacy, Music, and Nature checks.

EXCEPTIONAL BEAUTY: You carry fey blood. Boost your comeliness by +2.

EYE FOR MAGIC: You enjoy a +5 bonus on Appraise checks, or a +10 bonus to identify the properties of magic items.

FEY FRIEND: You have experience with fey. Apply a +5 bonus on Arcana, Bluff, History, Insight and Perception checks when dealing with fey or recalling lore about fey.

FEY STEP^M: When you are adjacent to a Small or larger mundane plant, you may briefly use the plant as a conduit to magically move to any space within 30 ft that is within line of sight and also hosts a Small or larger plant, to which you arrive adjacent. Requires Fey Friend. Costs 1 vitality.

FORESTER: You spend a lot of time outdoors. Boost Athletics and Nature checks by +5.

IRON WILL: You are mentally resilient. Boost your Will by +2.

LIGHT DEFENDER: You are proficient with Light armor. Also, boost Perception checks by +5.

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

NIGHT ELF: You hail from an ancient strand of nocturnal elves. You have violet skin and jet black hair, stand 6¾ ft high, weigh 190 pounds, have druid rather than wizard as a multiclass

option, and enjoy 1 bonus druid basic magic ability of your choice for which you qualify. You can only take this ability when first creating your character.

RACIAL HATRED: Some elves receive special martial training against ancient foes. You enjoy a +1 bonus on attack rolls and a +2 bonus on damage rolls against orcs, half-orcs, and drow.

RAPID TRAINING: Due to your long life, you do not spend time or money if and when you choose to multiclass.

REVERIE: You studied ancient arts to master the secrets of undreaming. You need only 4 hours of sleep per night to gain complete rest (instead of the usual 6 hours).

WEAPON FAMILIARITY: You are proficient with the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow).

WILD AVENGER: Some elves angrily protect their woods. Apply a +5 bonus on Intimidate and Stealth checks

WOODLAND STRIDE: You may move through any sort of natural undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment. Undergrowth that is enchanted or magically manipulated to impede motion still affects you.

GNOME

Gnomes are small, curious, magical, technical, and quirky.

APPEARANCE & CULTURE

Gnomes stand 2½ ft high and average 55 pounds. They were once fey creatures of an otherworldly faerie court but were expelled for their endless pranks and fascination with loud machinery. They have a beige, woody complexion with rusty hair and many sport ungainly ears, feet, hands or noses.

Gnomes are often viewed as whimsical, odd, and occasionally cruel pranksters. Like fey, they harbor a devious and inhuman sense of humor. Usually, they wish no harm. Instead, they enjoy merely making fun of brutish and overly serious folk. They have a knack for trapmaking and rapport with forest animals, which they may employ as accomplices in their hijinks.

Gnomes are generally inquisitive. At their best, they are innovative, observant, humorous, and industrious (if not obsessive). They adventure to learn about the world and discover (or test out) new contraptions and ideas. Sometimes, their ideas work.

Gnomes can be a bit clannish and distrustful of strangers. A paranoid gnome is both an amusement and a danger.

PHYSICAL TRAITS

Gnomes have the following characteristics.

ATTRIBUTES: -2 Strength, +2 Constitution, and +2 Intelligence. Gnomes are eager to learn and adept at reasoning. Although they lack brawn, they are surprisingly hardy.

SIZE: Small. You enjoy a +2 bonus to Reflex and a +5 bonus on Stealth checks, but are limited to Light and Medium weapons and must wield Medium weapons with both hands.

SPEED: 20 ft.

WOUND POINTS: 6. Gnomes are somewhat frail and can absorb less damage than humans.

FEY MAGIC: Boost your attack roll by +1 when targeting a foe using a magic ability.

GNOME SKILLS: Apply a +2 bonus on Appraise, Mechanics, Nature, Perception, and Trick checks.

ILLUSIONIST^M: You may conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, must remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

LOW-LIGHT VISION: You see 2x as far as a human in moonlight, torchlight, and similar conditions of poor illumination. You can distinguish color and detail under these conditions.

RESIST ENCHANTMENT: Apply a +2 bonus on saves to resist magic abilities that allow you to resist using Will.

SPEAK WITH BURROWING ANIMALS^M: For 5 minutes, you can ask questions and receive answers from burrowing animals (badgers, foxes, moles, rabbits, and so forth). The animals are not necessarily cooperative or knowledgeable, although a friendly animal will perform a small favor on successful DC 15 Handle Animal check. Using this ability costs 1 vitality.

FREE LANGUAGES: Common and Gnome.

BONUS LANGUAGES: Draconic, Dwarven, Elven, Giant, Goblin, Mechan, Orc, and Sylvan. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Artificer, sage or witch. You may select 1 of

these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Neutral good.

TYPICAL DEITY: Corvis, Esmariah, Rorax or Tanish.

COMELINESS: 2d6+2 (avg 9). Gnomes tend to be homely.

BASE AGE: 25. Gnomes live longer than humans. They are young adults at 25, middle-aged at 100, and old at 300.

RACIAL ABILITIES

A gnome character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

BADGER FORM^M: You transform into a Tiny badger as a standard action. In this form, you gain a +5 bonus on Stealth checks and can burrow through earth (but not stone) with a 10 ft speed. You return to your normal form at the end of your turn. You cannot make attacks in this form. Costs 2 vitality.

DEFENSIVE TRAINING: Giants are a traditional foe of gnomes, perhaps because giants find tiny gnomish morsels so tasty. Apply a +5 bonus on saves to resist attacks by Large and Huge humanoid.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

FEY-TOUCHED: Gnomes descend from fey and your heritage shows. You speak Sylvan and enjoy a +2 bonus on Bluff, Diplomacy, and Insight checks involving fey creatures. You also gain a +2 bonus on saves to resist the magical abilities of fey.

FIREARMS PROFICIENCY: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

GEARHEAD: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

GNOME INHERITANCE: Select up to 1,000 gp total worth of steamgear (page 174), potions (page 196), scrolls (page 198), gems (page 167), and coins.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

IRON WILL: You are mentally resilient. Boost your Will by +2.

INVISIBLE STEP^M: You are invisible for the remainder of your turn. Invisibility grants a +10 bonus on Stealth checks and refuses line of sight. Any attack made by you negates the effect. Costs 1 vitality.

NOSE FOR BOOKS: You instantly learn whether books, scrolls or similar media are present within a 30-ft cone. When you scan the same area again, you learn the exact location (within 5 ft) and value of the most expensive book present, if any.

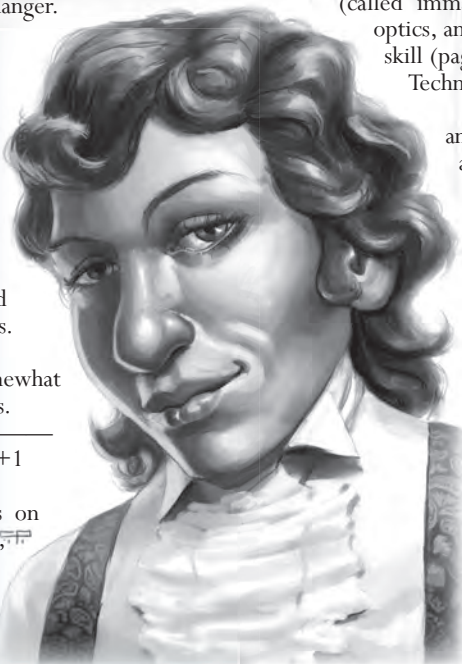
RACIAL HATRED: Some gnomes receive special martial training against ancient foes. Apply a +1 bonus on attack rolls and +2 damage against kobolds and goblins.

STUDENT OF SCIENCE: You have a modern technical education. Apply a +2 bonus on Dungeoneering, History, Literacy, Mechanics, and Pilot checks.

TRAP TRICKSTER: You enjoy a +2 bonus on Reflex to avoid traps and a +2 bonus on Mechanics checks to fashion traps. Also, you can fashion a trap to deliver vitality damage only (rather than wound damage) regardless of its usual effect.

WEAPON FAMILIARITY: You are proficient with the gnome hook hammer, a unique gnomish weapon, and can use it as if you were Medium size with a +1 bonus on attack and damage rolls.

WHISPER STEP: You can be exceptionally quiet as you work your fingers. Apply a +5 bonus on Stealth and Trick checks.



GOBLIN

Goblins are annoying, clever, sadistic, stealthy, and thieving.

APPEARANCE & CULTURE

Goblins stand 3 to 3½ ft tall and weigh 30 to 50 pounds. They can be mistaken for very ugly human children. They are scrawny with beady eyes, sharp ragged nails, hairy feet, tawny complexions, and upward jutting teeth. They move quickly. As goblinoids, they are related to hobgoblins and bugbears, whom they envy and fear.

Goblins are often viewed as urban pests, scam-artists, sewer rats, and highway robbers. They like darkness, fire, and blood, and make themselves comfy wherever they find these. Though inclined to mayhem, they respect power and know when to grovel, hide, or knuckle under. Because cities offer plentiful chumps to steal from, goblins are often found living in slums.

Goblins are generally sadistic. At their best, they are agile, alert, crafty, quick, and resourceful. When a goblin adventures, it is to gain treasure, exact revenge or show the world he is capable and brave. Goblins love knives, so much so that some just travel to increase their knife collection.

The uncommon good goblin is a stealthy ally but is often indistinguishable at first from his counterparts. Other goblins are born with blue skin. These “scions of Ymuri” have innate psychic potential and are often shunned if not hunted, tortured, and eaten by other goblins.

PHYSICAL TRAITS

Goblins have the following characteristics.

ATTRIBUTES: -2 Strength and +2 Dexterity. Goblins are agile but weak due to their small frame.

SIZE: Small. You enjoy a +2 bonus to Reflex and a +5 bonus on Stealth checks, but are limited to Light and Medium weapons and must wield Medium weapons with both hands.

SPEED: 30 ft. Goblins are notably fast for their small size.

WOUND POINTS: 6. Goblins are small and can absorb less damage than their larger kin.

CRUELTY: Once daily, you may inflict 1 wound damage in addition to any other damage dealt. Also, the struck foe bleeds, losing 1 wound point the next round unless targeted with magical healing or a successful DC 15 Heal check.

DARKVISION: You see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

GOBLINOID SKILLS: Apply a +2 bonus on Acrobatics, Athletics, Stealth, Trick, and Warcraft checks.

GUT SLICER: You enjoy innate proficiency with knives and a +1 bonus on attack and damage rolls when using light blades against foes larger than you.

PESKY: When attacking an adjacent foe with a melee weapon, you may forego the attack roll. Instead, you automatically hit and inflict a mere 1 point of damage. Also, the struck foe must resist using Will or become angry and make an attack roll against you on its next turn using its melee weapon or its fists over magic even if doing so is suboptimal.

FREE LANGUAGES: Common and Goblin.

BONUS LANGUAGES: Draconic, Elven, Giant, Gnoll, Infernal, and Orc. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Rogue,

shadowcaster or witch. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Neutral evil.

TYPICAL DEITY: Asmodius, Lilith, Phane or Ymuri.

COMELINESS: 2d6+0 (avg 7). Goblins tend to be ugly.

BASE AGE: 5. Goblins do not live nearly as long as humans. They are young adults at age 5, middle-aged at 15, and old at 25.

RACIAL ABILITIES

A goblin character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

BLADE FINESSE: Apply a +1 bonus on attack rolls and +1d4 bonus on damage rolls when using a light blade.

BLOOD TRACKER: Boost Survival checks by +5, or by +10 when tracking foes who are below full wounds.

BLUE SKIN: A few rare goblins are born with a penchant for psionic ability. You were likely shunned by other goblins. You have blue skin and your multiclass option is psion. Also, apply a +1 bonus on attack rolls using psion class abilities.

CAVE DELVER: You know the underground, by choice or not. Apply a +5 bonus on Athletics and Dungeoneering checks.

DARK CREEPER: You are tainted with shadow stuff. Your skin is charcoal black and your multiclass option is shadowcaster. Also, apply a +5 bonus on Stealth checks, or +10 when hiding in areas of shadow or darkness. However, you suffer a -2 penalty on Perception checks in areas of daylight.

DEFENSIVE TRAINING: Giants are a traditional foe of goblins, perhaps because giants find tiny goblins so pesky. Apply a +5 bonus on saves to resist attacks by Large and Huge humanoids.

HELL'S MINION: You know 1 basic ability (boon) of your choice listed under your deity. You and your deity must be evil.

IRON WILL: You are mentally resilient. Boost your Will by +2.

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

MINER: You are an experienced prospector. Boost Dungeoneering checks by +5, or by +10 when mining.

RACIAL HATRED: Some goblins receive special martial training against ancient foes. These goblins enjoy a +1 bonus on attack rolls a +2 bonus on damage rolls against elves, gnomes, and halflings.

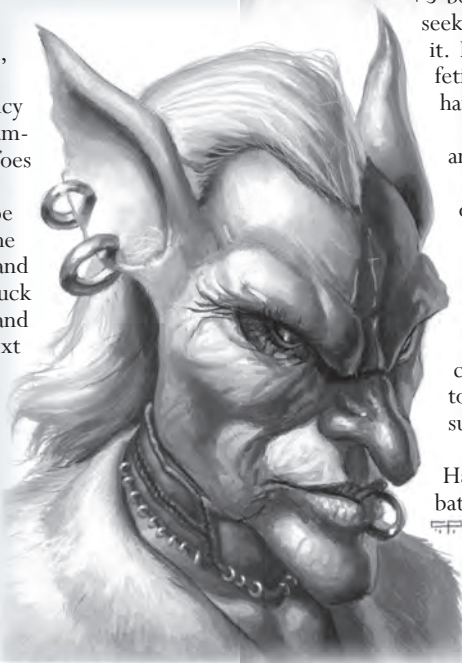
SOFT SPOT: You love a beloved fetish or pet that you keep on your person or within 30 ft at all times. Once daily, if the pet or fetish is threatened, you enjoy a +2 bonus on attack rolls and +5 bonus on damage rolls for 2 minutes. You usually seek to repair a damaged fetish rather than replace it. Dead pets and slain foe's fingers often become fetishes. A goblin may deliberately place his fetish in harm's way to evoke anger.

THIEVERY: Apply a +5 bonus on Streetwise and Trick checks.

UNDYING: Some goblins seemingly never die. They just get meaner and uglier. You do not experience death from old age, although you still suffer the usual effects of aging. Every 100 years, your Comeliness drops 1 point (minimum of 1). You die when your Comeliness reaches 0.

WICKED FUN: Once daily outside of combat, apply a +10 bonus on a single Trick check to pick-pocket a foe. If you succeed, the target also suffers 1 wound damage and is dazed for 1 round.

WRAITH RIDER: Apply a +2 bonus on Handle Animal checks, or +5 when working with bats and wolves, both normal and giant varieties. Also, bats and wolves automatically begin 2 steps friendlier to you (usually, friendly rather than unfriendly, or neutral rather than hostile). This rapport does not extend to your companions.



GOLIATH

Goliaths are large, competitive, daring, stubborn, and astute.

APPEARANCE & CULTURE

Goliaths stand 7½ to 8 ft tall and weigh 300 to 350 pounds. Legends say that eons ago, sorcerer kings used magic to breed goliaths from bellicose fire and frost giants that roamed the land. True or not, goliaths are acclimated to either heat or cold, sport sandy red or bluish skin, charcoal-black hair, and a powerful build typical of their giant kin.

Goliaths are often viewed as clumsy, competitive, daring, stubborn, and hot-headed. Actually, they are mostly thoughtful and mentally astute. Some nurture invisible powers of the mind while others tap the power of runes.

Goliaths are generally competitive. At their best, they are as patient as stone and as quick as fire when ready to act. Those who adventure often do so in pursuit of knowledge or to fulfill a prophecy that came from their dreams. Goliaths tend to be organized and make good teammates.

Not all goliaths are strong or mentally-gifted. Lesser kin, called runts, may adventure or turn to evil due to poor treatment, envy or a desire for respect.

PHYSICAL TRAITS

Goliaths have the following characteristics.

ATTRIBUTES: +2 Strength, +2 Constitution, and -2 Dexterity. Goliaths are tough and strong but not too nimble.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 12. Goliaths are incredibly tough and can absorb far more damage than humans.

DUAL HERITAGE: For all effects related to race, you are considered both a giant and a human.

LOW-LIGHT VISION: You see 2x as far as a human in moonlight, torchlight, and similar conditions of poor illumination. You can distinguish color and detail under these conditions.

POWERFUL BUILD: Boost Athletics checks by +5. Apply a +2 bonus on attacks and a +5 bonus on saves to resist Bull Rush, Charge, Grapple, Overrun, and Trip attacks. Also, you function as 1 size larger when determining whether a foe's special attacks based on size (such as Swallow Whole) can affect you. These benefits stack with abilities such as Enlarge that change a subject's size.

PRIMAL ACCLIMATION: Apply a +2 bonus on saves and DR to resist attacks that deliver either fire or cold damage (select 1 heritage when creating the character).

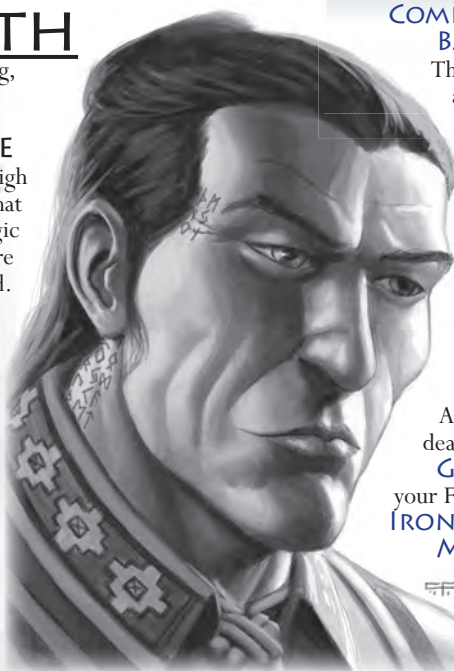
FREE LANGUAGES: Common.

BONUS LANGUAGES: Draconic, Dwarven, Giant, Gnoll, and Ignan. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Barbarian, psion or sage. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Lawful neutral.

TYPICAL DEITY: Asmodius, Mithrais, Phane, Solari, Stolgar or Ymuri. Chaotic goliaths often worship Thulzuur.



COMELINESS: 2d6+4 (avg 11). Goliaths tend to be average.

BASE AGE: 20. Goliaths live slightly longer than humans. They are young adults at age 20, middle-aged at 60, and old at 100.

RACIAL ABILITIES

A goliath character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

ADAMANT RUNE[™]: Your ink a special, magical rune to resist cuts. Apply a +1 bonus to your DR.

ATHLETE: Your strength translates into action. Apply a +5 bonus on Athletics and Endurance checks.

GIANT RAPPORT: You have experience with giants, perhaps from your childhood. Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with giants or recalling lore about giants.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

IRON WILL: You are mentally resilient. Boost your Will by +2.

MOUNTAINEER: Apply a +4 bonus on Acrobatics, Athletics, Perception, Nature, and Survival checks in outdoor mountainous areas, including caves within 30 ft of the outside.

POWERFUL HAND: Select 1 weapon group. You don't suffer the usual -5 nonproficiency penalty (page 156) when using melee weapons in that group in an unusual way, such as wielding a 2-handed weapon in 1 hand. Requires Powerful Build and proficiency with the selected weapons.

PRIMAL BLADE[™]: Boost your melee weapon damage by +4. The damage is either cold or fire, as fits your heritage.

PRIMAL RESISTANCE: This improves your Primal Acclimation ability, such that you enjoy a +5 bonus on saves against attacks that deliver either fire or cold damage, as fits your heritage, and you enjoy +5 DR against such damage.

PRIMAL SKIN[™]: You may briefly radiate either intense heat or cold, as fits your heritage. As an immediate action, adjacent foes must resist using Fortitude or suffer 1d4 fire or cold damage per 2 levels (max 5d4). Requires Primal Resistance. Costs 1 vitality.

RUNE SCRIBE[™]: You enjoy a +5 bonus Literacy checks to ink runes on skin. Also, you can ink magical runes. A person can benefit from up to 1 magical rune per 4 levels (round down). Inking a magical rune takes 4 hours, costs 500 gp in materials, and grants the recipient a permanent +2 bonus on attack rolls using 1 specific ability selected at the time of inking. You can boost a particular ability only once using this ability or using Tattoo Artist.

RUNE WISE: Apply a +2 bonus on Arcana and Literacy checks, and you enjoy a +5 bonus on saves to resist the effect of runes (including glyphs and sigils).

SAND/SNOW STRIDE: If your heritage is fire, you move over any sort of desert terrain (sand dunes, scrub, rocky flats, and so forth) at your normal speed and without taking damage or suffering any other impairment. If your heritage is frost, you similarly move freely over arctic terrain (snow, ice, etc). Terrain that is enchanted or magically manipulated to impede motion still affects you.

STOMP[™]: You stomp to express your wrath. Creatures up to size Medium within 15 ft and in contact with the ground must resist using Reflex or fall prone. Costs 1 vitality.

SUPER STRENGTH: Boost your Strength score by +1. You can take this ability a second time for a total bonus of +2.

THROW ROCKS: You throw rocks. You can toss a 5 pound rock out to 30 ft to inflict 1d6 damage if you beat a target's Reflex, otherwise it dodges the rock and takes no damage. You can hurl larger rocks but at a penalty. For each additional 10 pounds, you inflict +1d6 damage but the maximum distance is 10 ft less and your target enjoys a +2 bonus on its save.

WARRIOR: You are proficient with Medium armor and 1 weapon group of your choice.

GRIPPLI

Grippli are small, agile, artistic, and excitable amphibians.

APPEARANCE & CULTURE

A grippli stands 2 to 2½ ft tall and weighs 40 to 50 pounds. It looks like a bipedal tree frog, with humanoid arms and hands. Grippli are mostly green with colorful swirls and stripes to match their environment, and they have large yellow eyes with vertical-slit black pupils. They prefer scant, bright clothing and decorative baubles.

Grippli are often viewed as quick, colorful, hedonistic, and excitable swamp-dwellers who love peace and stay fiercely loyal to family and allies, sometimes to the point of foolishness. Grippli organize in villages with family dwellings under a druid's watch. They prefer trade with pleasant, fun-loving races like elves and halflings and eschew war. When threatened, they keep foes at a distance and use nets, spears, and poison darts.

As amphibians, grippli prefer warm climates, enjoy the water, and reproduce by laying eggs. They fiercely defend their eggs and young since they reproduce slowly and their eggs are soft. They love fruit and insects, particularly giant insects, and often tend orchards and raise dragonflies. A few grippli tribes are adapted to life in the shore caves and shallows of the ocean.

There is a dark side of grippli society. Some exude an intoxicant and many are adept at brewing and selling drugs and poisons. Even worse legends whisper of sadistic grippli blood cults similar to vampire dens.

PHYSICAL TRAITS

Grippli have the following characteristics.

ATTRIBUTES: -2 Strength and +2 Dexterity. Grippli are agile but not as strong as larger folk.

SIZE: Small. You enjoy a +2 bonus to Reflex and a +5 bonus on Stealth checks, but are limited to Light and Medium weapons and most wield Medium weapons with both hands.

SPEED: 30 ft.

WOUND POINTS: 5. Grippli can absorb less damage than humans.

CLIMBING AND SWIMMING: You enjoy a +5 bonus on Athletics checks. Moreover, when climbing and swimming, you move at normal speed (rather than ½ speed) and are not defenseless.

COLD WEAKNESS: As an amphibian, you are fatigued and suffer a -5 penalty on Endurance checks when the temperature is below freezing.

DARKVISION: You can see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

GRIPPLI SKILLS: Apply a +2 bonus on Acrobatics, Endurance, Perception, Stealth, and Survival checks.

HOLD BREATH: You can hold your breath for 8x longer than a human and do not suffer effects of over-hydration due to extended immersion in water.

JUMP: You leap outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality.

MARSH MASTERY: You move across swamp terrain without any penalty to speed. Moreover, you enjoy a +5 bonus on Stealth checks made in bogs, jungles, marshes, and swamps due to your coloration.

WEAK-WILLED: As a grippli, you are easily excited, frightened, and influenced by magic. Apply a -1 penalty on Will to resist magic abilities.

FREE LANGUAGES: Common and Grippli.

BONUS LANGUAGES: Draconic, Elven, Halfling, Orc, and Sylvan. Select a number of bonus languages equal to the character's Intelligence bonus.

MULTICLASSING: Bard, druid or ranger. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Chaotic neutral.

TYPICAL DEITY: Corvis, Greenwyrm, Tanish or Tiamat.

COMELINESS: 2d6+4 (avg 11). A grippli's smooth, colorful skin, round features, and agile mannerisms make it more endearing than its frog-like form might suggest.

BASE AGE: 5. Grippli do not live nearly as long as humans. They are young adults at age 5, middle-aged at 15, and old at 30.

RACIAL ABILITIES

A grippli character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

APOTHECARY^C: You can brew drugs and poisons as described on page 166 for ½ their listed market price. One dose requires 1 hour of work, and you can prepare 10 doses in a day. Also, you can identify a drug or ingested poison after 1 minute of careful visual and olfactory inspection with an accuracy of 70% + 1% per level.

BITE: An adjacent foe must resist using Reflex or suffer 1 wound damage.

BLOOD CULTIST^M: This improves Bite, such that once daily, when you successfully use Bite, you gain 3 vitality that last 24 hours or until expended. You can exceed your normal maximum vitality. Also, your multiclass option is dhampir.

DREAMSKIN: Once daily, when frightened or otherwise aroused, your skin exudes an aromatic substance for 2 minutes. During this time, all adjacent foes must resist using Fortitude or suffer a -2 penalty on Will for 1 hour as they hallucinate. Multiple effects do not stack, and once a creature has successfully resisted, it ignores the ability for 24 hours.

GREAT CROAK: Your unique croak is audible out to 2 miles. The croak conveys danger, opportunity or victory (as you desire). Those who speak Grippli recognize you and understand your message. Costs 1 vitality.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

GRIPPLI MERRIMENT: Apply a +2 bonus on Acrobatics, Diplomacy, Literacy, Music, and Nature checks.

JUNGLE MUSIC^M: Apply a +5 bonus on Music checks. Moreover, once daily after 10 minutes of playing music or singing, 1d8 allies + 1 per level within 30 ft heal 1 vitality each. Effects stack from multiple grippli.

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

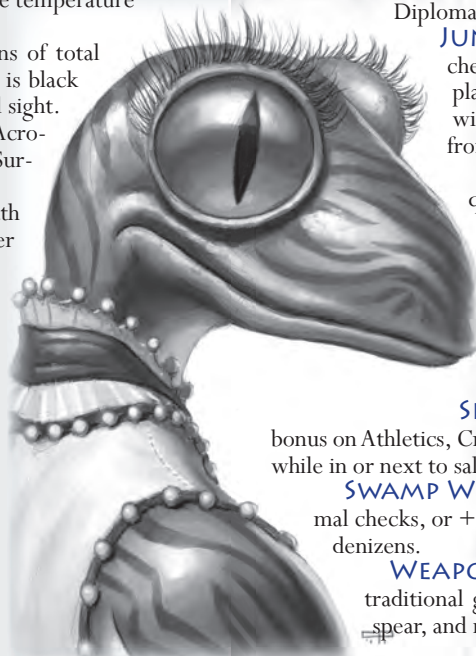
OUTDOOR ATHLETE: Boost Athletics and Survival checks by +5.

POISON TONGUE: An adjacent foe must resist using Fortitude or suffer 1 wound damage and fall prone due to a mild poison that disrupts its muscles. Costs 1 vitality.

SEA-TOAD: You know the ocean. Apply a +4 bonus on Athletics, Craft, Handle Animal, Nature, and Stealth checks while in or next to salt water or dealing with mundane sea life.

SWAMP WRANGLER: Apply a +5 bonus on Handle Animal checks, or +10 when dealing with insects and other swamp denizens.

WEAPON FAMILIARITY: You are proficient with traditional grippli weapons: the dart, lasso, short sword, spear, and net.



HALF-ELF RACIAL ABILITIES

Half-elves are dramatic, enchanting, beautiful, and confused.

APPEARANCE & CULTURE

Half-elves stand 5½ ft tall and weigh 125 to 145 pounds. They are the offspring of elves and humans, and are among the most beautiful and personable of all humanoids, combining elven grace with human ambition. They are light and fair, and they possess less body hair and finer features than humans.

Half-elves are often viewed as dramatic and enchanting, if not hopelessly romantic and slightly lost. As a love-child and often an only child, a half-elf likely experiences doting by parents, disapproval or pity by elves, and fear or jealousy from humans. A half-elf raised in an elven community may feel undervalued and restless, while a half-elf raised in a human community may feel uninspired and oppressed.

Half-elves are generally idealistic. At their best, they act as exemplary diplomats, brilliant artists and performers, or mageblades who merge magic and warcraft with ease. Since they live somewhat longer than humans, they can provide stability. They often adventure to meet people, play with magic, and perhaps find true love.

Not all half-elves are well-adjusted. Some maintain a well-crafted masquerade of deceptive wit and charm.

PHYSICAL TRAITS

Half-elves have the following characteristics.

ATTRIBUTES: +2 Charisma. Half-elves combine the best of humans and elves in terms of their beauty and personal magnetism.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 7. Half-elves are slightly less resilient than humans.

DUAL HERITAGE: For all effects related to race, you are considered both an elf and a human.

KEEN SENSES: Boost Perception checks by +2.

LOW-LIGHT VISION: You see 2x as far as a human in moonlight, torchlight, and similar conditions of poor illumination. You can distinguish color and detail under these conditions.

NOTICE SECRET DOORS: As a swift action, you make a Perception check to notice the presence or absence of secret or concealed doors within 10 ft of you.

RAPPORT: You are talented with people and animals. Apply a +2 bonus on Bluff, Diplomacy, Handle Animal, Insight, and Streetwise checks.

RESIST ENCHANTMENT: Apply a +2 bonus on saves to resist magic abilities that allow you to resist using Will.

SKILL FOCUS: You enjoy a +5 bonus to a single skill that you select at 1st level.

SLEEP IMMUNITY: Half-elves are immune to magical effects that cause sleep.

FREE LANGUAGES: Common and Elven.

BONUS LANGUAGES: Abyssal, Dwarven, Gnome, and Goblin. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Any. You may select any class to pursue under the multiclass option.

TYPICAL ALIGNMENT: Chaotic good.

TYPICAL DEITY: Corvis, Esmariah, Iris or Tanish.

COMELINESS: 2d6+8 (avg 15). Half-elves tend to combine the best of their parents and be attractive if not beautiful.

BASE AGE: 20. Half-elves live somewhat longer than humans. They are young adults at 20, middle-aged at 40, and old at 80.

RACIAL ABILITIES

A half-elf character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

ARTIST: You are skilled at fine arts, music, and writing. Boost Craft, Literacy, and Music checks by +3.

ELF INHERITANCE: You gain extra wealth including 45 gp, a suit of elven mail worth 450 gp, a masterwork longsword worth 315 gp, a silver dagger worth 22 gp, a composite shortbow worth 75 gp, and a quiver with 20 silver-tipped arrows.

ELVISH LORE: You know elves. Maybe you grew up with them. Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with elves or recalling lore about elves.

ELVISH MERRIMENT: Apply a +2 bonus on Acrobatics, Diplomacy, Literacy, Music, and Nature checks.

FEY BEAUTY: Apply a +2 bonus to your Comeliness.

FEY FRIEND: Apply a +5 bonus on saves to resist fey magic abilities and a +5 bonus on Diplomacy and Insight checks involving fey creatures.

INSPIRE ALLY: As a swift action, you boost an adjacent ally's morale, perhaps using words of wit, wisdom, humor, or a knowing glance or smile. Your ally immediately enjoys a +1 bonus on d20 rolls for 5 minutes. Multiple instances of this ability do not stack. Costs 1 vitality.

INTERLUDE: After 1 hour of uninterrupted romantic intimacy with another person, that person regains 1d4+1 vitality. A particular person can benefit only once daily from this ability. Costs 1 vitality.

IRON WILL: You are mentally resilient. Boost your Will by +2.

LATENT BLOODLINE: You take after your human parent far more than your elf parent. You look completely human and enjoy a permanent +1 bonus on a single attribute of your choice.

LIGHTNING REFLEXES:

You are quick and agile. Boost your Reflex by +2.

LINGUIST: You are fluent in 3 languages of your choice.

MUSE: Once daily you grant an adjacent ally a +5 bonus on Bluff, Craft, Diplomacy, Music or Trick checks for 1 hour.

NEGOTIATOR: You are a skilled mediator. Apply a +5 bonus on Diplomacy and Insight checks.

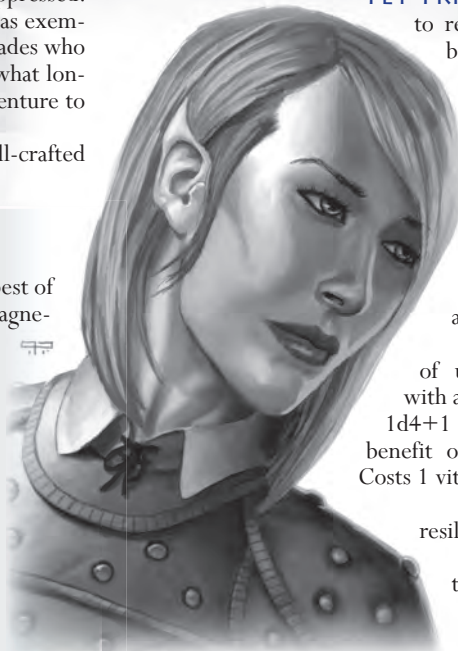
PEOPLE SKILLS: You are adept with people. Apply a +2 bonus on Bluff, Diplomacy, Insight, Nobility, and Streetwise checks.

ROMANTIC: You are adept at the art of intimate rapport. Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

VITALITY SURGE: Once daily as a standard action you may draw upon inner reserves of inspiration and regain 1d6 vitality.

WEAPON FAMILIARITY: Half-elves sometimes train with elven weapons. You are proficient with the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow).

WHIRLWIND ROMANCE^M: Once daily outside of combat, you can target a person with fewer levels than you within 15 ft. If you beat his Will, he is friendly to you for 24 hours. While charmed, he will not act in a way that brings harm to you, himself or his allies. Otherwise, he follows you and responds aggressively to creatures that threaten you. He will initiate romance if doing so would normally be plausible. You cannot dismiss the effect, and when the magic ends there is a 50% chance that the person becomes disillusioned and unfriendly.



HALF-ORC

Half-orcs are large, aggressive, brooding, rugged, and uncouth.

APPEARANCE & CULTURE

Half-orcs stand 6 to 6½ ft high and weigh 180 to 240 pounds, with much of their weight as muscle. Males are somewhat bigger than females. They are the offspring of humans and orcs. They have a greenish complexion, coarse black hair, jutting jaw, muscular physique, and feral hair and teeth reminiscent of orcs. Compared to humans, they are strong and incredibly hearty.

Half-orcs are often viewed as brutish, unpleasant, and aggressive. If they grew up with their human parent, they are friendlier and more civilized. Many half-orcs have experience in the wilderness, be it harsh badlands, fetid swamps or baking deserts, either because they have been outcasts or due to interaction with orc tribes. Some half-orcs find solace in the dark cavelands beneath the earth.

Half-orcs are generally cynical, but at their best they are fearless, intrepid, strong, tenacious, and tough. Their rough appearance may hide keen intelligence and deep wisdom. Half-orcs often adventure for the thrill of battle and are loyal to companions who treat them with respect.

Though orcs are chaotic and evil, half-orcs are as varied as humans and may be kindly and noble.

PHYSICAL TRAITS

Half-orcs have the following characteristics.

ATTRIBUTES: +2 Strength, +2 Constitution, and -2 Charisma. Half-orcs are muscular, strong, and hearty. However, they tend to lack self-confidence and come off as brutish and unpleasant.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 10. Half-orcs are tough and can absorb more damage than humans.

DARKVISION: You see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

DUAL HERITAGE: For all effects related to race, you are considered both an orc and a human.

ENDURANCE: Apply a +5 bonus on Endurance checks. Also, you enjoy a +5 bonus to resist abilities that cause fatigue or exhaustion, and you can sleep in armor without experiencing fatigue the next day.

IRON BODY: Apply a +2 bonus on saves to resist disease, poison, and nausea.

ORC SKILLS: Like orcs, half-orcs may awe foes by displaying their brawn and fierce demeanor. Apply a +2 bonus on Athletics and Intimidate checks.

FREE LANGUAGES: Common and Orc.

BONUS LANGUAGES: Abyssal, Draconic, Giant, Gnome, and Goblin. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Barbarian, shaman or shifter. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Chaotic neutral.

TYPICAL DEITY: Corvis, Phane, Lilith or Tiamat. Good half-orcs often honor Stolgar.

COMELINESS: 2d6+0 (avg 7). Half-orcs tend to be repulsive.

BASE AGE: 10. Half-orcs do not live as long as humans. They are young adults at age 10, middle-aged at 25, and old at 40.

RACIAL ABILITIES

A half-orc character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

BLOOD FOR BLOOD: Once daily, when you deal wound damage to a foe, you do an additional +2 wound damage and also recover 2 vitality.

CAVELAND'S KIN: Some half-orcs cavort with drow, duergar, and creatures that inhabit the dark underground of the world. You speak Drow and Undercommon and enjoy a +5 bonus on Dungeoneering and Nature checks to successfully navigate caves.

DEMON BLOOD^M: Your lineage includes a demon. You can spit acid against 1 target within 10 ft. The acid inflicts 1d4 acid damage + 1 point per level, or ½ damage if Reflex resists. Costs 1 vitality.

EYE OF THE KILLER: When making a ranged attack, you can ignore cover or concealment (but not both) if the target is within 15 ft.

FECUND: Apply a +5 bonus on Endurance checks. Also, romantic liaisons with humans, half-orcs, and orcs always result in offspring. Such offspring are always half-orcs.

FERAL CHILD: Some half-orcs grow up alone in woods or badlands, either to avoid others' taunts or because they are exiled. You enjoy a +2 bonus on Athletics, Endurance, Handle Animal, Perception, and Survival checks.

GLADIATORIAL TRAINING: Select a weapon group. You are proficient with all weapons in this group. You also enjoy a +5 bonus on Bluff and Intimidate checks made in a gladiatorial arena and other venues of public display of combat.

GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 free hand and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard

action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

IRON WILL: You are mentally resilient. Boost your Will by +2.

LATENT BLOODLINE: Some half-orcs take after their human parent far more than their orc parent. You look completely human and enjoy a +2 bonus on your Comeliness.

PACK MULE: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

RACIAL HATRED: Some half-orcs receive special martial training against ancient foes. These half-orcs enjoy a +1 bonus on attack rolls and a +2 bonus on damage rolls against elves and half-elves.

RARE ATTRIBUTE: Boost 1 attribute of your choice by +1.

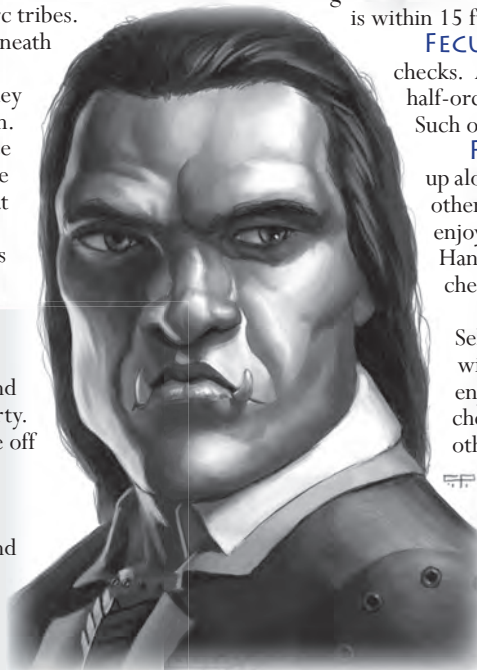
STONE CHILD: Apply a +5 bonus on Athletics checks in rocky terrain and ignore the effects of difficult terrain in caves and mountainous areas.

TOUGHNESS: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

VITALITY SURGE: Once daily as a standard action you may draw upon inner reserves of anger and regain 1d6 vitality.

WARRIOR: You are proficient with Medium armor and 1 weapon group of your choice.

WEALDKIN: Replace shaman with druid as a multiclass option. Also, boost Handle Animal, History, and Nature checks by +3.



HALFLING

Halflings are small, agile, friendly, hedonistic, and lucky.

APPEARANCE & CULTURE

Halflings stand 3 to 3½ ft tall and weigh 30 to 50 pounds. They can be mistaken for human children. They are frequently pudgy with ruddy complexions and hairy feet. As adults, they are far stronger and more agile than a human child, and dislike being viewed as immature.

Halflings are often viewed as rural homebodies, river rats, pleasant servants, and urban ne'er-do-wells. They prefer fertile hills, cool river valleys, and pastoral shires. They enjoy the company of friends and family before the dangers of adventure. Cities offer tempting variety, and halflings get along with other civilized races.

Halflings are generally optimistic. At their best, they are agile, alert, brave, persuasive, and lucky. When a halfling adventures, it is in defense of his home, or to test his luck and see the world, or occasionally due to a dare or because of some misdeed for which he must atone.

The uncommon evil halfling is a stealthy terror, often with a deceptive smile and a poisoned blade just out of sight.

PHYSICAL TRAITS

Halflings have the following characteristics.

ATTRIBUTES: -2 Strength, +2 Dexterity, and +2 Charisma. Halflings are nimble and naturally agreeable, but their small stature makes them weaker than humans.

SIZE: Small. You enjoy a +2 bonus to Reflex and a +5 bonus on Stealth checks, but are limited to Light and Medium weapons and most wield Medium weapons with both hands.

SPEED: 20 ft.

WOUND POINTS: 6. Halflings are small and absorb less damage than humans.

BRAVERY: Apply a +2 bonus on saves against fear. This bonus stacks with the Lucky ability.

FAST RESPONSE: Halflings react quickly to danger. You enjoy a +2 bonus on initiative checks.

HALFLING SKILLS: Apply a +2 bonus on Acrobatics, Athletics, Nature, Perception, and Trick checks.

LOW-LIGHT VISION: You see 2x as far as a human in moonlight, torchlight, and similar conditions of poor illumination. You can distinguish color and detail under these conditions.

LUCK: Apply a +1 bonus on all saves.

PRECISE AIM: You enjoy a +2 bonus on attack rolls with thrown weapons and slings.

SECOND CHANCE: Once daily as an immediate action, when a foe strikes you, you can force the attacker to reroll the attack. Use the result of the second roll even if it is worse than the first one.

FREE LANGUAGES: Common and Halfling.

BONUS LANGUAGES: Dwarven, Elven, Giant, Goblin, and Orc. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Bard, druid or rogue. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Neutral good.

TYPICAL DEITY: Esmariah, Greenwyrn, ^{FF}Iris or Voktra.

COMELINESS: 2d6+6 (avg 13). Halflings tend to be attractive.

BASE AGE: 20. Halflings live somewhat longer than humans. They are young adults at age 20, middle-aged at 50, and old at 80.

RACIAL ABILITIES

A halfling character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

ANIMAL FRIEND: Boost Handle Animal checks by +5, or by +10 when dealing with natural, domesticated farm animals.

ARTISAN SKILLS: Apply a +2 bonus on Appraise, Craft, Mechanics, Pilot, and Trick checks.

COUNTRY COOK: Once daily, you may prepare a highly nutritious meal after 10 minutes of work using a kitchen or cooking kit. Up to 5 people who eat the meal regain 1 vitality point each.

COUNTRY KID: Your rural upbringing grants you a +3 bonus on Endurance, Handle Animal, and Nature checks.

DART TO SAFETY: Up to once per round, you can move past a single foe by moving through its space as if the foe were an ally.

DEFENSIVE TRAINING: Giants are a traditional halfling foe, perhaps because giants find halfling morsels so tasty. Apply a +5 bonus on saves to resist attacks by Large and Huge humanoids.

EXPEDITIOUS STRIDE^M: As a swift action, apply a +30 ft bonus to your land speed for 5 minutes. Costs 1 vitality.

FAVORITE ALLY: Each morning, select 1 person. For 24 hours, while adjacent to this person, you both enjoy a +1 bonus on DR and saves.

FLEXIBLE MULTICLASSING: You may select any class as your multiclass option.

IMPROVED ODDS: This improves Second Chances, such that your attacker suffers a -2 penalty on its (second) attack roll.

IRON WILL: You are mentally resilient. Boost your Will by +2.

HAGGLE: You enjoy a +5 bonus on Appraise checks and a 10% discount when purchasing mundane items in a marketplace.

LAUGHTER: You are adept at telling jokes and easing the moment. Once daily, persons within 15 ft not in combat that can see or hear you must resist using Will or be dazed and suffer a -5 penalty on Perception checks for 1 round as they laugh.

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

MOUSE FORM^M: You transform into a Tiny field mouse as a standard action. In this form, you gain a +10 bonus on Stealth checks and move at speed 50 ft. You return to your normal form at the end of your turn. You cannot make attacks in this form. Costs 2 vitality.

NIMBLE IN A CROWD: Apply a +2 bonus to saves when you are adjacent to at least 2 larger creatures, which may be allies or foes.

OPTIMISM: Once daily, after thinking happy thoughts, you regain 1d4+1 vitality points.

RACIAL HATRED: Some halflings receive special martial training against ancient foes. Apply a +1 bonus on attack rolls and +2 damage against orcs and goblinoids. Goblinoids include bugbears, goblins, and hobgoblins.

RIVER RAT: Spending time on rivers and their banks has been highly agreeable to you. Apply a +5 bonus on Athletics, Nature, and Pilot checks made on rivers and lakes.

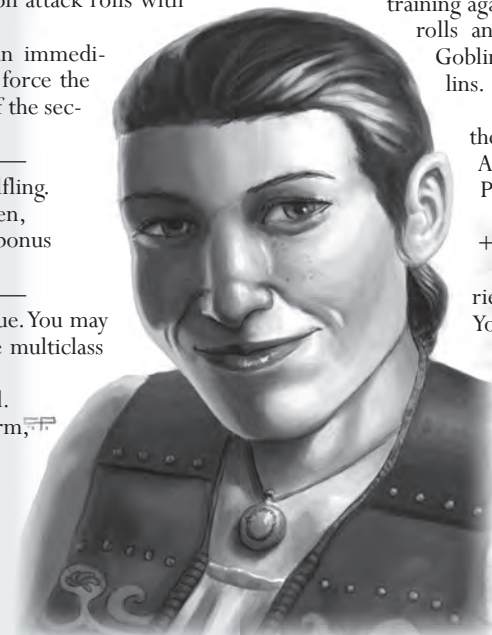
SHEPHERD: Boost Survival checks by +5, or by +10 when tracking animals.

STICKY FINGERS: You have experience as a thief on the streets of a big city. You enjoy a +5 bonus on Streetwise and Trick checks.

STREET RAT: You grew up in urban poverty. Apply a +2 bonus on Acrobatics, Bluff, Stealth, Streetwise, and Trick checks.

SWEET PERSONA: Apply a +3 bonus on Bluff, Diplomacy, and Insight checks.

WEAPON FAMILIARITY: You are proficient with the halfling knife (a unique halfling weapon) and the sling, and can use it as if you were Medium size with a +1 bonus on attack and damage rolls.



HOBGOBLIN

Hobgoblins are hearty, organized, proud, tyrannical, and warlike.

APPEARANCE & CULTURE

Hobgoblins stand 6 to 6½ ft tall and weigh 180 to 250 pounds. They are known for their polished armor, banners, battle fetishes, and upward jutting teeth. They are muscular and lithe with brown, red, and orange coloring. Dominant males have bluish noses. As goblinoids, they are related to goblins and bugbears, though they tend to use goblins as servants and bugbears as heavy muscle.

Hobgoblins are often viewed as proud, stealthy, sturdy, heartless, officious, and sadistic. In fact, most are well-organized and hardworking, though they tend to view other creatures as resources to be put to work. Hobgoblins tend to be superstitious of magic, fearing it will control them or cause chaos. That said, they recognize that magic is power. The highest ranked among them cavort with rakshasas (evil animal spirits), seal pacts with devils, and form alliances with other tyrannical creatures.

Hobgoblins are generally strategic. At their best, they are highly prepared and work well in large groups. Those who adventure often do so to test their prowess and be part of a group in which they take pride. Hobgoblins tend to view themselves as natural leaders and will punish or leave behind those who are weak, fearful or disobedient.

Not all hobgoblins are war-like bullies. Some embrace monastic traditions, arcane magic, or even the fey realm. Some hobgoblins are born with blue skin. These “scions of Ymuri” have innate psychic potential and may represent the future of the hobgoblin race.

PHYSICAL TRAITS

Hobgoblins have the following characteristics.

ATTRIBUTES: +2 Constitution and +2 Dexterity. Hobgoblins are agile and hearty. They suffer no penalties.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 10. Hobgoblins are tough and can absorb more damage than humans.

DARKVISION: You see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

GOBLINOID SKILLS: Apply a +2 bonus on Acrobatics, Athletics, Stealth, Trick, and Warcraft checks.

FREE LANGUAGES: Common and Goblin.

BONUS LANGUAGES: Draconic, Elven, Giant, Gnome, Infernal, and Orc. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Blackguard, fighter, inquisitor, warlock or wizard. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Lawful evil.

TYPICAL DEITY: Usually Asmodius or Phane. Sometimes Lilith, Mithrais, Nefriti or Ymuri.

COMELINESS: 2d6+2 (avg 9). Hobgoblins tend to be homely.

BASE AGE: 10. Hobgoblins do not live quite as long as humans. They are young adults at age 10, middle-aged at 30, and old at 45.

RACIAL ABILITIES

A hobgoblin character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

ARMOR TRAINING: You are proficient with 2 of the following: Light, Medium, and/or Heavy armor.

ARMORED STEALTH: You ignore penalties to skill checks due to wearing armor.

ARMY SKILLS: You are accustomed to military life. Apply a +2 bonus on Athletics, Endurance, Handle Animal, Intimidate, and Warcraft checks.

BLUE SKIN: A few rare hobgoblins are born with a penchant for psionic power. You were likely shunned by other goblins. You have blue skin and your multiclass option is psion. Also, apply a +1 bonus on attack rolls using psion class abilities.

BOMBASTIC: Boost Intimidate and Nobility checks by +5.

DARK PACT[™]: Once daily after a bloody 10-minute ritual, you call into yourself a ghostly or fiendish spirit to empower you. While bound, you enjoy a +2 bonus on Intimidate checks and may select for the day any 1 basic magic ability from the inquisitor, shadowcaster or warlock class. The pact lasts 24 hours or until you fail to resist the Exorcism ability. Costs 2 vitality.

DARK STALKER: You are tainted with shadow stuff. Your skin is charcoal black and your multiclass option is shadowcaster. Apply a +5 bonus on Stealth checks, or +10 when hid-

ing in areas of shadow or darkness. However, you suffer a -2 penalty on Perception checks in areas of daylight.

FIREARMS PROFICIENCY: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

GUL: Your multiclass option is gunslinger and you gain 1,000 gp worth of ammunition, explosives, and firearms.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

HOBGOBLIN INHERITANCE: You gain extra wealth including a boon of 250 gp in coins plus 750 gp worth of equipment of your choice that may be mundane or magical.

HOBGOBLIN PRINCE: Fey blood runs in your veins. Your features hold exceptional feral beauty. Improve your Comeliness by +2 and change your multiclass options to druid, ranger or shaman.

INFILTRATOR: You move quietly and attentively through shadows. Apply a +5 bonus on Perception and Stealth checks.

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

PAIN ADEPT: You enjoy +5 DR against pain damage.

PAIN BLADE[™]: You enjoy a +1 bonus on your attack rolls and deliver +1d6 pain damage when using a melee weapon. Requires Pain Adept.

PILOTING: Boost Pilot checks by +5, or by +10 once daily.

RACIAL HATRED: Some hobgoblins receive special training against ancient foes. You enjoy a +1 bonus on attack rolls a +2 bonus on damage rolls against elves and half-elves.

TACTICAL WARFARE: Apply a +5 bonus on Warcraft checks. Also apply a +1 bonus to attack rolls and saves whenever you are within 15 ft of an ally.

VOICE OF AUTHORITY: You target a person within 15 ft and line of sight and hearing who suffered damage by you in the past 1 round. You demand surrender. If you beat the target's Fortitude, he drops all held weapons and must resist using Will or also be dazed for 1 round. Requires Charisma 13+. Costs 1 vitality.

WEAPON FAMILIARITY: Select 1 weapon group such as spears. You are proficient with all weapons in this group and enjoy a +1 bonus on attack rolls using those weapons.



KOBOLD

Kobolds are small reptilian humanoids with draconic blood.

APPEARANCE & CULTURE

Kobolds stand 3 to 3½ ft tall and weigh 30 to 50 pounds. Most are barbaric and a few are civilized. Their scaly skin varies from dark brown to black with a rusty tinge, though the rare aquatic kobold is blue. Kobolds lay eggs. They settle in caves, mines, underground caverns, and other locales that are dark, easily defensible, and loaded with ore or magic.

Kobolds are often viewed by the other races as puny, covetous, cowardly, sadistic, and cruel—but also skilled miners and ingenious trapmakers. Kobolds claim they are a servant race to noble dragons, and legends describe gnomes and kobolds as eternal enemies. Kobolds tend to follow sorcerers and are well-organized despite their frequent squalor.

Kobolds are generally crafty. They love shiny treasure. Their skill with alchemy and traps makes them dangerous foes despite their small size and frail bodies. Given the iron hand of strong leadership and quality materials, they make loyal and adept miners and craft workers. Kobolds eagerly serve a dragon or a cause favorable to dragons, even if doing so pulls them from their usual outlook.

Kobolds organize as tribes. Usually, tribal life imprints cruelty onto their psyches, with the most muscular, crafty, and magically gifted rising to positions of power. Sometimes, however, a kobold grows curious and leaves his tribe to explore the larger world.

PHYSICAL TRAITS

Kobolds have the following characteristics.

ATTRIBUTES: -2 Strength and +4 Dexterity. Kobolds are small and weak but speedy and nimble.

SIZE: Small. You enjoy a +2 bonus to Reflex and a +5 bonus on Stealth checks, but are limited to Light and Medium weapons and most wield Medium weapons with both hands.

SPEED: 30 ft.

WOUND POINTS: 3. Kobolds are among the smallest and weakest of humanoids.

CLAWS AND TEETH: You use a combination of your teeth and claws to inflict 1d3 damage against an adjacent foe that fails to resist using Reflex. Add your Strength modifier to the damage.

COLD WEAKNESS: As a reptile, you are fatigued and suffer a -5 penalty on Endurance checks when the temperature is below freezing.

DARKVISION: You see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

KOBOLD SKILLS: Apply a +2 bonus on Acrobatics, Appraise, Bluff, Craft, Dungeoneering, Mechanics, Stealth, Streetwise, Survival, and Trick checks.

LIGHT BLINDNESS: Abrupt exposure to bright light (such as sunlight or a Light spell) blinds you for 1 round and leaves you dazzled as long as you remain in the lit area. Being dazzled inflicts a -1 penalty on dice rolls and saves.

SWIFT RETREAT: You take a 5-ft step as an immediate action if a foe larger than you initiates a melee attack against you. Costs 2 vitality.

SCALY HIDE: You have tough draconic scales that grant you a +1 bonus to DR.

FREE LANGUAGES: Common and Draconic.

BONUS LANGUAGES: Drow, Goblin, Orc, and Undercommon. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Artificer, rogue or sorcerer.

You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Lawful evil.

TYPICAL DEITY: Asmodius, Lilith or Tiamat.

COMELINESS: 2d6+0 (avg 7). Kobolds tend to be off-putting.

BASE AGE: 10. Kobolds do not live as long as humans. They are young adults at age 10, middle-aged at 25, and old at 40.

RACIAL ABILITIES

A kobold character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

AMPHIBIOUS: You breathe in water as easily as you breathe in air. However, you must stay moist. You can remain out of water for 4 hours + 1 hour per level. Afterward, you suffer 1 vitality damage per hour until you fully immerse yourself in water for at least 1 hour.

DARK LORE: Boost Arcana and Dungeoneering checks by +5.

DODGE: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

DRACONIC MAGIC^M: Add to your list of known abilities 1 basic magic ability for which you qualify from any class.

DRACONIC STRENGTH: You inherit some of your ancestral prowess and are stronger than you look. Apply a permanent +2 bonus to your Strength.

EXPERT KOBOLD: This improves Kobold Skills, such that you apply a +5 bonus to checks involving any 2 of the following skills: Appraise, Craft, Dungeoneering, Mechanics or Trick.

FIREARMS PROFICIENCY: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

IMPROVED SCALES: This improves Scaly Hide to provide an additional +1 bonus to your DR, for +2 total bonus.

IRON WILL: You are mentally resilient. Boost your Will by +2.

LIGHT ADAPTATION: This alleviates Light Blindness, such that you are not blinded when exposed to light, and you are dazzled for only 2 minutes, after which time you can act in light without penalty until you reenter darkness for more than 1 minute.

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

MEEK PERSONA: Apply a +5 bonus on Bluff checks, or +10 when trying to convince others that you are nonthreatening. The bonus does not apply if you successfully attacked someone in the past 5 minutes.

MINER: You know prospecting. Boost Dungeoneering checks by +5, or by +10 when mining.

NETHERSIGHT: This improves Darkvision. You can see in magical darkness as well as normal darkness.

RACIAL HATRED: Some kobolds receive special martial training against ancient foes. Apply a +1 bonus on attack rolls and +2 on damage rolls against halflings and gnomes.

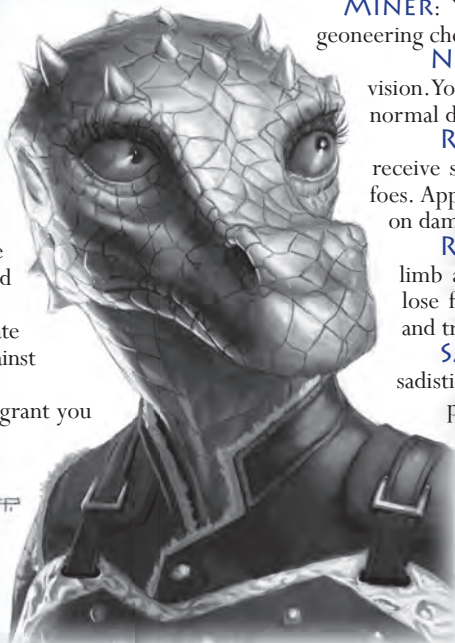
REGROW: You regrow a lost tail or limb after 1d10+10 days. Kobolds tend to lose fingers, toes, and more due to pranks and traps.

SADIST: Once daily, after thinking sadistic thoughts, you regain 1d4+1 vitality points.

TRAP WARY: You enjoy a +5 bonus on Reflex when trying to avoid the effects of traps.

TRICKSTER: Boost Bluff, Disguise, and Trick checks by +3.

WEAPON FAMILIARITY: You are proficient with Light armor, and with daggers, slings, and spears.



LIZARDFOLK

Lizardfolk are reptilian humanoids that tend toward savagery.

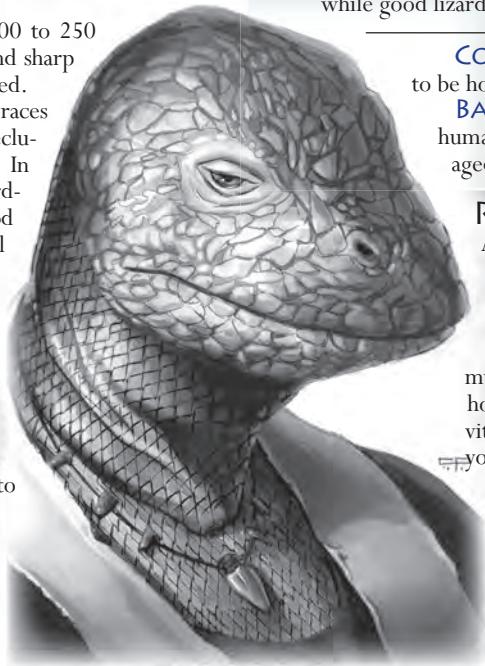
APPEARANCE & CULTURE

Lizardfolk stand 6 to 7 ft tall and weigh 200 to 250 pounds. They have a thick hide, stout tail, and sharp teeth. Most are barbaric and a few are civilized.

Lizardfolk are often viewed by the other races as primitive, illiterate, superstitious, and reclusive—but also wise caretakers of nature. In mythic battles between good and evil, lizardfolk are initially duped by evil but choose good in the end. Lizardfolk tend to shun moral extremes and enjoy citing nature's many examples of balance.

Lizardfolk are generally wary. They avoid strangers, stick to tribal bonds, repeat ancient rites, and mimic nature's eternal principles and rhythms. They settle in swamps, jungles, underwater caverns with air pockets, and other locales that are warm, wet, and defensible. They tend to venture out when nature deprives them of food or land.

Lizardfolk vary by tribe. One tribe might have black scales and a poisonous bite, while another might have tan and green striped scales and skill with boomerangs. Tribes are often highly territorial and bellicose with each other.



PHYSICAL TRAITS

Lizardfolk have the following characteristics.

ATTRIBUTES: +2 Strength, +2 Constitution, and -2 Intelligence. Lizardfolk are muscular, hearty, and somewhat dim-witted.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 11. Lizardfolk are tough and can absorb more damage than humans.

CLAWS AND TEETH: You use a combination of your teeth and claws to inflict 1d4 damage against an adjacent foe that fails to resist using Reflex. Add your Strength modifier to the damage.

COLD WEAKNESS: As a reptile, you are fatigued and suffer a -5 penalty on Endurance checks when the temperature is below freezing.

GULLIBLE: You suffer a -5 penalty on Insight checks when dealing with humans and other races due to your differing physiology and innate xenophobia.

HOLD BREATH: You can hold your breath for 8x longer than a human and do not suffer effects of over-hydration due to extended immersion in water.

ILLITERATE: Apply a -5 penalty on Literacy checks. Lizardfolk lack the inborn capacity for eloquence typical of other races.

OUTDOOR ADAPTATION: Apply a +2 bonus on Acrobatics, Athletics, Endurance, Nature, and Survival checks. Though somewhat ungainly-looking, a lizardfolk's 4-ft tail provides excellent balance.

TOUGH HIDE: Your tough scales grant you a +2 bonus to DR.

UNUSUAL BODY: Your unusual body shape prevents you from wearing normal armor. You can wear any armor but it must be custom tailored and costs 2x the normal amount. Thus, you cannot wear armor found while exploring unless that armor was made for use by lizardfolk or tailored to fit you for a similar expense.

FREE LANGUAGES: Common and Draconic.

BONUS LANGUAGES: Aquan, Gnoll, Orc, Sylvan. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Barbarian, shaman or shifter. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: True neutral.

TYPICAL DEITY: Greenwyrn. Evil lizardfolk prefer Tiamat while good lizardfolk prefer Palendine.

COMELINESS: 2d6+2 (avg 9). Lizardfolk tend to be homely.

BASE AGE: 10. Lizardfolk do not live as long as humans. They are young adults at age 10, middle-aged at 25, and old at 40.

RACIAL ABILITIES

A lizardfolk character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

AMPHIBIOUS: You breathe in water as easily as you breathe in air. However, you must stay moist. You can remain out of water for 4 hours + 1 hour per level. Afterward, you suffer 1 vitality damage per hour until you fully immerse yourself in water for at least 1 hour.

BLOWGUN TRAINING: Apply a +1 bonus on attack rolls and +2 damage when using a blowgun (page 161).

CIVILIZED: You are more civilized than typical lizardfolk. Ignore the Gullible and Illiterate lizardfolk trait penalties.

DISEASE DEFENSE: You ignore the effects of all natural diseases.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

LIZARDFOLK MULTI-STRIKE: You can use Claws and Teeth for 2d4 damage. Alternatively, you can combine a melee weapon attack with Claws and Teeth as a single standard action but you suffer a -2 penalty on your attack rolls made that round.

QUICK HEAL: Once daily, you automatically heal 1 wound point at the start of each round for 2d4 rounds.

REGROW: You regrow a lost tail or limb after 1d8+6 days. Lizardfolk tend to lose bits and pieces to nasty swamp denizens.

SAVAGE WARRIOR: This improves Claws and Teeth such that your attack inflict +5 damage.

SHAMANIC SIGHTSM: You can see normally from a perspective that is up to 15 ft away from your actual location. The viewing location is fixed when you activate the ability. Viewing requires a standard action each round. Otherwise, you lose the view for that round. While viewing, you are defenseless. Costs 1 vitality per round.

SNIPER: When you make a ranged attack from a hidden position and you miss, you remain hidden.

SWAMP WARDEN: You prefer a warm, fetid environment. Apply a +5 bonus on Handle Animal, Nature, and Survival checks in jungles and swamps.

SWAMP WARRIOR: You are proficient with light and heavy shields, plus axes, spears, and small projectile weapons.

TAIL SLAP: You can use your tail as a weapon, as you would your claws and teeth. The tail delivers 1d3 damage. Add your Strength modifier to the damage.

TOUGHNESS: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

WARRIOR'S HIDE: Your scales are notably thick, denoting the blood of a true warrior. Your Tough Hide ability improves to provide an additional +1 bonus to DR.

WEALDKIN: Replace shaman with druid as a multiclass option. Also, boost Handle Animal, History, and Nature checks by +3.

WILDFOLK: Apply a +3 bonus on Endurance, Nature, and Survival checks.

PYGMY

Pygmies are tiny, savage, and superstitious fey-like humanoids.

APPEARANCE & CULTURE

Pygmies stand 2½ to 3 ft high and weigh 30 to 45 pounds. They are quick and strong with dense muscles. They are tribal and come in all colors and shapes. Sages often confuse pygmy tribes (or even pygmy family members) for different species of creature such as gremlins, jinxes or mites. Pygmies are even mistaken for sentient plants. They frequently sport piercings and tattoos, and they like to ornament themselves with flora and small trophies of defeated foes.

Pygmies are often belittled by other races who view them as either inconsequentially small or as noisy and wild trouble-makers. Pygmies play pranks or do worse to any who denigrate them. A popular myth describes pygmies who use darts laced with sleeping poison against “big folk”, who later awaken tied up naked on a path frequented by monsters.

Pygmies are generally rambunctious. They have high energy and are curious, often asking questions or snatching an item to examine it for themselves. They make traps and use ropes to subdue large prey. Despite their wildness and apparent savagery, pygmies are keenly perceptive and highly intelligent.

Some pygmy tribes are highly territorial. This does not mean xenophobic. They will happily adopt creatures of other races as tribe members when there is trust and a shared danger to face. Adventuring pygmies view their comrades as family members.

PHYSICAL TRAITS

Pygmies have the following characteristics.

ATTRIBUTES: -2 Strength, +2 Dexterity, +2 Intelligence, +2 Wisdom, and -2 Charisma. Pygmies are weak and off-putting relative to other races but also perceptive, strong-willed, and agile in mind and body.

SIZE: Small. You enjoy a +2 bonus to Reflex and a +5 bonus on Stealth checks, but are limited to Light and Medium weapons and most wield Medium weapons with both hands.

SPEED: 20 ft.

WOUND POINTS: 5. Due to their small size, pygmies can withstand less damage than a typical human.

DARKVISION: You see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

FERAL SENSES: You have low-light vision and enjoy a +5 bonus on Perception checks.

SCENT: You can detect creatures within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

TRIBAL MARK: Every pygmy has a tattoo or piercing that indicates its tribe. The tribe's name alludes to a natural phenomenon as well as the tribe's historical origins and its unique language. Common tribes include Akima (sky), Kolau (volcano), Ogni (big tree), Shek (big cave), Ungata (fire) or Yulanu (river).

FREE LANGUAGES: Common, Sylvan, Undercommon, and your tribe's unique language.

BONUS LANGUAGES: Draconic, goblin, and halfling. Select a

number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Barbarian, rogue or shaman. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Chaotic neutral.

TYPICAL DEITY: Corvis. Some fearfully worship Maurob.

COMELINESS: 3d6 (avg 10). Pygmies vary greatly in appearance, ranging from hideous to beautiful.

BASE AGE: 10. Pygmies do not live as long as humans. They are young adults at age 10, middle-aged at 25, and old at 40.

RACIAL ABILITIES

A pygmy character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

CONJURE SLEEP POISON^M: As a standard action, you transmute plain oil into sleep poison to coat a weapon. When apply the poison, there is a 5% chance of poisoning yourself. A foe damaged by a coated weapon must resist using Fortitude or sleep for 2 minutes in addition to the weapon's usual effect. A sleeping creature's allies can use a standard action to wake him. The poison evaporates after 3 rounds. Costs 1 vitality.

DART EXPERTISE: You are proficient with darts and enjoy a +1 bonus on attacks and +2 damage when using a dart.

FAST CLIMBER: Boost Athletics checks by +5. Also, when climbing, you move at your normal speed (rather than ½ speed) and are not defenseless.

FAST SWIMMER: Boost Athletics checks by +5. Also, when swimming, you move at your normal speed (rather than ½) and are not defenseless.

FINGER EATER: You bite off an adjacent Large or smaller person's finger. Reflex resists. Consuming the finger heals you 1 vitality point. You may benefit up to 5x daily from this ability.

HEAD SHRINKING^C: You are skilled at the art of shrinking a foe's head. After 1 day and 25 gp of materials, you convert a slain person's severed head into a fetish. During preparation you place any basic magic ability you know into the head. At any time later, you can hold up the head to deliver the magic as a single-use effect. Activating the effect costs no vitality. Afterward, the head crumbles to dust.

INDOOR ACCLIMATION: You have lived your life underground or in an urban area. Apply a +2 bonus on Athletics, Dungeoneering, Mechanics, Stealth, and Trick checks.

IRON WILL: You are mentally resilient. Boost your Will by +2.

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

OUTDOOR ACCLIMATION: You have lived life in the wild. Apply a +2 bonus on Acrobatics, Athletics, Nature, Stealth, and Trick checks.

QUIRKY ATTRIBUTE: Improve a single attribute of your choice by +1.

RACIAL HATRED: Some pygmies receive special martial training against ancient foes. Apply a +1 bonus on attack rolls and +2 damage against goblins, halflings, and kobolds.

SAVAGE TASTES: Up to 3x daily, when you eat an adjacent just-slain person's eyes, nose, ears, fingers, toes or genitalia, you recover 1 vitality. You may eat multiple times from the same person or from different persons.

VERMIN FORM^M: For the rest of your turn, you are a mundane spider, rat or viper. You cannot make attacks in this form but you have land and climb speeds of 20 ft and can move through tiny spaces. Requires Vermin Lore. Costs 1 vitality.

VERMIN LORE: Apply a +2 bonus on Bluff, Dungeoneering, History, Insight, and Perception checks when dealing with rats, oozes, insects or sentient plants, or recalling lore about such creatures.



RAKASHA

Rakshasas are calculating, curious, observant, and sly.

APPEARANCE & CULTURE

Rakshasas stand 5½ to 6½ ft high and average 160 to 190 pounds (men) or 120 to 150 pounds (women). They are the offspring of humans and rakshasas, evil tiger spirits that roam the earth clothed in human flesh. Their fiendish feline blood grants them sharp claws and deceptive wiles that help elevate them to positions of comfort and power.

Legends describe rakshasas as a blend of their parents: sometimes kind, usually ambitious, and often patient as they employ subtlety and deceit. A rakasha might act as a friend to his enemies for decades before springing a carefully laid maze of traps. Rakshasas often enjoy toying with those weaker than themselves and sometimes feign a loss of interest before returning for the kill.

Rakshasas are generally mysterious. As half-breeds, they lack a unifying culture and tend to embrace either their human side or their rakshasa side, though even their closest allies may be at a loss to say which. More than power, rakshasas enjoy decadent comforts and exotic indulgences.

Due to an innate talent for disguise, a rakasha can blend in as a human or such for many years, developing a network of contacts and a pallet of talents. Though linked to misfortune and evil, the most famous rakshasas use their patience and wiles to trap and destroy evil foes that few others can touch.

PHYSICAL TRAITS

Rakshasas have the following characteristics.

ATTRIBUTES: +2 Dexterity, -2 Wisdom, and +2 Charisma. Rakshasas are nimble and charming, but curiosity and a love of indulgent living are weaknesses.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 8. Rakshasas absorb the same damage as humans.

DISGUISE SELF^M: Your surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points. Costs 1 vitality.

FELINE EMPATHY: You enjoy a +2 bonus on Handle Animal checks, or a +5 bonus when dealing with cats, lions, rakshasas, sphinxes, and other feline creatures.

FERAL SENSES: You have low-light vision. Also, apply a +5 bonus on Perception checks.

RAKASHA SKILLS: Apply a +2 bonus on Acrobatics, Bluff, Disguise, Stealth, and Trick checks

SHARP NAILS: As a swift action, you extend or retract a set of sharp fingernails that are as hard as steel. Used together, the nails inflict 1d3 damage against an adjacent foe that fails to resist using Reflex. Add your Strength modifier to the damage.

FREE LANGUAGES: Common.

BONUS LANGUAGES: Abyssal, Draconic, Goblin, and Infernal. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Rogue, shifter or witch. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Neutral evil.

TYPICAL DEITY: Asmodius, Lilith, Voktra or Ymuri. Good rakshasa tend to worship Absalom, Esmariah or Stolgar.

COMELINESS: 2d6+8 (avg 15). Rakshasa tend to be beautiful.

BASE AGE: 30. Rakshasa live longer than humans. They are young adults at age 30, middle-aged at 100, and old at 300.

RACIAL ABILITIES

A rakasha character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

CAT FALL: As an immediate action, subtract 30 ft from the distance fallen when computing falling damage. Costs 1 vitality.

CAT FORM^M: You transform into a Tiny house cat as a standard action. In this form, you gain a +10 bonus on Acrobatics and Stealth checks. You return to your normal form at the end of your turn. You cannot make attacks in this form. Costs 2 vitality.

CONVERSATIONAL SNARE: Once daily outside of combat, you can learn vital information after 10 minutes of conversation with an adjacent person. If you beat the person's Will, you learn 1 answer he knows to a question. The question and answer must both be phrased in 5 words or less. If you beat the person's Will a second time, he exits the conversation unaware that he answered your question. Otherwise, he knows you snared him. Requires Keen Insight. Costs 2 vitality.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

HUSTLE: As a swift action up to 1/round, you gain a bonus move action. Requires Rakasha Skills and Longstrider. Costs 1 vitality.

IMPROVED INITIATIVE: You react quickly to attacks. Apply a +5 bonus on initiative checks or +2 when over-loaded.

JUMP^M: You leap outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality.

KEEN INSIGHT: Apply a +5 bonus on Bluff and Insight checks.

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

LEONINE FORM^M: As a standard action, you grow fur and transform for 5 minutes to be more animalistic, akin to a humanoid lion with a tail. In this form, boost Acrobatics, Athletics, Intimidate, and Stealth checks by +5. Costs 1 vitality.

LICK WOUNDS^M: Up to 3x daily, you may spend 1 minute to lick yourself or an adjacent ally and heal 1d3 wounds.

LONGSTRIDER: Boost your land speed by +10 ft for 1 hour. Costs 1 vitality.

NINE LIVES^M: Up to 3x in your career, when an attack would kill you, you may instead choose to fall to -1 wounds and stabilize as an immediate action. You must be conscious to benefit from this ability. You can take this ability 2 more times for a total of 9 spared lives over your career.

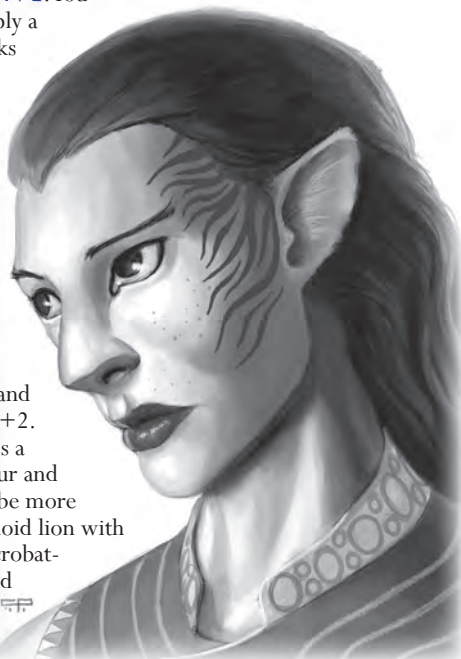
NOBLE RAKASHA: Boost Bluff and Nobility checks by +5.

PILOTING: Boost Pilot checks by +5, or by +10 once daily.

STALKER: Boost Acrobatics, Stealth, and Survival checks by +3.

THOUGHT CAPTURE^M: Once daily, you note the presence or absence of thoughts from a conscious, sentient person within 15 ft. After concentrating for a second round, you learn the person's Intelligence score. After concentrating for a third round, you learn the person's current surface thoughts over the next 3 rounds if you beat his Will. Requires Keen Insight. Costs 1 vitality.

WEAPON FINESSE: When using Light weapons, apply a +2 bonus on attack rolls.



SLITH

Slith are cold, enigmatic, learned, and mechanically-adept.

APPEARANCE & CULTURE

Slith stand 5 to 6 ft high and average 140 to 170 pounds (men) or 100 to 130 pounds (women). They are wiry thin, even emaciated, with small dense muscles and pointy teeth. They are nearly hairless and have either pasty white or red leathery skin and angular features. Most have green eyes.

Slith are often viewed by other races as cool, enigmatic, knowledgeable, mechanically-adept, militant, impatient, pragmatic, weird, and xenophobic. They are the mortal progeny of a mythical race that once roamed the ageless eddies of the Astral Realm. Slith retain a high familiarity and comfort—an intuitive sense—with creatures, magics, and devices from many worlds and realms of existence.

Slith are generally distant. Eons ago, their ancestors shed slavery under aberrant mind-bending extra-dimensional beings. Their saga earned them odd, inhuman gifts. Today, they are split into several offshoots, notably the malicious yansi and the monastic verriai. These offshoots often oppose each other.

Slith adventure to find magic, pleasures of the flesh, treasure, and symbionts. Some hunt down their ancient aberrant nemeses or pillage for slaves and supplies, as they have little patience for trivial tasks. They are the most traveled and sophisticated of all races.

PHYSICAL TRAITS

Slith have the following characteristics.

ATTRIBUTES: +2 Constitution, +2 Intelligence, and -2 Charisma. Slith are hearty with keen minds but also out-of-place and off-putting.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 9. Slith can absorb somewhat more damage than humans.

BLOODLINE: Choose the offshoot to which you belong. The malicious yansi prefer a baroque style of gear, architecture, and speech. They are matriarchal and obey an all-powerful queen. They eat only meat and sweet foods. In contrast, the monastic verriai prefer a minimalist style. They are patriarchal and swear loyalty to various lords. They eat only vegetables, minerals, and highly bitter foods. A slith immediately knows another slith's lineage. The offshoots tend to be unfriendly or even hostile to each other. However, they cooperate against common enemies.

DETECT ASTRAL PORTAL^M: You instantly learn whether an extra-dimensional portal that leads to the Astral Realm is present within a 30-ft cone. If you scan the area again, you learn the exact place the portal lies. You cannot detect portals to any other realms.

GEARHEAD: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

REALMS LORE: Boost Arcana checks by +2 regarding various realms of existence, or by +5 regarding the Astral Realm.

SCAVENGE: Apply a +5 bonus on Appraise, Craft, and Perception checks when searching for, evaluating, and repairing used or broken gear. This ability offers no bonuses for new equipment, nor for gems, jewels, coins or magic items except if such items are damaged or nonfunctional.

STRONG MIND: Boost Will by +2 when resisting magic abilities.

FREE LANGUAGES: Common and Slith.

BONUS LANGUAGES: Any (other than secret languages, such as Druidic and Thieves Cant). Select a number of bonus languages

equal to the character's Intelligence bonus.

MULTICLASSING: Artificer, gunslinger, medicant, monk or psion. You may select 1 of these classes to pursue under the multi-class option.

TYPICAL ALIGNMENT: Neutral evil (yansi offshoot) or lawful neutral (verriai offshoot).

TYPICAL DEITY: Many slith worship Rorax or Vokta. Yansi may worship Lilith or Nefriti while verriai may worship Mithrais or Ymuri.

COMELINESS: 2d6+4 (avg 11). Slith can be somewhat regal.

BASE AGE: 15. Slith become young adults at 15, middle-aged at 35, and old at 55. However, slith do not age while in the Astral Realm. Thus, some seem to live decades or centuries longer.

RACIAL ABILITIES

A slith character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

ASTRAL SPEED: While in the Astral Realm, you enjoy a +10 ft boost to your speed.

CANNY MERCHANT: Apply a +2 bonus on Appraise, Craft, Insight, Mechanics, and Trick checks.

CONSTRUCT RAPPORT: You have experience with constructs. Apply a +5 bonus to Arcana, Bluff, History, Insight, and Perception checks when dealing with constructs or recalling lore about constructs.

DEFENSIVE TRAINING: Aberrations are a traditional foe of slith. Apply a +5 bonus on saves to resist attacks by creatures of the aberration type.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

FIREARMS PROFICIENCY: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

GRAFT SYMBIONT^C: You enjoy a +5 bonus on Heal checks. Also, you can place a symbiont into a patient after spending 1 vitality, 10 minutes, and 250 gp worth of materials. The process inflicts 1 wound damage on the patient. See page 202 for details.

IRON WILL: You are mentally resilient. Boost your Will by +2.

PSYCHIC MONAST: Select 1 basic ability of the monk or psion class that has no prerequisites. You learn that ability. You can take this ability multiple times.

RACIAL HATRED: Some slith receive special martial training against ancient foes. Apply a +1 bonus on attack rolls and +2 damage against aberrations and slith of other offshoots.

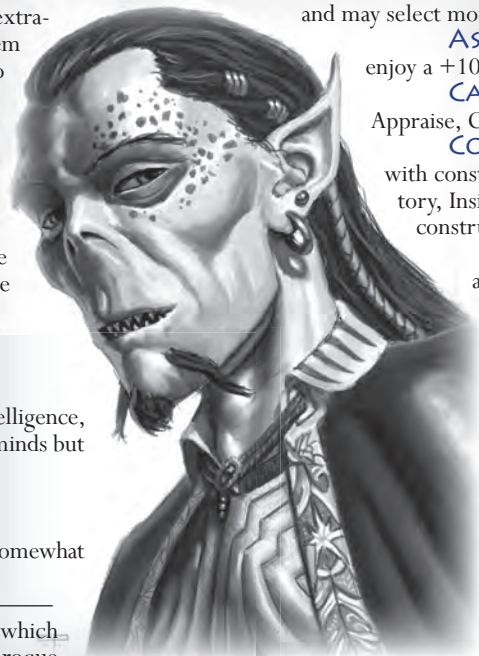
SLITH INHERITANCE: You gain extra wealth consisting of 1,000 gp worth of firearms, steamgear (page 174), and/or symbionts (page 202).

SPELL PILOT: Boost Pilot checks by +5, or by +10 for spellships.

TATTOO ARTIST^C: You enjoy a +5 bonus Craft checks to ink tattoos. Also, you can ink magical tattoos. A person can benefit from up to 1 magical rune per 4 levels (round down). Inking a magical tattoo takes 4 hours, costs 500 gp in inks, and grants the recipient a permanent +2 bonus on attack rolls using 1 specific ability selected at the time of inking. You can boost a particular ability only once.

TRAVELER: Apply a +2 bonus on Disguise, History, and Survival checks. You also know any 1 language of your choice.

WALL WALKING: As part of a single move action, you walk up or down a vertical incline with ease at your normal speed. You must begin and end your move on a flat surface or else you fall as normal. Costs 1 vitality.



TENGU

Tengu are stealthy, vain, and covetous avian humanoids.

APPEARANCE & CULTURE

Tengu stand 4½ to 5 ft high and weigh 65 to 75 pounds. They are avian humanoids that often resemble ravens and crows, though some are more colorful and look like parrots, blue jays, red robins, parakeets, and such. An exceptional few resemble eagles or swans. Tengu have a month-long annual mating season and lay eggs. The word tengu is both singular and plural.

Tengu are often viewed as clannish, chatty, deceptive, easily flattered or bribed, multilingual, perceptive, secretive, and skilled with blades. With other races, they tend to be quiet. When roosting with kin, they become boisterous. Tengu prefer riotous or baroque urban areas and are bored by wilderness.

Tengu are generally secretive. They prefer a tight, close-knit society and rarely allow others into their small bands, called roosts. Tengu covet shiny things, may hoard colorful odds-and-ends, and have little sense of property except when it is their own. Tengu crave secrets of magic.

Tengu lay eggs in a clutch and are highly protective of their nests and young. Strangers who enter a nest or touch an egg or juvenile tengu are immediately targeted for attack, to be driven away or possibly killed.



PHYSICAL TRAITS

Tengu have the following characteristics.

ATTRIBUTES: -2 Constitution, +2 Dexterity, and +2 Wisdom. Tengu are fast and observant but delicate due to their hollow bones.

SIZE: Medium

SPEED: 30 ft.

WOUND POINTS: 5. Tengu are somewhat frail and can absorb less damage than humans.

BLADE FINESSE: Boost attack rolls by +1 when using blades.

CLAWS AND BEAK: You use a combination of your beak and claws to inflict 1d4 damage against an adjacent foe that fails to resist using Reflex. Add your Strength modifier to the damage.

GIFTED LINGUIST: Apply a +3 bonus on Literacy checks and select 2 languages to know beyond your usual allotment.

LOW-LIGHT VISION: You see 2x as far as a human in moonlight, torchlight, and similar conditions of poor illumination. You can distinguish color and detail under these conditions.

SNEAKY: Apply a +2 bonus on Perception and Stealth checks.

SWORN SECRETS: You enjoy a +2 bonus on Bluff checks and a +2 bonus on Will to resist Detect Thoughts, Learn True Name, Mind Spider, Zone of Truth, and similar magic abilities as decided by the GM that are designed to reveal intangible, private information.

FREE LANGUAGES: Common and Tengu.

BONUS LANGUAGES: Any (even secret languages such as Druidic and Thieves Cant). Select a number of bonus languages equal to the character's Intelligence bonus.

MULTICLASSING: Mageblade, rogue or sage. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Chaotic neutral.

TYPICAL DEITY: Corvis. Maybe Lilith or Asmodius if evil, or Iris or Tanish if good.

COMELINESS: 2d6+2 (avg 9). Tengu possess an odd, menacing look and startling mannerisms.

BASE AGE: 15. Tengu become young adults at 15, middle-aged at 45, and old at 90. Despite their size and delicate frame, tengu are long-lived. Some tengu, called elders, live 2x as long.

RACIAL ABILITIES

A tengu character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

ARCANE TENGU^M: You speak a magical form of the tengu language called Maho that can only be understood by others who speak the language. Not even magical means penetrate or mimic this language. You must have at least 1 magic ability to learn Maho.

BRIGHT-SEEKER: You enjoy a +3 bonus on Appraise, Craft, and Perception checks.

DISGUISE SELF^M: Your surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points. Costs 1 vitality.

ELDER LIFESPAN: Double your lifespan such that you are a young adult at 20, middle-aged at 90 and old at 180 years. Moreover, you are immune to magical effects that accelerate aging.

EXCEPTIONAL LINEAGE: You resemble a noble eagle or graceful swan. Improve your Comeliness by +2.

FLIT: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface. Costs 1 vitality.

HORRID SQUAWK: All creatures except other tengu within a 15-ft cone suffer 1d4 sonic damage per level (max 5d4) or ½ damage when they resist using Fortitude. Costs 1 vitality.

KEEN EYE: Boost Appraise and Perception checks by +5.

MUSICIAN: Boost Literacy and Music checks by +5.

PICK-POCKET: Boost Trick checks by +5, or by +10 when attempting to pick pocket an adjacent target.

PILOTING: Boost Pilot checks by +5, or by +10 once daily.

RAVEN FORM^M: You transform into a Tiny bird as a standard action. In this form, you gain a +5 bonus on Stealth checks and can fly at speed 40 ft. You return to your normal form at the end of your turn. You cannot make attacks in this form. Costs 2 vitality.

SHIFTY MIND: This improves Sworn Secrets to boost Bluff checks by +5 and Will by +5 to resist the listed magic abilities.

SKY MAGIC: Boost Arcana and Nature checks by +5.

SWORD TRAINED: You are proficient with all light blades and heavy blades.

TENGU BATTLE CRY: Once daily as a move action, you caw such that and all allies within 15 ft may instantly move an extra 5 ft.

TENGU INHERITANCE: You gain masterwork leather armor (160 gp), a masterwork short sword (312 gp), a masterwork short-bow (330 gp), 20 arrows (1 gp), plus 200 gp worth of gems and jewels of your choice.

TRICKSTER: Boost Bluff, Disguise, and Trick checks by +3.

TWO-WEAPON FIGHTING: When armed with 2 Light melee weapons, or 1 Medium weapon and 1 Light weapon, you may make 2 melee attacks as a standard action, each with a -2 penalty to your attack roll. If you have the Sneak Attack ability, you can apply it to both weapons. Requires Strength 15+.

VENTRILLOQUISM: You can project your voice to any space within 15 ft. Creatures that fail to resist using Will perceive your voice comes from the projected space, while those that succeed may attempt a DC 25 Perception check to learn your true location. Costs 1 vitality.

TIEFLING

Tieflings have devilish traits and are crafty, agile, and arrogant.

APPEARANCE & CULTURE

Tieflings stand 5½ to 6 ft tall and weigh 130 to 180 pounds. Their hair varies from charcoal black to blood red. They have red eyes, small curved horns, cloven feet, and long narrow tails that end in a sinister-looking v-shape. They are usually wiry if not muscular. Those few who are fat are grossly obese.

Tieflings are often viewed as hedonistic, rude, untrustworthy, and wicked descendents of humans and devils. They are found in urban areas and dark cavelands beneath the earth because cities are full of interesting people and lavish goods while cavelands host other fiendish creatures.

Tieflings are generally scheming. At their best, they are artistic, driven, quick witted, strategic, and fearless. Tieflings who adventure often do so to gain treasure, flee social discrimination, serve a liege's cause, or test the limits of their fiendish heritage. Some also seek ways to extend their lifespan to avoid the torments of the afterlife.

Despite their heritage, tieflings can be any alignment. Good tieflings may feel a need to prove themselves or even compensate for the misdeeds of other tieflings. Even the good ones, however, may hold to a dark humor or come off as scheming or as damned souls.

PHYSICAL TRAITS

Tieflings have the following characteristics.

ATTRIBUTES: +2 Dexterity, +2 Intelligence, and -2 Charisma.

Tieflings are nimble and mentally astute, but may easily insult others.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 8. Tieflings absorb damage the same as humans.

DARKVISION: You see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

HELL SHROUD^M: You blast flames in a 5-ft radius around you. The flames are either blistering red (fire damage), freezing blue (cold damage) or stinging green (acid damage). The shroud inflicts 1d4+1 damage (no save) to adjacent foes. Costs 1 vitality.

HORNS AND TAIL: You use a combination of your horns, hooves and tail to inflict 1d4 damage against an adjacent foe that fails to resist using Reflex. Add your Strength modifier to the damage.

INFERNAL ACCLIMATION: You enjoy +2 DR to resist acid, cold, and fire damage.

SNEAKY: Apply a +2 bonus on Bluff and Stealth checks.

FREE LANGUAGES: Common and Infernal.

BONUS LANGUAGES: Abyssal, Orc, Gnoll, Goblin, Draconic, and Undercommon. Select a number of bonus languages equal to your Intelligence bonus.

MULTICLASSING: Blackguard, rogue or warlock. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Lawful evil.

TYPICAL DEITY: Asmodeus, Lilith, Nefriti, Phane or Tiamat. Any evil deity will do. Good tieflings tend to suffer the wrath of such deities and their followers. Even good deities view such tieflings with suspicion.

COMELINESS: 2d6+6 (avg 13). Tieflings possess a fiendish beauty.

BASE AGE: 20. Tieflings live somewhat longer than humans. They are young adults at age 20, middle-aged at 50, and old at 80.

RACIAL ABILITIES

A tiefling character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

ABUSIVÉ: Once daily, after spending 1 round physically or verbally abusing an adjacent person, you regain 1d6 vitality.

BLOODHUNTER: Apply a +1 bonus on attack and damage rolls against foes that are below full wound points.

BONUS FAITH POINTS: At each new level or new year, you gain 2 bonus faith points if you worship a nongood deity. See the call-out on page 129 for details.

DARK WAYFINDER: Boost Disguise, Stealth, and Streetwise by +3.

FIENDISH BEAUTY: You have an incubus or succubus in your lineage. Improve your Comeliness by +2.

FIENDISH INHERITANCE: You gain a suit of magical demonskin leather armor (page 194).

FIENDISH RAPPORT: You have experience with fiends, perhaps from your childhood. Apply a +5 bonus to Arcana, Bluff, History, Insight, and Perception checks when dealing with fiends or recalling lore about fiends.

FIRE BURST^M: You produce a burst of fire. It might come from your hand, horns, tail or eyes. You can use the fire to light a torch or inflict 1d4 fire damage +1 point per level on a target within 15 ft that fails to resist using Reflex. You are immune to your own fire.

HELL-SHROUD MASTER: This improves Hell Shroud to inflict 1d6 damage +1 per level.

HELLISH BLAST^M: Creatures within a 15-ft cone suffer 1d4 fire damage per level (max 5d4), or ½ damage if Fortitude resists. Costs 1 vitality.

INFERNAL RESISTANCE: This improves Infernal Acclimation, such that you enjoy +5 DR against acid, cold, and fire.

IRON WILL: You are mentally resilient. Boost your Will by +2.

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

NETHERSIGHT: Your darkvision improves. You can see in magical darkness as well as normal darkness.

RARE ATTRIBUTE: Boost 1 attribute of your choice by +1.

SECRETIVE: You enjoy a +5 bonus on Bluff and Stealth checks.

TEMPT INTO SIN: Once daily, 1 person you target within 15 ft must resist using Will or be friendly with you and aid you to perform an evil act for 5 minutes. Evil acts include lying, cheating, and stealing as well as impure and unnatural acts. When the effect ends, the person feels guilt and is unfriendly toward you (if good or neutral) or he may remain friendly to you (if evil) provided the activity was in his interest and a success.

UNHOLY SURGE: Once daily, you can heal 2d4 wounds.

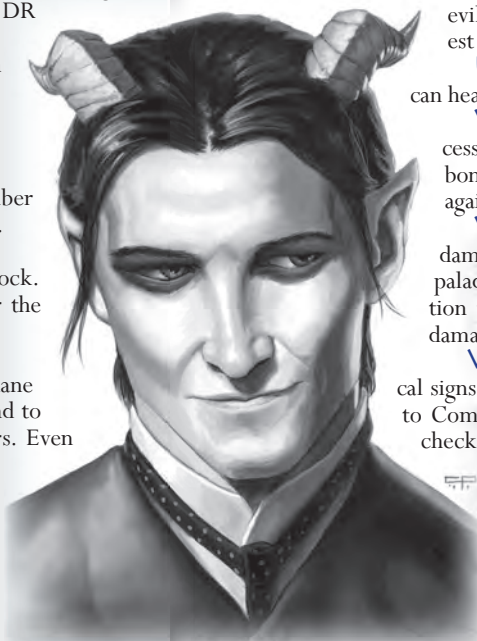
VENGEFUL ANGER: When a foe successfully strikes you in combat, apply a +1d4 bonus on all further damage rolls you make against that foe over the next 5 minutes.

VILE WRATH^M: Whenever you deal damage to a celestial creature or a cleric or paladin, add +1 vile wound damage in addition to any other damage dealt. This bonus damage always bypasses DR.

VILE VISAGE: You show strong physical signs of fiendish heritage. Apply a -2 penalty to Comeliness and a +10 bonus on Intimidate checks when dealing with persons.

VITRIOLIC REBUKE: This ability improves Vengeful Anger, such that the affected foe is pushed back 5 ft whenever you successfully strike it.

WARRIOR: You are proficient with Medium armor and 1 weapon group of your choice.



WARMECH

Warmech are sentient mechanical humanoids built for battle.

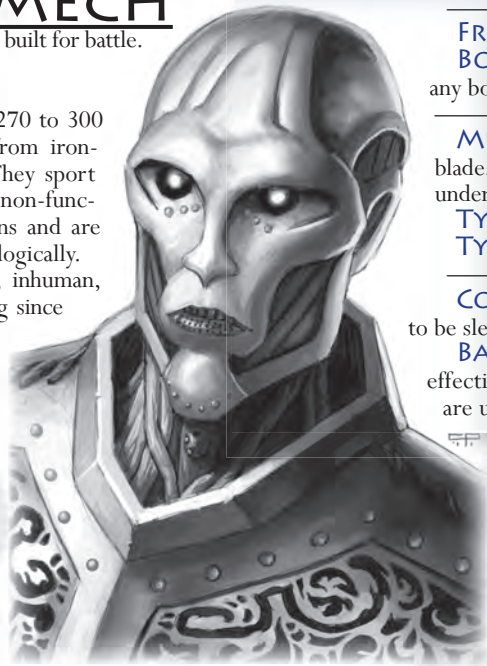
APPEARANCE & CULTURE

Warmech stand 6 to 6½ ft tall and weigh 270 to 300 pounds. They are clearly artificial, built from ironwood, fibrous roots, steel, and so forth. They sport many human features, some of which are non-functional. They have minimal facial expressions and are difficult to read. They do not reproduce biologically.

Warmech are often viewed as heartless, inhuman, odd, and dangerous, which is not surprising since they are built for battle and hard labor like mining. However, they are fiercely loyal in service of their kingdom, patron or master.

Warmech are generally silent. Rather than speak, they are often busy observing, noting layout and numbers, and analyzing tactical options and contingency plans. Warmech enjoy adventuring because fighting monsters and evading traps fulfills their talents while eschewing their original mandate.

Despite their constructed nature, warmech are alive and possess souls. The details of their daily experience differ from living creatures but their spiritual life is the same. Some warmech are built as humanoid-like mannequins.



wound points equal to your Mechanics check result minus 15.

FREE LANGUAGES: Common and Mechan.

BONUS LANGUAGES: None. You do not gain any bonus languages regardless of your Intelligence.

MULTICLASSING: Artificer, fighter or mageblade. You may select 1 of these classes to pursue under the multiclass option.

TYPICAL ALIGNMENT: Lawful neutral.

TYPICAL DEITY: Mithrais.

COMELINESS: 2d6+4 (avg 11). Warmechs tend to be sleek and also slightly scary.

BASE AGE: 0. Warmechs do not age and are effectively immortal. That said, warmech characters are usually recently constructed.

RACIAL ABILITIES

A warmech character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

BATTLE READY: Boost Warcraft checks by +5. Also, you are proficient with 1 weapon group such as light blades.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics,

and sonics. You can make checks using the Technics skill (page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

GEARHEAD: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

HARDENED CHASSIS: You enjoy +2 DR against all energy types except electrical damage.

HUMANOID DISGUISE: You have a slender chassis, artfully fake features, and mannequin-like skin that grant you a +10 bonus on Disguise checks to pass for a human, half-orc or similar Medium race. You cannot also have War Chassis.

IRON WILL: You are mentally resilient. Boost your Will by +2.

LIFE-LIKE^M: This magically improves Humanoid Disguise such that your skin and features are magically augmented and grant you a +20 bonus on Disguise checks to pass for a living humanoid.

METALLIC CHASSIS: Your body armor is tough steel. Improve your DR by +2. However, apply a -5 penalty on saves to resist electrical attacks.

MINER: You are an experienced prospector. Boost Dungeoneering checks by +5, or by +10 when mining.

PILOTING: Boost Pilot checks by +5, or by +10 once daily.

RESOLVE: Once daily, on a turn when you suffer wound damage in combat, you recover 1d6 vitality at the start of your next turn.

SELF-REPAIR: Apply a +5 bonus on Mechanics checks, or +10 once per day.

STURDY AGAINST POISON: This improves Warmech Immunity, such that you ignore the effects of all mundane poisons.

TOUGHNESS: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

UNLIMITED ENDURANCE: This improves High Endurance, such that you enjoy a +15 bonus on Endurance checks.

WAR CHASSIS: You are outfitted with protective metal guards. Your Metallic Chassis ability improves to provide an additional +1 bonus to DR.

WARMECH INHERITANCE: You gain a masterwork longsword (325 gp), a masterwork longbow (375 gp), and a masterwork shield (309 gp).

WAR TRAINED: You are proficient with bows, heavy blades, warmech clippons (page 154), and shields, except tower shields.

PHYSICAL TRAITS

Warmech have the following characteristics.

ATTRIBUTES: +2 Strength and -2 Charisma. Warmech are similar to humans but as machines they are stronger and lack easy rapport with other people.

SIZE: Medium.

SPEED: 30 ft.

WOUND POINTS: 11. A warmech can absorb more damage than the typical human.

HIGH ENDURANCE: Boost Endurance checks by +5. Also, apply a +5 bonus to resist attacks that cause fatigue or exhaustion. You can sleep in armor without experiencing fatigue the next day.

IMMORTAL BUILD: You do not age and cannot die of old age. You do not gain benefits or suffer penalties due to age. Also, you have no need to breathe, eat or sleep. You can still gain sensory information (such as sniffing the air or tasting a flavor).

INHUMAN: Apply a -5 penalty on Insight checks and a +5 bonus on Bluff checks due to your artificial facade.

LIGHTNING ROD: Apply a -5 penalty on saves to resist electrical attacks and effects. Electricity harms you.

RESIST HEALING: Due to your artificial nature, you do not heal wound damage due to rest. Also, magic abilities that heal wounds such as Lay on Hands provide only ½ the normal benefit.

SINK LIKE STONE: Due to your weight, you suffer a -5 penalty on Acrobatics and Athletics checks while submerged in water.

STABILIZE: When reduced to negative wound points, you automatically stabilize.

TOUGH CHASSIS: Your tough chassis grants +3 DR. This chassis replaces armor. You cannot wear normal armor though you can use a shield and/or wear special clippons if trained in their use, and your chassis can be magically enchanted as if it were armor.

WARMECH IMMUNITY: Warmech are robust. You are immune to mundane diseases and inhaled gases and enjoy a +2 bonus to resist mundane poison.

WARMECH SKILL: Apply a +5 bonus on Mechanics checks. Moreover, once daily, you can cure yourself of wound damage by making repairs. After 10 minutes of work, you recover a number of

CHAPTER 4

Classes

A character's class is his profession. Table 4-1: Summary of Classes lists 30 exciting professions to choose from.

TABLE 4-1: SUMMARY OF CLASSES

Class	Page	Description
Artificer	42	Alchemist and craftsman who locates, analyzes, and crafts magic items, traps, and constructs.
Barbarian	44	Quick, resilient warrior of the wilds who can fly into a terrifying rage.
Bard	46	Social dilettante, lore keeper, and jack of all trades. A single word or song can disable a foe.
Blackguard	48	Terrible warrior armed with fiendish pacts.
Cleric	50	Moral guide, shield against evil, and healer.
Dhampir	52	Vampiric night stalker with few weaknesses.
Druid	54	Nature priest who influences animals and plants and can take animal form.
Elementalist	56	Genie-like master air, earth, fire, and water.
Fighter	58	Trained soldier, skilled with armaments and maneuvers.
Gallant	60	Charismatic and agile swordsman who pursues a distant and difficult quest.
Gunslinger	62	Firearms expert and agile warrior.
Inquisitor	64	Law enforcer, hunter, and guardian of society.
Invoker	66	Scion of a deity who calls his deity's name.
Mageblade	68	Flashy swashbuckler that melds a blade or bow with magic and deft moves.
Medicant	70	Master of flesh and bone, be it kind healer or mad surgeon.
Monk	72	Martial artist who uses fists and jumps to stun foes.
Necromancer	74	Master over death who commands and creates undead.
Paladin	76	Righteous warrior dedicated to wiping out evil.
Pathfinder	78	Scholarly explorer for artifacts and ruins.
Psion	80	Student of aberrant lore, with telepathy, telekinesis, and other extrasensory powers.
Ranger	82	Scout, trapper, and spy who is highly adept with a bow or two weapons.
Rogue	84	Shady urban trickster with a nasty sneak attack.
Sage	86	Arcane scribe and rune smith, adept with lore, magic symbols, and use of true names.
Shadowcaster	88	Mage that mixes darkness and light and taps into the shadow-side of magic.
Shaman	90	Guardian of the afterlife who taps the wisdom and power of otherworldly spirits.
Shifter	92	Primal warrior who transforms into a deadly wolf-like beast.
Sorcerer	94	Student of draconic mysteries who transforms into a dragon.
Warlock	96	Corrupt spellcaster with fiendish magic.
Witch	98	Fey-like enchanter, illusionist, and empath who aids or misleads.
Wizard	100	Classic explorer-mage with a bevy of useful, potent spells.



"By the cockpit record, we reckon Captain Shay reached for her gun in those last seconds just as the thing's cool tentacles latched onto her heart."

ADVANCEMENT

Characters usually begin at 1st level and progress with experience up to 20th level. As listed in Table 4-2: Character Progression, all characters gain vitality, abilities, awards, and attribute boosts as they progress.

In order to progress to a new level, a character must have the number of experience points (abbreviated XP) listed in the table. The XP amounts indicated (at each level) are the total gained up to that point in the character's career. For example, Talos the 1st-level fighter begins with 0 XP and earns 7 XP during an adventure. This is more than the 5 XP listed for 2nd level, so he progresses to 2nd level. During his next adventure, he earns 14 XP. His total now equals 21, which is enough to advance him to 3rd level. A character cannot advance more than a single level after a single game session.

Characters who start at 0th level are juveniles on the cusp of adulthood. They must earn 2 XP and select a class to graduate to 1st level.

TABLE 4-2: CHARACTER PROGRESSION

Level	XP	Vitality	Abilities Gained	Theme Awards	Attribute Boost
0	-2	1	Standard racial traits	Minor	
1	0	5	2 racial, 3 core		
2	5	10	4 basic	Minor	
3	20	15	4 basic, 1 racial		
4	40	20	2 basic, 1 intermediate	Minor	
5	70	25	2 intermediate		+1/+1
6	100	30	1 basic, 1 intermediate	Major	
7	150	35	2 intermediate, 1 racial		
8	200	40	2 intermediate	Minor	
9	250	45	1 advanced		+1/+1
10	300	50	1 basic, 1 intermediate	Major	
11	375	55	1 advanced		
12	450	60	1 advanced	Minor	
13	550	65	1st paragon (1 day/week)		+1/+1
14	650	70	1st paragon (full use)	Minor	
15	750	75	1 advanced, 1 racial		
16	850	80	2 basic, 1 racial	Major	
17	950	85	1 advanced		+1/+1
18	1100	90	1 intermediate, 1 basic	Major	
19	1250	95	2nd paragon (1 day/week)		
20	1500	100	2nd paragon (full use)*	Minor	

* Each day the character may select a different paragon tier ability.

ABILITIES GAINED

At 1st level, a character knows the 3 core abilities listed under his class. As a fighter, Talos begins with Combat Focus, Rapid Attack, and Weapon Focus (page 58).

A character also starts with 2 race abilities. Options are listed with each race description. Talos is human and takes Electrotech and Seafarer for his racial abilities. Apparently, his extensive time at sea included training in electrical machinery.

At 2nd level, a character learns more. Options are listed with each class. Abilities are organized into 4 tiers: basic, intermediate, advanced, and paragon. A character selects 4 basic abilities at 2nd level, 4 more basic abilities and 1 more racial ability at 3rd level, and so forth over his career. He learns his first intermediate ability at 4th level, his first advanced ability at 9th level, and his first paragon ability at 13th level, albeit usable for only 1 day per week, with full access every day at 14th level. At 20th level, you can re-select the 2nd paragon ability each day.

VITALITY

Vitality is the energy a character can tap to avoid blows and use abilities. A character's maximum vitality points equal the amount indicated in the table for his level plus his Constitution modifier (minimum 1 vitality). For example, a 5th level character with 15 Constitution has $25 + 2 = 27$ vitality.

THEME AWARDS

Characters are eligible for awards at every even level over their career. These awards are selected from the character's theme.

Themes include Arcanist, Believer, Commando, Dilettante, Explorer, Guildsman, Heretic, Hunter, Martialist, Noble, Protector, Rider, Romantic, Scientist, Specialist, and Traitor. Each theme offers an archetypal set of abilities that focus a character in terms of statistics and role-play. See Chapter 6: Themes on page 108 for details.

Themes offer minor and major awards. These are equivalent to basic and intermediate abilities, respectively.

ATTRIBUTE BOOSTS

Attributes improve with level. At 5th level, a character improves any 2 attributes by +1. Again at 9th, 13th, and 17th level, the character improves any 2 abilities by +1. Never apply both +1 boosts to the same attribute. Because fighters rely on Strength, Talos will likely improve that attribute whenever he can. He might also improve his Dexterity, Charisma or some other attribute.

OPTIONAL RULE: MULTICLASSING

If the GM allows, any time after 2nd level, a character can immerse himself in a second class. This is called multiclassing. Right when your character attains a new level, you forfeit the usual benefits of that level (abilities, awards, and attribute boosts) in order to gain the new class's 3 core abilities plus any 1 basic ability from that class. You also get the new class's armor or weapon proficiencies (you decide which), but do not add defense bonuses or starting gold. Thereafter, you progress normally again and select abilities from both your primary class and your multiclass, as you desire. When resolving attack rolls and other aspects of abilities, use the prime attribute of the class that corresponds to the ability in use.

Multiclassing takes time and money. Happily, your multiclass options are based on your race and culture—you are already somewhat familiar with the class! Refer to the new class's usual training time and spend that amount in weeks (rather than years), with each week costing 50 gp in materials and tutoring, assuming you locate a person of the new class to train you. Reduce the cost to 25 gp weekly if you train under a fellow party member or a sentient nonperson (such as a dryad, illithrix or werewolf) that is friendly to you and has the class listed among its multiclass options.

A character can multiclass once. If you want more options, select the Dilettante theme. If you want to focus on acquiring a deity's abilities, try the Invoker class or the Believer or Heretic themes.

BEHIND THE MATH

Characters advance at a steady pace over 20 levels.

Mathematically, abilities are worth points. Basic, core, and racial abilities are worth 1 point. Intermediate abilities are worth 2 points, advanced abilities are worth 4 points, and paragon abilities are worth 8 points. Minor awards are 1 point and major awards are 2 points. Characters advance by about 5 points per level.

In total, a character gains 15 basic abilities plus 10 intermediate, 5 advanced, and 2 paragon abilities. These are in addition to racial traits and abilities, core class abilities, and attribute boosts.

In theory, you can design a character in a free-form way using a point-based system, spending 5 points per level. In practice, this may make paragon abilities inaccessible (they cost 8 points) and may result in unbalanced characters.

Creatures that you encounter from the monstrous to the sublime are designed following the same pattern of 5 points per level.

KEY TERMS

Here are key terms to know regarding your character's class.

PRIME ATTRIBUTE: A character's prime attribute is decided by his class. For example, Talos the fighter has Strength as a prime attribute. A character's prime attribute determines the highest tier of class abilities he can access (see Minimum Attribute Score below).

ATTACK: When you target a foe with an ability that allows it to resist, you make an attack roll. Resolve the attack roll using the following formula:

$$= \text{D20} + \frac{1}{2} \text{YOUR LEVEL} + \text{YOUR PRIME ATTRIBUTE MODIFIER} + \text{OTHER MODIFIERS}$$

Each ability specifies which of your foe's defenses (Fortitude, Reflex or Will) you must overcome. If your attack result equals or falls below the target's defense then the target resists your attack. Otherwise, it suffers consequences.

DEFENSES: Characters resist attacks using Fortitude, Reflex and Will. Every class grants a bonus to 1 or more of defenses. For example, fighters enjoy a +2 bonus to Fortitude.

ARMOR: This entry indicates the types of armor and shields with which a character is initially proficient. For example, fighters start proficient with many types of armor and shields while wizards start with no proficiency. When a character wears armor for which he lacks proficiency, he feels klutzy and is impeded, suffering a -5 penalty on all d20 rolls.

WEAPONS: This entry indicates the weapons for which a character has proficiency. Proficiency may include an entire weapon group or groups as well as particular weapons. When a character uses a weapon for which he lacks proficiency, he suffers a -5 penalty on his attack roll.

STARTING GOLD: Roll the dice indicated to determine a character's starting gold. You may use the starting gold to purchase gear as indicated in Chapter 8: Equipment.

ALIGNMENT: The character must be the alignment indicated or suffer penalties. Most classes allow "Any" alignment. For example, being a fighter does not entail a particular moral or ethical outlook and thus can be any alignment.

SPECIAL: Listed here are unique benefits and limits of a class along with role-play advice. Fighters do not have any significant benefits or limitations.

TRAINING: Roll the dice indicated and add the result to the young adult age listed under the character's race. For example, humans become young adults at age 15, and fighters have an apprenticeship of 1d4 years. For Talos the fighter, if a die roll indicates a 3, his career begins at age 18 (15+3). With your GM's approval, you can begin at a different age.

USING ABILITIES

Here are concepts to know to adjudicate the use of abilities.

ABILITY TYPE: Some abilities are marked with ^c or ^m. Abilities marked with a ^c symbol are craft abilities. They require time, gold, and a toolkit or laboratory to use. Without these, the ability is unusable. Abilities marked with a ^m symbol are magic abilities. Typically, a character must have an implement such as a staff or wand in order to use a magic ability. Without an implement, the character suffers a -2 penalty on attack rolls using that ability.

PREREQUISITE: When an ability states you "require" another ability to use it, or the ability "improves" another ability, then you must have that other ability.

MINIMUM ATTRIBUTE SCORE: In order to learn or use a basic ability of a class, you must have a 9 or higher in that class's prime attribute. Similarly, you must have at least a 12, 15 or 18 to learn or use any of the class's intermediate, advanced or paragon abilities, respectively.

ACTIVATION: Abilities require a standard action to begin using unless stated otherwise, though passive bonuses to skills, weapon damage and so forth are automatic. Some abilities are activated as a move

action, swift action or immediate action, or begin after performing a rite, meditating, or so forth as indicated in the ability's description.

When an ability requires multiple rounds to activate and the character is interrupted, then any vitality is expended and no effect occurs unless the character was in the final round of activation, in which case there is a 50% chance the ability works. Similarly, abilities that require ongoing concentration are ended if the character suffers damage.

TARGETING: You can target a point in space, an area, yourself, an ally (a willing recipient of your ability), a foe (an unwilling recipient), a stunned or unconscious creature (unwilling but can't resist), an attended item (object held by a conscious foe) or an unattended item (object held by no one or by an ally).

Some abilities specify that a target must be living, nonliving, sentient, mindless or a person. Constructs and undead are nonliving. All other creatures are living. A creature must have an Intelligence score of 5 or higher to be considered sentient. A "person" hails from the playable races such as dwarf or elf. Most abilities can affect all creatures and do not indicate any limitation.

When an ability indicates a touched target, the target must be adjacent to you and be either an ally or a helpless foe.

RANGE: Abilities function out to a certain distance. When engaged in combat, the battle space is delineated into 5-ft squares. If you use a battle mat and miniatures, use numeric distances. Otherwise, you can use approximations as indicated in the table at right.

A targeted creature or item must be within an ability's specified range. Otherwise, you cannot target it.

AREA OF EFFECT: An ability may target all creatures in an area. A typical area is a burst around a target point (indicated by a radius), or a cube-shaped or cone-shaped area. For example, the Fireball spell affects creatures in a 15-ft-radius burst. This indicates that creatures are affected if they are within 15 ft of the point targeted by the wizard who cast that spell. In contrast, the Burning Hands spell affects creatures within a 15-ft cone. The tip of the cone begins at the character's fingertips (edge of his space) and grows outward to affect everything within 15 ft in front of him. Solid obstacles such as walls block area effects that inflict damage unless the obstacle is the target.

When not using a battle mat, you can mentally link character's locations and actions to key spots in an encounter area, such as noting that Talos the fighter is behind the first pillar in a hall.

DURATION: Abilities begin immediately after activation unless stated otherwise. When a duration is indicated, an ability expires after the specified time elapses. Otherwise, the effect is permanent. Typical durations are 1 round (until the start of your next turn), 2 minutes (the typical length of a combat encounter), 1 hour, 24 hours (which requires daily renewal), or 4 hours + 1 hour per level.

Magic abilities can be suppressed or negated by other abilities such as Dispel Magic. Also, the character who uses a magic ability can dismiss it (end the effect) as a swift action unless stated otherwise.

A magic ability that alters a target's shape or material substance lasts only 1 round if the target uses a magic ability to change its own shape or substance.

DEFENSES: The target of an ability may be able to defend himself to minimize harm. There are 3 defenses, also called "saves".

Defense	Situation	Attribute Modifier
Fortitude	Withstand physical assault, such as by an arrow's poison.	Strength or Constitution
Reflex	Dodge or look away, such as avoiding falling into a pit.	Dexterity or Intelligence
Will	Resist mental assault, such as a witch's charm spell.	Wisdom or Charisma

Each ability indicates which defense to use (if any). Compute the target's defenses using the following formula:

Unit	Meaning
5 ft	Adjacent
15 ft	Near
30 ft	Close
60 ft	Proximate
90 ft	Far
120 ft	Distant

= 10 + ½ TARGET'S LEVEL + TARGET'S ATTRIBUTE MODIFIER + OTHER MODIFIERS

Use the most advantageous attribute modifiers. For example, a character with 8 Wisdom and 15 Charisma would tap Charisma.

The character using the ability makes an attack roll. If the result is *above* the target's defense, then the target suffers the full effect. Otherwise, the target is okay or suffers a moderated effect such as ½ damage.

WEAPON USE: When you use a Medium or Heavy melee weapon like a sword to target a foe, you must overcome the foe's Fortitude in order to hit. In contrast, when you target a foe while using a Light melee weapon like a dagger or a ranged weapon like a bow, you must overcome the foe's Reflex. If you hit, determine damage as specified by the ability or by your weapon's base damage (see RPG, pages 160-161). Whenever there is uncertainty, an ability's description always trumps a weapon's description.

NATURAL WEAPONS: Many creatures have natural weapons such as claws or a bite. The target defends against such attacks using Reflex unless the creature's description says otherwise. One can use natural weapons as a move action with a -5 penalty on the attack roll.

DAMAGE TYPE: Many abilities deliver damage of a specific type: acid, cold, electrical, fire, force, holy, necrotic, pain, psychic, sonic or vile. When a damage type is indicated, the target creature suffers damage of that type. Some abilities grant a bonus to DR to reduce damage caused by a type of energy. If the damage type is not indicated, then assume the target suffers mundane damage such as is caused by claws or a weapon.

DAMAGE: Most abilities harm vitality. When a character drops to 0 vitality, he suffers wound damage. A few abilities cause direct wound damage. On top of vitality damage indicated, mundane attacks add the attacker's Strength modifier (or Dexterity modifier for bows), while magical attacks add the attacker's prime attribute modifier.

BONUS: Abilities may provide bonuses. For example, an ability might grant a +5 bonus on Arcana skill checks. Bonuses from different abilities stack (add upon) each other, while bonuses from the same ability do not. Exceptions to this rule are stated clearly. For example, a character cannot benefit from multiple uses of Mage Armor, nor can Mage Armor benefit a character who is already wearing armor, as stated in the ability's description. Bonuses go away when the ability's duration expires. A few abilities only work while a character is conscious, even if the ability's duration has not expired. When an ability provides temporary wound or vitality points, apply damage to the temporary points first. If points remain when the ability expires, those points are lost.

PENALTY: Some abilities inflict penalties. For example, the Prayer spell inflicts a -1 penalty on foe's d20 rolls, while the fatigued condition imposes a -2 penalty on die rolls and saves. Penalties from different abilities stack (add upon) each other, while penalties from the same ability replace each other. Thus, affecting a foe with the Slow spell 2x does not reduce its speed to ¼ normal.

CONDITION: An offensive ability may impose a condition, causing a foe to be blinded, confused, exhausted, nauseated or so forth. See page 228 for complete definitions of conditions.

IMPROVED EFFECT: Many abilities improve with level. For example, the Fireball spell's damage equals 1d6 per level. Thus, a 9th-level wizard inflicts 9d6 damage.

ROUNDING UP: For abilities, always round up unless stated otherwise. For example, if a spell delivers 1d6 damage per 2 levels, and the character is 5th level, then the spell's damage is 3d6.

LIMITED USAGE: Some abilities can be used once or more daily. When a description does not indicate how many uses, assume that use is unlimited or limited only by the character's vitality.

VITALITY COST: Use of most magical abilities and some mundane abilities drains vitality. Unless stated otherwise, subtract the stated cost from the character's total vitality when the ability is first activated. If the character lacks sufficient vitality then he suffers wound damage to cover the difference. A character with 0 vitality cannot activate abilities that require vitality.

TAKING AN ABILITY MULTIPLE TIMES: A few abilities explicitly state that they be taken multiple times. Each time, the character receives an improved benefit. Otherwise, abilities are taken once.

OPTION: MAYBE YOU CAN!

If the GM allows, you may attempt to use class abilities that you don't know. After all, such abilities are highly related to your training and what you do already.

You can only try to use class abilities that have a vitality cost or an instantaneous effect, and the chance of success depends on how much time you devote your effort and the ability's tier relative to the highest tier you already access.

Tier	Try For 1 Round	Try For 1 Minute
Below your highest tier	1 in 6 chance	1 in 4 chance
Same as highest tier	1 in 10	1 in 8
Above your highest tier	1 in 20	1 in 12

Whether you succeed or fail, you expend the ability's vitality cost, or 1 vitality, whichever is more. You may try a particular ability only once per level and can use this rule up to once daily per point of Wisdom bonus (minimum once daily).

PARTY ROLES

While you create your character, review other player's selections of class and abilities to ensure that most or all the following key roles are filled.

ANTIMAGE: Detect and repress dangerous magic, bypass magical defenses of foes, and counter enemies' spells. The barbarian, mageblade, and wizard suit this role.

BOOSTER: Aid and inspire party members, granting them bonuses or even extra actions. The bard, cleric, and paladin suit this role.

BRUTE: Wade into the thick of battle and smash foes with impunity without regard to anyone's safety. The barbarian, blackguard, shifter, and sorcerer suit this role.

CRAFTER: Appraise, create, and repair items, particularly magic items. A craftsman is cheaper and more reliable than treasure-hunting. The artificer and medicant suit this role.

DEFENDER: Protect your allies. Often this means preventing foes from moving past you. The fighter, monk, and paladin best fill this role.

DEVASTATOR: Blast hordes of foes at once using magic like Fireball. The elementalist, invoker, necromancer, sorcerer, and wizard suit this role.

FACE: This person speaks with diplomacy and confidence when encountering new creatures. The bard, gallant, paladin, and witch best fill this role.

HEALER: Cure wounds and remove ailments. First Aid is useful, but Lay on Hands and Healing Salve are best. The cleric, druid, medicant, and paladin best fill this role. The witch also heals.

MANIPULATOR: Subtly convince others through guile or magic to favor your goals. This is most useful to avoid confrontation. The bard, dhampir, psion, and witch best suit this role.

SCOUT: Quietly survey situations. Flying, scrying, and darkvision are useful. The ranger, rogue, sorcerer, and witch suit this role.

SNEAK: Hide in shadows and move silently, whether to pilfer, overhear conversations, or enter an area with ease. The rogue best suits this role.

STRIKER: Deal maximum hurt to a single powerful foe. Often this person prefers preparation and proper positioning. The dhampir, gallant, gunslinger, necromancer, and ranger suit this role.

SUMMONER: You conjure allies to defend you, scout, or keep watch. Various classes such as artificer and necromancer fill this role at higher levels. The invoker may keep a network of allies.

TRAVELER: Bypass or reshape the environment to afford easy travel or hinder movement of foes. The druid and elementalist suit this role, though the psion and wizard are most adept at magical escape in emergencies.



ARTIFICER

An artificer is a master of gadgets and crafter of magic items.

BACKGROUND & ADVENTURES

An artificer is an alchemist, trappingsmith, and mechanic. He can sculpt, extract, boost, and otherwise manipulate magic items for most people to use.

An artificer makes items. He can brew a potion, make a smoke bomb, craft a wand, lay a trap to debilitate a foe, or build a golem that follows his commands. An artificer can also analyze and repair magic items and even re-use magic. He can animate vehicles, such as prompting a carriage to fly.

Artificers often team with wizards and hire adventurers to help them retrieve rare materials. Some artificers tinker with dozens of little projects while others spend years honing a single item.

Artificers rely on equipment more than other classes and they are often busy crafting between adventures. Famous gadgeteers enjoy designing and testing the most ingenious (and dangerous) items that they can dream up.

CLASS DETAILS

Artificers have the following statistics.

PRIME ATTRIBUTE: Intelligence.

ATTACK: d20 + ½ class level + Intelligence modifier.

DEFENSES: Will +2.

ARMOR: All Light and Medium armors, and shields.

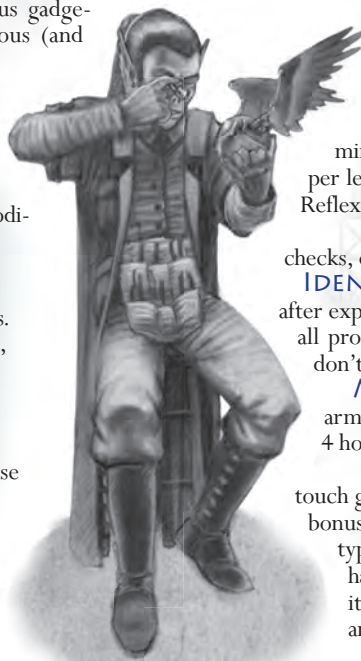
WEAPONS: All firearms, hammers, light blades, small projectiles, and subdual weapons.

STARTING GOLD: 5d4 x 10 (125 gp).

ALIGNMENT: Any.

SPECIAL: Abilities marked with a ^C require the use of an artificer's lab that costs 250 gp and weighs 40 pounds. You can also rent such a lab for 5 gp per day.

TRAINING: 3d4 years.



only have 1 rope at a time. Costs 1 vitality.

ARCANE MARK^M: You mark an adjacent object with an invisible sigil that glows when you or a designated creature holds it.

ARTISAN: Boost Craft and Dungeoneering checks by +5.

CONTINUAL FLAME^M: You cause an unattended adjacent object to permanently shed strong illumination in a 15-ft-radius area and weak illumination an additional 30 ft. Using this ability consumes 25 gp worth of materials.

DETECT MAGIC^M: You learn whether magic is present or absent within a 15-ft cone. Each time that you scan the same area, you learn the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

FIRE TRAP^M: Your touch sets a password-protected trap on a container or door. Opening the container or door without speaking the password activates the trap and causes 1d4 fire damage per 2 levels (max 5d4) to adjacent creatures, or ½ damage if Reflex resists. You can stack traps and maintain a number of traps at once equal to your level. Exceeding this limit cancels your oldest trap. Costs 1 vitality.

FLARE^M: You conjure a signal flare that you can either shoot upward 240 ft or at a foe within 60 ft. An aerial flare remains visible out to 10 miles for 1 minute. A combat flare causes 1d8 fire damage + 1 point per level and blindness for 1 round if you beat the target's Reflex. Costs 1 vitality.

GEARHEAD: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

IDENTIFY: Apply a +5 bonus on Appraise checks. Also, after expending 1 hour of study and 1 vitality, you determine all properties of an adjacent magic item within view. You don't need to touch it.

MAGIC ARMOR^M: Your touch improves a suit of armor to provide +2 DR beyond its usual protection for 4 hours + 1 hour per level. Costs 1 vitality.

MAGIC WEAPON^M: As a move action, your touch grants a weapon a +1 bonus on attack rolls and a +2 bonus on damage rolls. The bonus damage is an energy type of your choice such as acid or fire and does not harm the wielder. For a ranged weapon, you augment its ammunition. The benefits last 5 minutes and aid anyone who uses the weapon. Costs 1 vitality.

MENDING^M: Your touch repairs minor breaks and tears in an unattended mundane adjacent object up to 5 pounds in weight or 2 square-ft in size, whichever is greater, making it like new. This ability does not affect creatures.

SCATTER SPRAY^M: You conjure a myriad of sharp baubles that fly from your hand to slice and bruise creatures in a 15-ft cone. Affected creatures suffer 1d4 damage per 2 levels (max 5d4), or ½ damage when Reflex resists. Costs 1 vitality.

SCRIBE SCROLL^C: You place a magic ability that you or an adjacent ally know into a scroll or similar single-use media that a character with this ability or with Arcane Training, Artificer Training or such can use. The cost and time equal 25 gp and 1 hour for a basic ability; or 150 gp and 2 hours, 325 gp and 4 hours, or 750 gp and 8 hours for an intermediate, advanced or paragon ability, respectively.

SPELL PILOT: Boost Pilot checks by +5, or by +10 for spellships.

SPELL SECRET: You learn 1 basic magic ability for which you qualify of any class. Requires Artificer Training.

TRAPFINDING: Apply a +5 bonus on Perception checks, or +10 to notice traps.

WHEELIE MAGIC: Apply a +5 bonus on Arcana checks, or +10 when trying to activate an unfamiliar magic item.

CORE ABILITIES

Artificers start with the following abilities at 1st level.

ARTIFICER TRAINING: Apply a +3 bonus on Arcana, Craft, and Mechanics checks. Also, you can read magic scrolls.

BREW POTION^C: You place an ability that you or an adjacent ally knows into a potion, salve, oil, pill or similar mix that delivers a single-use effect to a creature or object. The cost and time equal 50 gp and 1 hour for a basic ability or 300 gp and 2 hours for an intermediate ability. You or an adjacent ally pay any vitality cost when brewing the potion. See page 196 for details and a list of common potions.

INFUSE^M: You spend 1 minute and 2 vitality to place any artificer basic magic ability—even one you haven't mastered yet—into a manufactured object of up to 250 pounds such as a sword, belt, hat, vase or suit of armor. Anyone can wear or hold the item to release the ability by concentrating as a standard action. Use your attack roll and level to resolve the effect. The user must expend vitality to power the effect, as normal. The infusion remains until used or for 1 hour maximum.

BASIC TIER

Artificers select from the following basic abilities.

ACADEMIC STUDY: Boost Arcana, Heal, History, Literacy, and Nature checks by +2.

ANIMATE ROPE^M: You conjure a 30-ft-long magic rope into your hand. On your verbal command as a standard action, it either extends rigidly to afford climbing, binds a helpless Medium or Small adjacent foe, or entangles an adjacent Medium or Small target if you beat the target's Reflex. An entangled foe cannot draw items or move from its space unless it resists using Reflex. The rope lasts 1 hour and has 5 hit points and a DR equal to ½ your level. You can

INTERMEDIATE TIER

Artificers select from the following intermediate abilities.

ARCANE STRIKE^M: This improves Magic Weapon such that your touch grants a +2 attack bonus and a +5 damage bonus. Costs 2 vitality.

CRAFT MAGIC ITEM^C: You can place a magic ability that you or an adjacent ally knows into a reusable item that is worn, held or

used such as a staff, wand, glove, robe or puzzle box. The craft cost equals 1,000 gp, 2,500 gp, 10,000 gp, and 25,000 gp for basic, intermediate, advanced, and paragon tier items, respectively. See page 190 for details. The craft time equals 1 day per 1,000 gp. The market price equals 2x the craft cost. The item's user must expend vitality to use abilities that have a vitality cost.

DAMAGE CONSTRUCT^M: An adjacent construct suffers 1d8 damage per 2 levels, or ½ damage if Fortitude resists. Costs 2 vitality.

DEEP POCKETS^M: One adjacent garment pocket stores up to 500 pounds of nonliving gear, though the gear takes up no space, adds only 5 pounds to your weight, and fits regardless of pocket size. A DC 25 Perception check reveals the pocket. You add or remove an item as a move action. You can have only 1 pocket at a time. The effect lasts 24 hours. When the magic ends, any contents fall to the floor in front of you. Costs 2 vitality.

DISABLE MAGIC DEVICE^M: An adjacent unattended item's magic is suppressed for 1d4 rounds or for up to 5 minutes so long as you concentrate as a standard action each round. This ability can disable adjacent magical traps. Requires Wheedle Magic. Costs 2 vitality.

FANTASTIC MACHINE^M: You summon a level 1 ergo (page 245) within 30 ft to complete tasks for up to an hour, or a level 2 ergo for 10 minutes, or a level 5 ergo for 2 minutes. Costs 5 vitality.

HANDY HAVERSACK^M: You conjure any nonmagical worked item weighing up to 5 pounds and costing 25 gp or less, so long as it contains no precious metals. The item lasts 5 minutes and then vanishes. Costs 2 vitality.

HARDEN^M: You boost DR by +5 for 2 minutes for an adjacent nonliving object such as a suit of armor weighing up to 250 pounds or a 5-ft square of a hull, wall or other surface. Costs 2 vitality.

HEAT METAL^M: You target 1 metal-clad foe or metal item weighing up to 50 pounds within 30 ft. For 5 minutes, the metal is hot. Creatures suffer 1d4 fire damage for each round that they wear or touch the metal. Removing armor takes 1 minute. Costs 2 vitality.

IMPROVED INFUSE: Using the Infuse ability takes only 1 standard action and costs only 1 vitality.

MAKE WHOLE^M: This improves Mending, such that you completely repair a mundane object of up to 10 cubic ft per level regardless of damage so long as at least 75% of the original material is present. Body parts mend into a whole corpse. This ability can reattach a construct's severed limbs, and it can mend a broken magic item at a cost equal to ¼ the item's original creation cost. Costs 2 vitality.

MINOR CREATION^M: After 1 minute of work, you create to 1 cubic ft per level of nonmagical, nonliving, unattended plant matter (typically, furniture or clothing). The item or items last 4 hours + 1 hour per level or until dismissed. Requires an equal mass of any raw material. Costs 2 vitality.

PROPEL CRAFT^M: Apply a +5 bonus on Pilot checks. Also, you can animate an adjacent vehicle (wagon, ship, etc) weighing up to 1 ton (2000 pounds) per level to move at speed 30 for as long as you concentrate as a standard action each round + an additional 1d4 rounds. Costs 2 vitality per hour.

REPAIR CONSTRUCT^C: You repair 1d4 wound points per level to an adjacent construct. Costs 2 vitality.

SHRINK ITEM^M: A touched nonliving item, either unattended or in your possession, shrinks to 1/16th its normal size and turns into weightless cloth. The effect lasts 72 hours. You can maintain a number of shrunken items at once equal to your level. Restoring a held item to its normal size and composition is a standard action. Costs 2 vitality.

SOVEREIGN GLUE^M: You coat an adjacent area of up to 1-square-ft with a golden fluid that permanently adheres to anything nonliving held to it within 1 round of application. A successful DC 35 Athletics check breaks the bond. Costs 2 vitality.

STEAM BLAST^M: You project a 30-ft-cone of billowing steam. Creatures in the area suffer 1d6 fire damage per level (max 10d6), or ½ damage when Reflex resists. Costs 2 vitality.

STEEL SKIN^M: You enjoy +3 DR for 1 hour as your skin acquires a hard, metallic sheen. Costs 2 vitality.

SUMMON FAMILIAR^M: You gain an ergo, homunculus or mechanite as a companion. Its level equals ½ your level (minimum level

2). If you lose it, you may acquire another after 1 month and a 25 gp cost.
UNIVERSAL SOLVENT^M: You vaporize glue and other adhesives in an adjacent space, causing bonded objects to separate. You can affect up to 1-square-ft or an area as small as a pin prick. Costs 2 vitality.

ADVANCED TIER

Artificers select from the following advanced abilities.

AIR CRAFT^M: This improves Propel Craft such that the vehicle gains a fly speed of 5 ft per level. Costs 5 vitality per hour.

ARCANE SIGHT^M: This improves Detect Magic, such that using it is a swift action and it reveals magic within a 15-ft-radius around you.

CONJURE LABORATORY^M: You conjure before you a lab, fully-stocked and ready with mundane tools. The lab lasts 4 hours + 1 hour per level and provides all the benefits of an artificer's laboratory. The lab allows you or another artificer to freely use artificer abilities marked with a ^C. Items removed from the lab vanish to reappear back inside the lab. Costs 5 vitality.

EXTRACT MAGIC^C: After 1 hour of work, you extract magic essence from a touched magic item equal to ¼ the item's original cost. Reduce the cost of your next craft project by the same amount. This process destroys the drained item. Costs 5 vitality.

FORGE CONSTRUCT^C: You may create any construct type creature. Its level cannot exceed yours. Its cost equals 500 gp x its level squared. Its market price is 2x that. Construction time equals 1 day per 1,000 gp. It's loyal and obedient via verbal commands to you or a specific customer. If it dies, you can restore it for ¼ its cost.

MAJOR CREATION^M: This improves Minor Creation such that you can create nonvegetable material (such as metal armor). You are limited to 1 pound per level when conjuring precious metals and gems. Costs 5 vitality.

MASTER ARTIFICER: Boost Appraise, Arcana, Craft, Mechanics, and Warcraft checks by +4.

RESTORE CONSTRUCT^C: Your touch restores a destroyed construct to 1 wound point. Costs 5 vitality.

RUSTING GRASP^M: You target an exposed metal item of an adjacent foe. If Reflex fails, the item rusts and is destroyed. Magic items enjoy a +5 bonus to resist. You may target a construct for wound damage equal to 1d4 + 1 point per level. Reflex negates. Costs 5 vitality.

SCALDING BLAST^M: This improves Steam Blast to affect a 60-ft cone for up to 20d6 damage. Costs 5 vitality.

SUBMERSIBLE: This improves Propel Craft such that the vehicle gains a swim speed of 5 ft per level and passengers enjoy an airy bubble around the vehicle that shields them from water and provides fresh air for as long as the magic lasts. Costs 5 vitality per hour.

SUMMON CONSTRUCTS^M: You perform a 1-minute ritual to summon 1 or more constructs within 30 ft to serve you for 1 hour, after which they vanish. They rise out of the earth or assemble from local materials, as you desire. They obey your verbal commands. You summon a number of construct levels equal to your level. Costs 10 vitality.

THRUST: This improves Air Craft, Propel Craft, and/or Submersible to move up to 10 tons per level. Requires Propel Craft.

TRICKS: You know 4 basic magic abilities drawn from any classes.

PARAGON TIER

Alchemists select from the following paragon abilities.

DRAIN MAGIC ITEM^M: After concentrating on a touched item for 1 minute, it loses all magical properties. This ability does not drain items crafted by deities. Costs 10 vitality.

FABRICATE^M: This improves Major Creation such that all conjured materials except precious metals and gems are permanent, and you can also create 10-ft-square x 1-ft-thick worked stone walls as well. Costs 10 vitality.

INSTANT MAGIC ITEM^C: You quickly create a single-use magic item of basic, intermediate or advanced tier. This works like Craft Magic Item except that the item costs nothing, takes only 1 minute to conjure, and dissipates to nothingness after 5 minutes. Costs 25 vitality.

MASTER CRAFTER: When crafting a magic item, reduce by 25% the cost and time, or double a single factor (cost or time) but reduce the other by 50%.

BARBARIAN

A barbarian is a quick and indomitable warrior of the wild.

BACKGROUND & ADVENTURES

Barbarians typically hail from wild places. They are competent hunters, archers, swimmers, and horsemen in the harsh outdoors, whether in the dark of night, above a raging river, or straddling a sheer cliff. They are also wily and resilient warriors.

Why leave the wilds? Perhaps a barbarian searches for lost tribe members. Maybe he is marked as an outcast, fulfilling an oath or quest, or searches for his true home after being kidnapped and raised in the woods. Some so-called barbarians are tough gladiators. In the arena, they are as ferocious and cunning as a predator.

A barbarian taps into primal energy to rage against foes. While enraged, he gains strength and vitality at the expense of a good defense. A raging barbarian is terrible to behold.

Barbarians are quick to act. They get combat going, and their confidence and style can slightly intimidate allies as well as foes. They have tremendous staying power and are best situated out in front of their punier friends where they can rush headlong into battle.

CLASS DETAILS

Barbarians have the following statistics.

PRIME ATTRIBUTE: Strength.

ATTACK: d20 + ½ class level + Strength modifier.

DEFENSES: Fortitude +2, Reflex +2.

ARMOR: All natural armors such as leather and hide, and shields.

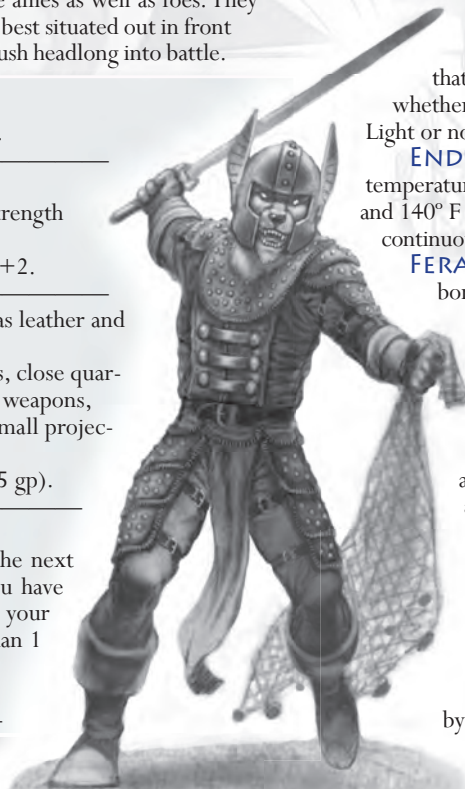
WEAPONS: All axes, bows, chains, close quarters weapons, hammers, hand-to-hand weapons, heavy blades, light blades, pole arms, small projectiles, subdual weapons, and spears.

STARTING GOLD: 5d4 x 10 (125 gp).

ALIGNMENT: Any nonlawful.

SPECIAL: You cannot advance to the next level or use the Rage ability when you have a lawful alignment or if you carry on your person or claim ownership of more than 1 magic item per level.

TRAINING: 1d4 years.



CORE ABILITIES

Barbarians start with the following abilities at 1st level.

LONGSTRIDER: Boost your speed by +10 ft for 1 hour. Costs 1 vitality.

OUTDOOR ATHLETE: Boost Athletics and Survival checks by +5.

RAGE: Once daily as a swift action, you can fly into a rage for 2 minutes. In a rage, you temporarily gain a +1 bonus on Will and attack rolls, deliver +5 damage, and enjoy +5 vitality. The bonus vitality goes away when the rage ends. While raging, you cannot use any Charisma-, Dexterity- or Intelligence-based skills except Acrobatics. You cannot use abilities that require concentration, activate craft abilities or magic abilities except boons from your deity, or activate magic items except armor and weapons. You may prematurely end the rage as a swift action. After raging, you lose the rage modifiers and restrictions and are fatigued for 5 minutes (unless you have Tireless Rage).

BASIC TIER

Barbarians select from the following basic abilities.

ANTI-MAGE: When an adjacent creature uses a magic ability, you gain a single free melee weapon attack against it as an immediate

action. Requires Rage and Outdoor Athlete. Costs 1 vitality.

BEAR'S ENDURANCE: Apply a +5 bonus on Endurance checks. Also, you enjoy a +5 bonus to resist attacks that cause fatigue or exhaustion, and you can sleep in armor without experiencing fatigue the next day.

BULL RUSH: You shove an adjacent target. If you beat its Fortitude, the target is pushed back 1d4 x 5 ft. You must move at least 10 ft in a straight line just prior to using this ability.

CHARGE: As a swift action, apply +5 damage to your next melee weapon attack. You must move at least 10 ft in a straight line just prior to using this ability.

CLEAVE: Up to once per round, when 1 of your melee attacks drops a foe (it falls unconscious or dies), you may immediately make 1 more melee attack against any adjacent foe. This bonus attack delivers your weapon's normal damage if you beat your target's Fortitude, or Reflex for Light weapons.

DIEHARD: When you fall below 0 wound points, you are not unconscious. Instead you are conscious and can continue to take a single move or standard action each round until you die at your usual negative hit points.

DODGE: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

ENDURE ELEMENTS: You ignore the effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

FERAL SENSES: You gain low-light vision. Also, apply a +5 bonus on Perception checks.

GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

HORSEMAN: Boost Handle Animal checks by +5, or by +10 when dealing with horses.

IRON FIST: As a move action, apply a +2 bonus on your knock-out attempt (page 227) for that round. Requires Toughness. Costs 1 vitality.

MENACING GLARE: Boost Intimidate checks by +5, or by +10 once daily.

OFFENSIVE MANEUVER TRAINING:

Select 1 of the following abilities: Bull Rush, Charge, Disarm, Feint, Grapple, Overrun, Sunder or Trip. Whenever you use the selected ability, add +5 to your attack roll. Also add +5 to your save when someone else targets you with the ability. You must already possess the selected ability to benefit. You can take this ability more than once. Each time, select a different ability to improve.

OVERRUN: You easily push through a foe's space. If you beat its Fortitude as a swift action, you freely pass through its space at your usual speed. If not, you stop adjacent to it and do not pass it.

POWER ATTACK: As a swift action, apply a -2 penalty to your next attack roll but add +5 damage to that attack's damage if you hit.

RAGING ASSAULT: Once daily, you may inflict +15 damage as part of 1 melee weapon attack. Costs 5 vitality.

SUNDER: You target a foe's weapon within reach of your melee weapon. If you beat the foe's Reflex, and your damage exceeds the targeted weapon's weight in pounds, it breaks. Your foe suffers no harm. Metal parts are DR 10. Wooden parts are DR 5. You can't sunder magic weapons. Requires Power Attack. Costs 2 vitality.

SURVIVAL TRAINING: Apply a +3 bonus on Handle Animal and Survival checks. Also, you know Signal Speak to communicate

using animal noises.

TOTEMIC HEART: Boost Heal and Religion checks by +5.

TOUGHNESS: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

VITALITY SURGE: Once daily you regain 1d6 vitality.

INTERMEDIATE TIER

Barbarians select from the following intermediate abilities.

ALL YOU NEED IS KILL: An adjacent foe suffers 2d6 damage from your melee weapon, or is slain outright if it is level 2 or lower.

CAMOUFLAGE: Apply a +5 bonus on Stealth checks, or +10 when you remain motionless in an outdoor area. The area must afford places to hide, as normal, and you do not benefit when a creature already notices you.

DAZING BLOW: As a swift action when making a melee attack while using Rage, the target must resist using Fortitude or be dazed for 1 round in addition to any damage you inflict. Costs 2 vitality.

FAVORED WEAPON: Select 1 weapon with which you are proficient. Apply a +2 bonus on attacks and +5 damage when using that weapon. Requires you know Power Attack and Rage.

GREAT CLEAVE: This improves Cleave, such that you may use it up to 5x per round.

GREATER BULL RUSH: This improves Bull Rush, such that you inflict damage equal to 2d6 + 1 per level and knock back your target by 1d6 x 5 ft if it is your size or smaller.

HEARTY: You recover vitality and wounds 2x faster from resting. Requires Diehard and Outdoor Athlete.

IGNORE SPELL: As an immediate action while using Rage, you ignore 1 magic attack that targets you. Costs 2 vitality.

MENTAL BARRIER: Permanently boost your Will by +5.

OVERSIZED WEAPON: You can use melee weapons as if they are 1 grade lighter than normal (you use Heavy weapons as Medium weapons and Medium weapons as Light weapons). You suffer a -2 penalty on Reflex when you do so. Requires Strength score of 15+.

PREDATOR: While using Rage, your melee attacks inflict +1 wound damage on top of other damage they deliver.

RAPID ATTACK: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

RESIST MAGIC: Boost saves by +2 to resist magic abilities.

RETIARIUS: Boost net and trident attack rolls by +2. Apply +5 Reflex to resist nets. Also, refolding a net is a standard action for you.

SECOND WIND: Once daily after 1 minute of rest you recover 4d6 vitality. Requires Bear's Endurance.

THUNDEROUS CRY: All foes within 30 ft with fewer levels than you who hear your cry are shaken for 2 minutes. Costs 2 vitality.

TRIP: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone.

UNBREAKABLE: This improves Diehard so you are never disabled.

UNCANNY DODGE: You ignore Sneak Attack damage when surprised or defenseless unless your attacker is 5+ levels above you.

WOUNDING STRIKE: As a swift action, your next weapon attack delivers 1d2 wound damage in addition to any other damage dealt. Requires Rage. Costs 2 vitality.

ADVANCED TIER

Barbarians select from the following advanced abilities.

ATHLETIC COMBAT: You ignore effects of difficult terrain, crossing such areas at your normal speed. Requires Outdoor Athlete.

BARBARIAN KING: Apply a +4 bonus on Acrobatics, Athletics, Handle Animal, Intimidate, and Survival checks. Requires Outdoor Athlete.

DELAY DEATH: This improves Diehard such that you survive for 10 additional hit points (ex: down to -23 rather than -13).

GREATER RAGE: This improves Rage, such that you boost Will and attack rolls by +2, deliver +10 damage, and gain +10 vitality.

IMPALING STRIKE: As a swift action when you successfully strike a foe while you Rage, you can let go of your weapon in order

to immobilize your foe. If your foe is size Large or smaller and within 5 ft of a wall or other obstacle, then you may impale it against the obstacle. Otherwise, you impale your foe into the ground. Either way, your foe is pinned and cannot move until succeeding on a DC 30 Athletics check or until another creature succeeds on a DC 20 Athletics check to remove the weapon. Your foe suffers 1d4 wound damage per round on its turn while impaled.

LASTING YOUTH: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

LEAP ATTACK: You enjoy a +5 bonus on Athletics checks, or +10 when jumping. Also, whenever you are 5 ft, 10 ft or 15 ft above a foe, you can leap down as part of a single attack using a melee weapon. If you beat your foe's Reflex, you deliver +3 damage per 5 ft fallen (max +9 for 15 ft fallen) and the target creature falls prone and is dazed for 1 round if it is your size or smaller. You land on your feet and suffer no damage from the fall.

MAGIC RESISTANCE: You enjoy a +5 bonus on saves to resist magic abilities. Also, when you are targeted by a magic ability that does not allow a save, your foe must beat your Fortitude anyway, and if you successfully resist then the magic has no effect. Requires Diehard, Rage, and Resist Magic.

MIGHTY FIST: This improves Iron Fist to provide a +4 bonus.

ONE WITH NATURE: Apply a +4 bonus on Athletics, Endurance, Nature, Perception, and Religion checks. Requires Outdoor Athlete and Bear's Endurance.

POWER GRAPPLE: This improves Grapple such that each round, as a standard action, you may move a grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

RETURN FROM DEATH: Once daily, you are automatically restored to life 1d4 rounds after death and have 1d4 wound points. Ailments at your time of death remain.

ROCK THROWING: You can throw a rock or similar object (weighing 5 and 25 pounds) out to a range of 15 ft, or 30 ft if elevated above the target. If you beat its Reflex, the target suffers 1d6 damage per 5 pounds of rock and is stunned for 1 round. Requires 15+ Strength. Costs 1 vitality.

SMASH: An adjacent foe suffers 3d4 wound damage. Costs 5 vitality.

STUNNING BLOW: As a swift action when you make a single melee attack while using Rage, your target (or 1 of your targets) must resist using Fortitude or be stunned for 1d4 rounds. Requires Dazing Blow. Costs 5 vitality.

TERRORIZING CRY: This improves Thunderous Cry, such that it affects foes of any level within range for up to 5 minutes.

TIRELESS RAGE: You are not fatigued when finished using Rage.

WEAPON THROW: You can use any melee weapon you are proficient with as a ranged weapon. Treat the weapon as having a range of 15 ft, or 30 ft with a -5 attack penalty on your attack roll.

PARAGON TIER

Barbarians select from the following paragon abilities

FLING FOE: You target an adjacent foe of your size or smaller. If you beat its Fortitude, you throw it 5 to 30 ft (1d6 x 5 ft). Your foe lands prone, suffers 3d6 damage, and is stunned for 1d4 rounds. Even a foe who resists suffers 2d6 damage.

INDOMITABLE WILL: You enjoy a +10 bonus on Will. This bonus stacks with all other bonuses. Requires Magic Resistance, Mental Barrier, and Rage.

KILL: This improves Smash to inflict 6d4 wounds. Costs 10 vitality.

LAUGH AT MAGIC: Improves Ignore Spell to block all magic attacks and effects until the start of your next turn. Costs 10 vitality.

MIGHTY RAGE: This improves Greater Rage, such that you gain a +5 bonus on Will and weapon attack rolls, deliver +15 damage, and gain +20 vitality.

WEAPON SNATCH: You target an adjacent foe who holds a weapon. If you beat its Reflex then you take possession of the weapon and can immediately use it to attack your foe or another foe in range provided you are proficient with the weapon. You must have at least 1 free hand to snatch and use a weapon, or 2 free hands if the weapon is a 2-handed weapon.

BARD

A bard is a muse, performer, orist, and jack of all trades.

BACKGROUND & ADVENTURES

Whether by song, instrument, oration or humor, a bard inspires allies and misleads foes. A bard is also a skilled diplomat and prestidigitator who confuses, bemuses, and enralls.

Epic quests inspire epic ballads. Bards often travel to record their allies' heroics (and antics) and stimulate courage, creativity, and humor in times of dark uncertainty. Treasure is wonderful, but an exiting and memorable life is priceless.

A bard is a master of arcane entertainment. A stray remark leads to a vorpal retort. Approach too close and enjoy a blast of fire. Insult him and you will dance until you die.

Bards are most useful in urban adventurers. However, their diplomacy and way with magic items makes them useful in any situation. Bards can also boost allies to bring out incredible performance from everyone.

CLASS DETAILS

Bards have the following statistics.

PRIME ATTRIBUTE: Charisma.

ATTACK: d20 + ½ class level + Charisma modifier.

DEFENSES: Reflex +2, Will +2.

ARMOR: All Light armors.

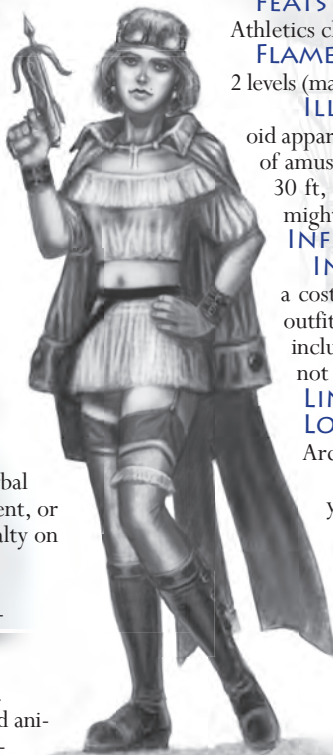
WEAPONS: All bows, crossbows, light blades, subdual weapons, small projectiles, and the longsword and whip.

STARTING GOLD: 4d4 x 10 (100 gp).

ALIGNMENT: Any nonlawful.

SPECIAL: All your magic abilities require a verbal component (you must sing, orate, play an instrument, or otherwise make noise). Otherwise, apply a -2 penalty on your attack roll.

TRAINING: 1d6 years.



CORE ABILITIES

Bards start with the following abilities at 1st level.

FASCINATE: You distract nonallied persons and animals within 15 ft if you beat their Will. Affected targets do not move or attack and suffer a -5 penalty on Perception checks. However, if an attack roll occurs within the area, the effect immediately ends. Otherwise, the effect lasts only as long as you play music or speak as a standard action each round to a maximum of 5 minutes. Costs 1 vitality.

JACK OF ALL TRADES: As a move action, apply a +2 bonus to a single skill check you make that same round. Costs 1 vitality.

PERFORMER: You enjoy a +5 bonus on 2 of the following skills: Acrobatics, Bluff, Craft, Disguise, Literacy, Music or Trick.

BASIC TIER

Bards select from the following basic abilities.

ACCOMPANIMENT^M: You conjure 4 adjacent phantom musical instruments that play themselves in harmony with your own performing, granting you a +5 bonus on Music checks. Listeners within 30 ft suffer -2 on Perception checks. You can only have 1 accompaniment at a time. The instruments remain 1 hour. Costs 1 vitality.

ACTOR: Apply a +5 bonus on Bluff and Disguise checks.

BOOST MORALE: As a move action in combat, allies within 60 ft who can see or hear you regain 1 vitality and enjoy a +1 bonus on all dice rolls until the start of your next turn. Costs 1 vitality.

BRAZEN: Boost Intimidate and Streetwise checks by +5.

CRUEL PRANK: Once daily, an adjacent sentient foe is dazed

for 1 round by your prank or stunned for 1 round if you beat its Will. Costs 5 vitality.

CUTTING RETORT^M: You target a sentient foe within 15 ft. You respond to its words or actions with a witty, cutting rejoinder. If you beat its Will, it suffers 1 pain damage and is dazed for 1 round. It does not need to understand your language. Costs 1 vitality.

ENSORCELL INSTRUMENT^C: You place a magic ability that is known to you or an adjacent ally into a masterwork musical instrument that delivers a single-use effect when played. The cost and time equal 25 gp and 1 hour for a basic ability, 150 gp and 2 hours for an intermediate ability, 325 gp and 4 hours for an advanced ability or 750 gp and 8 hours for a paragon ability. The instrument's player pays any vitality cost. An instrument only holds 1 ability at a time.

FAUX FACE^M: When activating this ability, select 1 race of person other than your own. You enjoy a +20 bonus on Disguise checks for 4 hours + 1 hour per level to appear as a member of that race. You cannot look like anyone but you. Costs 1 vitality.

FEATS OF PROWESS: Apply a +5 bonus on Acrobatics and Athletics checks.

FLAME GOUT^M: One foe within 15 ft suffers 1d6 fire damage per 2 levels (max 5d6), or ½ damage if Reflex resists. Costs 1 vitality.

ILLUSIONIST^M: You conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

INFILTRATOR: Boost Perception and Stealth checks by +5.

INSTANT COSTUME^M: You are immediately dressed in a costume of your choice costing up to 100 gp (a fine noble's outfit). Costume pieces vanish when removed. If the costume includes a mask, you enjoy a +5 bonus on Disguise checks to not be recognized as yourself.

LINGUIST: You are fluent in 3 languages of your choice.

LORE: You hoard random bits of lore. Apply a +2 bonus on Arcana, History, Nature, Nobility, and Religion checks.

LUCKY: As a move action, apply a +1d6 bonus to your next d20 roll. Requires Jack of All Trades and Performer. Costs 1 vitality.

MESSAGE^M: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

NEGOTIATOR: Boost your Diplomacy and Insight checks by +5.

ROMANTIC: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

STAGE MAGIC: Boost Trick checks by +5, or by +10 while performing mundane stage tricks.

SUMMON INSTRUMENT^M: You conjure a handheld musical instrument. You (and only you) enjoy a +5 bonus on Music checks while using it. You are limited to 1 instrument at a time. It vanishes if it leaves your hands.

WHEELDLE MAGIC: Apply a +5 bonus on Arcana checks, or +10 when trying to activate an unfamiliar magic item.

INTERMEDIATE TIER

Bards select from the following intermediate abilities.

ALLURING MUSIC^M: When you play or sing as a standard action, foes within 120 ft that hear you and fail to resist using Will suffer a -2 penalty on Perception checks and spend a move action on their next turn moving to you. Costs 2 vitality.

BLADE SINGER^M: For 2 minutes, your weapon gains a +2 bonus on attacks, delivers +5 sonic damage, and counts as magical. Works in your hands only. Costs 2 vitality.

CANTOR: Apply a +5 bonus on Religion checks. Moreover, when you use the Music skill as a standard action and pass a DC 15 Music check, evil foes within 30 ft that can hear you are fatigued (no save) for 2 minutes. Costs 2 vitality.

DUEL OF HALF-WITS^M: You cause 2 or more foes within 30 ft who fail to resist using Will to waste a move action each turn for 5

minutes cursing and insulting each other. The ability only works when 2 or more targets fail to resist during the same round. Costs 2 vitality.

ENTHRALL^M: This improves Fascinate, such that it extends to all sentient creatures within 30 ft and lasts up to 1 hour. Costs 2 vitality.

HIDEOUS LAUGHTER^M: A sentient creature within 30 ft falls prone and begins laughing uncontrollably for 1d4 rounds. It's dazed while laughing. Will resists. Costs 2 vitality.

HORRID JOKE^M: A sentient foe within 30 ft and line of hearing that shares your language suffers 1d6 pain damage per level from a truly awful joke. Will resists for ½ damage. Costs 2 vitality.

INSPIRE COMPETENCE: As a move action, you boost allies' skillfulness. Allies within 30 ft and hearing range or line of sight enjoy a +2 bonus on skill checks for that round. The bonus stacks with Boost Morale when you use both abilities in the same round. Requires Performer.

KNIFE MASTER: Apply a +1 bonus on attack rolls and a +5 bonus on damage when using light blades.

ORPHIC TALENT: You know 2 basic magic abilities for which you qualify listed under the shaman, wizard or witch class.

PEP TALK: Once daily, after 1 minute of inspiring words, you and up to 5 allies within 30 ft each recover 1d4+1 vitality.

PYROTECHNICS^M: You boost a normal fire into either blinding fireworks or a thick cloud of choking smoke. If you choose fireworks, creatures within 120 ft of the fire are blinded for 5 minutes if you beat their Will or 1 round if you don't. If you choose choking smoke, creatures within 15 ft of the fire suffer a -2 penalty on all d20 rolls (no save) for 5 minutes as they cough.

SOUND BURST^M: You evoke a cacophony in a 15-ft-radius volume within 30 ft of you. Creatures caught in the area suffer 1d8 + your level in sonic damage (no save). If you beat their Fortitude, they are also dazed for 1 round. Costs 2 vitality.

STILT WALKER^M: You rise 5 ft to 15 ft into the air as a magical pair of stilts buoys you aloft. While on the stilts, you enjoy a +10 bonus on Acrobatics checks and a +10 ft bonus to your speed. You gently descend to the ground when the stilts vanish after you dismiss them, or 5 minutes pass, or if a successful DC 20 Athletics check from a foe knocks you down, whichever occurs first. As a standard action, you can kick a creature within 10 ft to inflict 2d6 damage, and if you beat its Fortitude, the kicked creature falls prone. Costs 2 vitality.

SUGGESTION^M: If you beat the Will of a person within 30 ft, he does his best over a 1-hour period to complete a task that you phrase in 10 words or less. The person will not deliberately harm himself and the effect has a 50% chance to end each round that his life or any of his allies' lives are in danger. Costs 2 vitality.

SUMMON ANIMAL^M: You summon an animal such as a bear, snake or wolf. Its level cannot exceed ½ your level. It appears adjacent to you in a puff of smoke and remains for 5 minutes, until dismissed by you, or until slain. It follows your verbal commands or attacks the nearest creature (excluding you). Costs 2 vitality.

SUMMON GRAND INSTRUMENT^M: This improves Summon Instrument, such that you can summon a Large or Huge masterwork instrument such as a pipe organ. Costs 2 vitality.

TONGUES^M: You can understand and fluently use 1 language for 10 minutes. Costs 2 vitality.

WHISPER^M: For 5 minutes, you and adjacent creatures are not heard talking by others and ignore Detect Thoughts. Costs 2 vitality.

ADVANCED TIER

Bards select from the following advanced abilities.

ARCANE PALLET: You imbue a paint pallet to act as a pallet of magical pigments (page 217) for 10 minutes. Costs 5 vitality.

CONFUSION^M: Foes within 30 ft who fail to resist using Will act strangely for 5 minutes. For each affected creature on its turn, roll 1d10 to determine the result: 1) attack you, 2) act normally, 3-5) do nothing, 6-7) flee from you at top speed, 8-0) attack nearest creature. After each round, a creature has a 10% chance to shake off the effect, which ends after 2 minutes in any case. Costs 5 vitality.

COPY CAT^M: As an immediate action when you see a creature within 30 ft pass a skill check or attack roll, you declare your intent

to use the number they rolled in place of the next roll you will make. You use that result on your next skill check or attack roll or until 5 minutes elapse, whichever comes first. Costs 5 vitality.

DANCING SWORD^M: You animate 1 weapon within 60 ft. For 5 minutes, whenever you concentrate as a move action, it moves up to 30 ft or attacks a target as if you wielded it. The weapon hovers when not moving or attacking. Requires Vorpall Retort. Costs 5 vitality.

ESCAPE ARTIST: For 5 minutes, boost Acrobatics checks by +20 and ignore magic that slows your speed. Costs 5 vitality.

GLIBNESS: For 5 minutes, you enjoy a +20 bonus on Bluff checks and ignore magic that detects lies. Costs 5 vitality.

INSPIRE COURAGE: You and allies within 60 ft that can hear or see you are immune to fear for 5 minutes. Costs 5 vitality.

INSTANT STAGE^M: You conjure before you a 30-ft-diameter stage complete with props and costumes for up to 8 people. The stage only appears if there is sufficient space, and it (and all props and costumes) vanish after 4 hours. You can only maintain 1 stage at a time. The props and costumes are well-made but plainly fake. Costs 5 vitality.

INVIGORATING ACT: Once daily, after 1 minute of music, oratory or singing, you and up to 1 ally per level within 30 ft recover 1d8 vitality + 1 per level.

MASTER PERFORMER: Apply an additional +10 bonus to the 2 skills you selected for the Performer ability.

MIRROR MAGIC^M: As an immediate action, you deflect a magic ability that targets you specifically (rather than targets an area or group). Roll d8 to determine in which direction the magic is reflected. The magic targets the first creature encountered in that direction rather than you. Costs 5 vitality.

RINGS OF FIRE^M: You project 1 ring of magical flames per 2 levels. Each ring hits a different foe of your choice within 90 ft for 5d6 fire damage. Reflex negates. Requires Flame Gout. Costs 5 vitality.

SHOUT^M: Creatures in a 30-ft cone are deafened for 5 minutes and suffer 1d6 sonic damage per level, or ½ damage if Fortitude resists. Costs 5 vitality.

SOUND BLAST^M: This improves Sound Burst, such that targets that fail to resist are stunned instead. Costs 5 vitality.

ULTIMATE ESCAPE^M: You teleport up to 120 ft as an immediate action. If the destination space is occupied, you are shunted to the nearest open space and suffer 2d6 pain damage. Costs 5 vitality.

VORPAL RETORT^M: This improves Cutting Retort, such that the target suffers 2d6 pain damage and is stunned 1 round if it fails to resist. Costs 5 vitality.

PARAGON TIER

Bards select from the following paragon abilities.

DIRGE SONG^M: You cause foes within line of hearing that fail to resist using Will to fall prone and weep (they do not attack but defend themselves normally). You affect up to 1 creature per level. Each creature must be within 30 ft of you or another affected creature. The effect lasts for as long as you use the Music or Literacy skill as a standard action each round for up to 5 minutes. Once a creature saves, it is immune for the rest of the day. Costs 10 vitality.

IRRESISTIBLE DANCE^M: One target within 30 ft begins dancing uncontrollably for 1d4+1 rounds. It can resist using Will only if you fail to dance with it. While dancing, it is dazed and defenseless. Costs 25 vitality.

LEGEND LORE: After 1 hour of musing and artistic revelry, you learn an answer (yes/no/maybe/irrelevant) regarding a number of questions up to your level. Questions must be 10 words or less. Costs 25 vitality.

LEGENDARY PERFORMANCE: Apply a +20 bonus on Music checks for 5 minutes. Costs 10 vitality.

MINDBEND: This improves Suggestion to target any creature.

PASSAGES: This improves Ultimate Escape such that the distance traveled equals up to 2 miles. Costs 10 vitality.

SONG OF DISCORD^M: You strum a dissonant tune. Foes within 30 ft that hear you and fail to resist using Will use all means to aid you and harm their allies (they ignore unconscious bodies). Costs 25 vitality.

BLACKGUARD

A blackguard is a dreaded and profane warrior of pure evil.

BACKGROUND & ADVENTURES

These mighty, evil warriors know no fear. They can see in darkness, sprout infernal spikes to impale foes, and regenerate wounds from the departing souls of their slain foes.

Blackguards rarely stay in a single place. They have new lands to conquer, fallen fodder to step over, and mortals to convert or slay. They often focus their ire on clerics and paladins, or they are on a quest to awaken a fiend or retrieve an unholy item.

A blackguard begins his career by sealing a pact with a fiend, whether a deceitful, strategic devil or a destructive, chaotic demon. To progress and gain more power, he must offer living sacrifices. Alas, his mortal frame can channel only so much energy.

Blackguards tend to lead hordes to commit horrifying acts, for power or just for fun. Sometimes, a blackguard will dampen his nature to travel with a good-aligned band of adventurers in order to subvert them or even cooperate for a greater goal.

CLASS DETAILS

Blackguards have the following statistics.

PRIME ATTRIBUTE: Constitution.

ATTACK ROLL: d20 + ½ class level + Constitution modifier.

DEFENSES: +2 Fortitude, +2 Will

ARMOR: All armors and shields.

WEAPONS: All weapon groups.

STARTING GOLD: 6d4 x 10 (150 gp).

ALIGNMENT: Any evil.

SPECIAL: Whenever you become eligible to access a new tier of abilities, you must sacrifice a sentient good creature in a 1-hour ritual in order to advance. The sacrifice's level must equal or exceed your current level. You made such a sacrifice in order to enter this class.

TRAINING: 1d4 years.

CORE ABILITIES

Blackguards start with the following abilities at 1st level.

DREAD GLARE: You enjoy a +5 bonus on Intimidate checks.

Moreover, you can glare at a foe within 30 ft and line of sight. If the foe fails to resist using Will, it is shaken for 5 minutes, which inflicts a -2 penalty on d20 rolls and saves. Once a foe successfully resists, it is immune to this ability for the rest of the day.

FEARLESS: You ignore fear effects. You cannot be shaken, frightened or panicked.

VILE WEAPON^M: When attacking with a melee weapon, apply a +1 bonus on attack rolls and +2 vile damage.

BASIC TIER

Blackguards select from the following basic abilities.

AGGRESSIVE: Boost Athletics and Intimidate checks by +5.

AURA OF DESPAIR^M: Adjacent foes automatically suffer a -2 penalty on saves due to your malign aura. The aura persists even if you are unconscious. Requires Dread Glare.

BANE: As a move action, you cause foes within hearing range or line of sight out to a distance of 60 ft to suffer a -1 penalty on d20 rolls for 5 minutes. Costs 1 vitality.

BLOOD LIFE^M: You apply blood to yourself or a touched living ally to gain temporary wound points equal to 1d10 + your level.

The points last for 5 minutes and then go away. Multiple uses do not stack. Costs 1 vitality.

BULLY: If you beat an adjacent person's Fortitude, he loses 1d6 vitality and either moves back 5 ft or falls prone, as you desire.

DARK LORE: Boost Arcana and Dungeoneering checks by +5.

DARKVISION^M: As a swift action, your eyes turn black and you see in darkness as easily as in daylight. Ending the effect is a swift action.

DETECT GOOD^M: As a standard action, you note the presence or absence of celestials, clerics, and paladins within a 30-ft cone.

HEX: As a swift action, you target 1 creature within 15 ft with a malign gesture, look or word. If you beat its Will, it suffers a -5 penalty for 5 minutes on 1 save (Fortitude, Reflex or Will, as you like). Multiple effects of this ability stack for different saves but not for the same save. Costs 1 vitality.

IMPROVED SUNDER: Apply a +5 bonus on your attack roll when using Sunder and on Reflex to resist Sunder when used by foes.

MOUNTED COMBAT: Apply a +5 bonus on Handle Animal checks. Up to once per round while mounted you can negate an attack against you by using your mount as a block on a successful DC 15 Handle Animal check. The mount takes no damage.

NETHERSIGHT^M: This improves Darkvision, such that you can see in magical darkness as well as normal darkness.

POWER ATTACK: As a swift action, apply a -2 penalty to your next attack roll but add +5 damage to that attack's damage if you hit.

POISON USE: You never risk accidentally poisoning yourself when applying poison to a weapon (rather than 5% chance), and you may apply poison as a move action (rather than standard action).

PROFANE LORE: Apply a +5 bonus to Arcana, Bluff, History, Insight, and Perception checks when dealing with a fiend or recalling lore about fiends. Also, you speak Abyssal and Infernal and have a permanent fiendish sigil on your body that betrays your allegiance.

RESIST ENERGY^M: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or a +2 bonus versus all energy types. Costs 1 vitality.

REPULSE GOOD^M: As a move action, your next successful melee weapon attack that round against a good-aligned foe also pushes back that foe a distance of 1d4 x 5 ft. If there is no space to move back, your foe falls prone instead. Costs 1 vitality.

SUNDER: You target a foe's weapon within reach of your melee weapon. If you beat the foe's Reflex, and your damage exceeds the targeted weapon's weight in pounds, it breaks. Your foe suffers no harm. Metal parts are DR 10. Wooden parts are DR 5. You can't sunder magic weapons. Requires Power Attack. Costs 2 vitality.

UNHOLY SURGE^M: Once daily, you can heal 2d4 wounds.

VILE SMITE^M: When you successfully strike a good-aligned nonperson foe, add +1 vile damage per level to your damage roll.

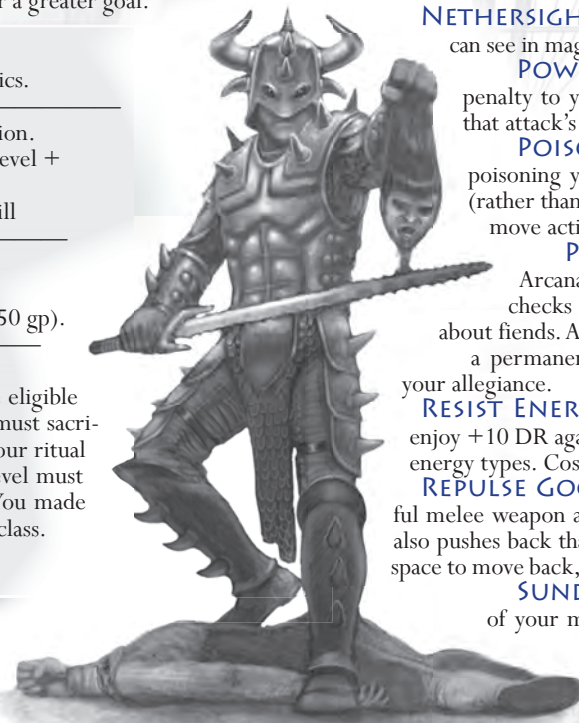
INTERMEDIATE TIER

Blackguards select from the following intermediate abilities.

DARK BLESSING^M: Boost Fortitude, Reflex, and Will saves by +2. Requires Aura of Despair, Profane Lore, and an evil alignment.

DARKNESS^M: You create total darkness in a stationary 15-ft-radius area around you or an unattended object within 30 ft. The darkness lasts 5 minutes and blocks vision including darkvision but not nethersight. Attacks made against or launched by obscured foes fail 50% of the time. You can maintain only 1 area of darkness at a time. Costs 2 vitality.

DEVIL'S BEARD^M: As a move action, you grow a vile beard. If you grapple a foe or hit it with your melee weapon, the beard also hits. The struck creature takes 1d8 damage and must resist using Fortitude or be infected with a vile disease (incubation period 1 day, damage 1d4 wound points per day). Damage is dealt at midnight each day until Cure Ailment or Remove Curse is applied. The beard



lasts 5 minutes. Costs 2 vitality.

DREAD KILL: Up to once per round, when 1 of your melee attacks drops a foe (if falls unconscious or dies), you may try an Intimidate check as a swift action without penalty. Requires Dread Glare.

FALSE LIGHT^M: As a swift action, you radiate a good alignment, fluently speak Celestial, and enjoy a +10 bonus on Bluff and Disguise checks to look and sound like a celestial, cleric or paladin for 5 minutes. Costs 2 vitality.

FEARFUL STRIKE: As a swift action, you target a foe hit by your melee weapon that round. The foe must resist using Will or be shaken for 5 minutes. You can target a particular foe only once daily.

FLAME BLADE^M: As a swift action, your melee weapon sheds magical orange flames that inflict 1d3 fire wound damage in addition to other damage dealt until the start of your next turn. Costs 2 vitality.

HUMILIATE: This improves Bully such that the person loses 4d6 vitality, or ½ that amount even when he resists, and also suffers 1 wound damage, bursts into tears, and soils himself.

IMPALING BARBS^M: As a swift action, infernal barbs sprout from your armor and skin for 1 round. If you use a standard action and beat an adjacent target's Fortitude, you impale the target on the barbs, causing 3d6 damage + 1 per level. The barbs are magical vile weapons. This ability does not hinder or augment any spikes you might already possess. Costs 2 vitality.

INFERNAL WOUND^M: Whenever you inflict damage with a melee weapon, the wound persists and the injured foe loses 1d4 hit points each round after the first until a DC 15 Heal check or cure magic is applied to the wound.

MARAUDER: As a standard action, you make 2 attacks at once, the first with a melee weapon and the second with armor spikes or shield spikes. Apply a -2 penalty on both attack rolls.

MENTAL BARRIER: Apply a permanent +5 bonus to Will.

PROFANE REGENERATION^M: When you deliver a killing blow to a creature, you instantly heal 1d8 wound points + 1 point per level of the creature. Costs 2 vitality.

RAPID ATTACK: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

RAPID GLARE: You can make Intimidate checks as a move action.

TWISTED MIEN^M: Once daily, after 1 minute spent bullying and humiliating an adjacent ally, you both recover 2d6 vitality.

UNHOLY WEAPON^M: This improves Vile Weapon, such that you apply a +2 bonus on attack rolls and +5 vile damage.

VILE SKIN^M: You gain an inky green, blue or red hide that grants a +2 DR. The effect lasts 24 hours, and you can hide or show the skin as a swift action. Requires Profane Lore and an evil alignment.

ADVANCED TIER

Blackguards select from the following advanced abilities.

BALOR NIMBUS^M: You wreath yourself in greenish blistering flames for 5 minutes. Whenever a creature starts its turn adjacent to you, it suffers 1d6 fire damage per 2 levels. Costs 5 vitality.

BARBED DEFENSE^M: This improves Impaling Barbs, such that foes striking you with handheld or natural weapons automatically suffer 2d6 damage from your barbs (no save). Weapons with reach, such as long spears, do not endanger their users in this way.

BLAZING BLADE^M: This improves Flame Blade to inflict 2d4 fire wound damage with a black flame. Costs 5 vitality.

CALUMNIOUS GUISE^M: This improves False Light to last 24 hours. Costs 5 vitality.

DEMEAN^M: You mark a prone or stunned adjacent foe to permanently suffer a -2 penalty on all d20 rolls, damage rolls, and saves. Remove Curse ends the effect.

DESECRATE^M: You can fill a stationary 30-ft-square area around you with vile energy that lasts 4 hours + 1 hour per level. Celestials cannot be conjured into the area and fiends cannot be banished from it. If there is an unholy altar present, then celestials cannot even enter the area. This ability negates the effects of Consecrate. Costs 10 vitality.

FEAR AURA^M: As a swift action, you briefly radiate a 30-ft-

radius aura. Foes in the area must resist using Will or flee in fear. You can affect a particular foe only once daily. Costs 5 vitality.

FEAR'S REFLECTION: Attacks against you that cause fear are reflected back at your attacker, who must resolve his attack against himself. Requires Fearless.

FIENDISH MIEN: Apply a +4 bonus to Bluff, Insight, Intimidate, Nobility, and Religion checks.

HELL'S ACUMEN: Apply a +4 bonus on Bluff, Insight, Literacy, Religion, and Warcraft checks.

INVISIBLE IN LIGHT^M: You are invisible for 2 minutes, with some limitations. You are invisible in any area of daylight or shadowy illumination. In darkness, you show as a faintly glowing outline visible out to 30 ft. Magical darkness conceals the glowing outline. Invisibility grants a +10 bonus on Stealth checks and refuses line of sight to you. Costs 5 vitality.

LASTING HEX^M: This improves Hex, such that its usable as an immediate action and the effect is permanent if you beat the target's Will until ended by you or Remove Curse. Costs 5 vitality.

POISON^M: As a move action, you conjure greenish poison on 1 weapon or cup of liquid in your possession. When a creature is struck by the weapon or ingests the liquid, it immediately suffers 1d10 vile wound damage and has a 50% chance to suffer an additional 1d10 vile wound damage 5 minutes later. Unused poison dissipates after 5 minutes. Requires Poison Use. Costs 5 vitality.

REND ARMOR: When you hit with a melee weapon, you may choose to deliver 4d8 damage + 1 per level to your foe's armor instead of to your foe. Armor reduced to 0 hit points is destroyed and no longer provides protection. Requires Marauder.

STUNNING BLOW^M: As a swift action, the next foe hit by your melee weapon that round is stunned for 1d4 rounds if you beat its Fortitude. Costs 5 vitality.

TORMENT: This improves Humiliate such that the target loses 1d6 wounds (rather than just 1 wounds) and is shaken for 1 hour.

UNHOLY BLOOD^M: Once daily you heal all wound damage. You may activate the ability even if you are unconscious but alive.

VILE MOUNT^M: Apply a +5 bonus to Handle Animal checks. Also, when on a mount, it gains DR 10, fast healing 5, darkvision, immunity to fire and poison, a +5 bonus on damage rolls against good foes, a 10 Intelligence, the ability to speak Common and either Abyssal or Infernal, and a +10 bonus to Athletics checks. Requires Mounted Combat.

VORPAL VICTORY^M: As a swift action when your slashing weapon reduces a foe to below 0 vitality, the foe must resist using Fortitude or lose its head (or 1 head) and instantly die. This ability does not affect creatures without heads and does not instantly slay multi-headed targets. Requires Unholy Weapon. Costs 5 vitality.

PARAGON TIER

Blackguards select from the following paragon abilities.

CORRUPTING URGE^M: You cause an adjacent person to slowly become evil. Each day, it feels an evil urge. It must resist using Will or commit an evil act. After it commits more evil acts than it has levels, its alignment changes to evil. Miracle or Wish negates the effect. Costs 10 vitality.

CORRUPTING WEAPON^M: This improves Unholy Weapon, such that you apply a +5 bonus on attack rolls and +15 vile damage when targeting good foes.

EXTRACT HEART^M: An adjacent living foe of size Large or smaller with 10 vitality or less must resist using Fortitude or immediately die as you draw forth its heart. Costs 10 vitality.

FIENDISH GUIDANCE^M: After 1 hour of occult ritual, you receive a response (yes/no/maybe/irrelevant) from a powerful fiend regarding a number of questions up to your level. Questions must be 10 words or less. Costs 25 vitality.

MASS HARM^M: You irradiate foes with a harmful fiendish aura. All foes within 30 ft suffer 4d12 vile damage. Costs 10 vitality.

VILE DESCENT^M: You become fiendish. For 5 minutes, you gain +5 DR, fast healing 5, nethersight, immunity to fire and poison, and black wings that provide a fly speed of 30 ft. Costs 25 vitality.

CLERIC

A cleric is a priest, healer, sage, and voice of divine office.

BACKGROUND & ADVENTURES

Clerics are servants and shepherds for their band or community. They can close wounds and remove ailments, create food, detect evil and falsehood, rebuke undead, perform exorcisms, pray for allies, and smite fiendish foes.

Some clerics reside in a church or monastery, while others travel on diplomatic missions and holy quests. Ideally, every priest leads a pilgrimage once in his life. His travels may lead to ruined temples, ancient fonts, and dense libraries of holy (or vile) power.

Officially, clerics are guardians of all that is right and good. In fact, many focus on mundane concerns and some pursue selfish goals such as acquiring wealth and power. The occasional evil priest is usually warlocks and necromancers in disguise.

Every adventuring band benefits from a cleric. Clerics are sturdy and heal allies. A cleric can also be a formidable combatant against undead, fiends, and other evil foes.

CLASS DETAILS

Clerics have the following statistics.

PRIME ATTRIBUTE: Wisdom.

ATTACK: d20 + ½ class level + Wisdom modifier.

DEFENSES: Fortitude +2, Will +2.

ARMOR: All Light armors and shields.

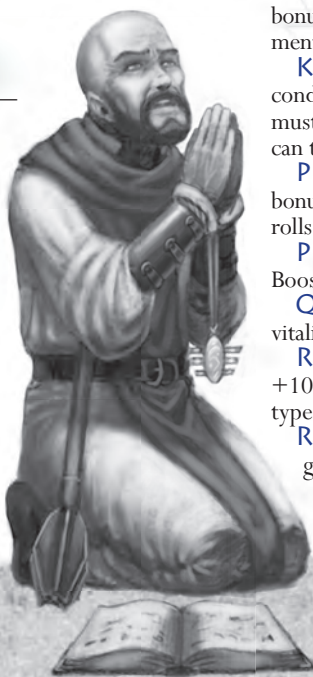
WEAPONS: The weapon group that includes your deity's weapon.

STARTING GOLD: 5d4 x 10 (125 gp).

ALIGNMENT: Any nonevil.

SPECIAL: You worship a nonevil deity. If you are evil then you cannot use class abilities until another cleric uses Atonement on you. You must pray 1 hour each day to access your class magic abilities for that day. Finally, you must present a holy symbol, rod or book when using class magic abilities. When you do not, apply a -2 penalty to your attack rolls.

TRAINING: 3d4 years.



CORE ABILITIES

Clerics start with the following abilities at 1st level.

HOLY BLAST^M: You project a 15-ft cone of luminous holy energy. The energy harms aberrations, undead, and fiends while leaving other creatures unscathed. The damage equals 1d6 per 2 levels (max 5d6). Costs 1 vitality.

LAY ON HANDS^M: Your touch heals an ally's wound damage. The amount of wounds healed equals 1d8 + your level (max +5). A creature can benefit 3x daily if it is good, 2x daily if it is neutral, and once daily if it is evil. You must be nonevil to use this ability.

RELIGIOUS STUDY: Boost Heal, Insight, and Religion checks by +3. Also, you can read magic scrolls.

BASIC TIER

Clerics select from the following basic abilities.

CELESTIAL LORE: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with celestials or recalling lore about celestials. Also, you speak Celestial.

CREATE HOLY WATER^M: You conjure up to 5 gallons per level of fresh water per day. One person requires 1 gallon of water to survive for 1 day. Also, if you sacrifice 5 pounds of silver (25 gp), you can create 1 vial of holy water. Holy water inflicts 2d4 damage to an

undead creature or fiend.

DAILY BOON: Each day, you know for 24 hours 1 basic boon of your deity for which you qualify. Requires Religious Study.

DAZZLE BOLT^M: A foe within 15 ft suffers 1d4+1 fire damage, or 5d4 fire damage if it is normally harmed by light. Costs 1 vitality.

DETECT EVIL^M: You learn whether fiends and/or undead are present within a 30-ft cone.

DETECT CONDITION^M: You learn whether disease, poison or a curse is present within or on an adjacent object or creature.

FAITH'S TEST: As Intercession (below) but limited to basic tier cleric magic abilities. Requires Religious Study and Vow.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

HALO^M: You have a halo that sheds strong illumination in a 15-ft radius around you and weak illumination outward an additional 30 ft. You can hide or show the halo as a swift action.

HEALER^M: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

HEAVENSIGHT^M: You see in conditions of blinding illumination as easily as seeing in normal daylight. Heavensight is in full color.

HOLY VESTMENT^M: You bless a sash or robe. It bestows +2 bonus to the wearer's DR for 5 minutes. You can maintain 1 holy vestment at a time, and a creature only benefits from 1 vestment at a time.

KNOW STATUS^M: You are aware at all times of the general condition (wound points and vitality points) of up to 8 allies. You must touch an ally to establish a link and begin monitoring him. You can terminate a link as a swift action.

PRAYER^M: For 5 minutes, you and allies within 60 ft enjoy a +1 bonus on d20 rolls while foes within 60 ft suffer a -1 penalty on d20 rolls. Costs 1 vitality.

PRIESTLY OFFICE: You understand people's spiritual needs. Boost Diplomacy and Insight checks by +5.

QUELL CURSE^M: Your touch blocks a curse's effect. Costs 1 vitality for 5 minutes or 5 vitality for 1 hour of protection.

RESIST ENERGY^M: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or a +2 bonus versus all energy types. Costs 1 vitality.

RIGHTEOUS ANGER^M: You direct pure holy energy at a non-good foe within 15 ft. It suffers 4d6 holy damage, or ½ damage if Will resists. Good creatures are immune. Costs 2 vitality.

SANCTUARY^M: As a move action, the next foe that directly targets you before your next turn must resist using Will or not do so and take a different action. Your attacking ends the effect. Costs 1 vitality.

VOW: Select a vow such as not speaking, eating, having sex, accepting money or harming others. On days you keep the vow, you enjoy a +3 bonus on Will.

WAR PRIEST: You are proficient with Medium armors and shields as well as all clubs, hammers, and subdual weapons.

INTERMEDIATE TIER

Clerics select from the following intermediate abilities.

AUGURY^M: You ask your deity for insight regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

CENSURE^M: As an immediate action, you target 1 evil person, fiend or undead foe within 30 ft that is activating a magic ability. If you beat its Will, you negate that use of its magic. Requires Detect Evil and a good alignment. Costs 1 vitality + the countered ability's vitality cost, if any.

COMMAND^M: You issue a simple verbal suggestion that a person within 30 ft who hears you obeys if you beat his Will. Options include: approach you, drop held items, fall prone, halt (do not move), kneel and pray, leave you, praise a deity, sit down, stand up, or strike an adjacent creature. The effect lasts 1 round during combat or 1 minute out of combat. A person who resists is immune to it for the rest of the day. Costs 2 vitality.

CREATE FOOD AND WATER^M: You conjure simple nutritious food and water to satisfy 3 persons or 1 mount. Costs 2 vitality.

CURE AILMENT^M: You remove an ailment from yourself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as lycanthropy. Costs 2 vitality.

DAYLIGHT^M: You shed strong light 60 ft outward and weak light an additional 60 ft outward for 5 minutes. Also, aberrations, fiends, and undead suffer 1d4 holy wound damage upon first exposure to the strong light and 1 wound damage each round thereafter while in the strong light. Costs 2 vitality.

DEATH WARD^M: For 2 minutes, you or a touched ally are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for you or 5 vitality for an ally.

DETECT LIES: Boost Insight checks by +5. Also, once daily for 5 minutes, you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.

FLAME STRIKE^M: You call down holy fire upon a single target within 60 ft. The strike inflicts 1d6 damage per level. The damage is 50% fire and 50% holy energy. Costs 2 vitality.

GODS LORE: You enjoy a +10 bonus on Religion checks.

GREATER SANCTUARY: This improves Sanctuary to affect the first 5 foes until your next turn. Costs 2 vitality.

HOLY CIRCLE^M: You evoke around you a stationary 5-ft-radius circle inscribed with angelic runes. Evil creatures cannot pass or break the circle's perimeter as long as you concentrate as a standard action each round + an additional 1d4 rounds. Exiting the circle ends the effect. Costs 2 vitality.

HOLY FLAME TONGUE^M: Apply to 1 of your weapons a +2 bonus on attacks, +1d6 fire damage, and +1d6 holy damage for 5 minutes. Costs 2 vitality.

INTERCESSION^M: Once daily you focus as a move action and select any 1 ability of your race or 1 cleric magic ability of a tier you can access except paragon tier. You can and must immediately use the ability or you lose it. Using the selected ability costs no vitality but inflicts 1 wound damage. You must be a cleric to use this ability.

PONTIFICATE: Once daily, after 1 minute spent speaking and praying with up to 5 adjacent allies, you each heal 1d6 vitality.

PROTECTION FROM EVIL^M: For 5 minutes, the creature touched enjoys a +5 bonus to DR and saves to resist attacks by aberrations, fiends, and undead. Also, the subject ignores effects of possession by such creatures. Costs 2 vitality.

REMOVE CURSE^M: You negate 1 curse afflicting the touched creature. A creature can so benefit only once daily. Costs 2 vitality.

SACRED GLYPH^M: You conjure a glyph over a doorway or similar portal. Any creature that moves through the portal and does not match your alignment or worship your deity suffers 1d6 holy damage per 2 levels. The glyph lasts 24 hours or until activated or dispelled. Noticing a glyph is a DC 30 Perception check. You can maintain 1 glyph at a time. Costs 2 vitality.

SILENCE^M: You cloak yourself with a stationary 15-ft-radius sphere in which all sound is suppressed. Sonic energy and abilities that rely on sound fail to affect targets within the sphere. The silence grants a +10 bonus on Stealth checks. The effect lasts as long as you concentrate + an additional 1d4 rounds. Costs 2 vitality.

ADVANCED TIER

Clerics select from the following advanced abilities.

ATONEMENT^M: You and a touched nonevil creature participate in a 1-hour ritual, after which the creature is in good standing with your deity, regains the full use of class abilities that depend on good behavior or your deity's blessing, can use faith points starting at his next level, and can continue to progress in his class.

BLADE BARRIER^M: You evoke around you or a point within 30 ft a stationary 15-ft-radius ring or 90-ft-long wall of slashing blades for 5 minutes. Creatures that start within or pass through the ring suffer 1d6 damage per level or ½ damage if Reflex resists. Costs 5 vitality.

BLINDING LIGHT: This improves Daylight, such that sentient nongood creatures are blinded (no save) while they remain in the area.

CONSECRATE^M: You fill a stationary 30-ft-square area around you with light and holy energy that lasts 4 hours + 1 hour per level. Undead and fiends cannot be created or conjured in the area, and cannot even enter the area if a holy altar is present. This ability negates the effect of Desecrate and Death Zone. Costs 10 vitality.

EXORCISM^M: You target 1 fiend, undead or possessed creature within 15 ft. If you beat its Will, it is destroyed (if undead), banished to its home realm (if a fiend) or freed from possession. Costs 5 vitality.

FIND THE PATH^M: For 5 minutes, apply a +20 bonus on Dungeoneering and Nature checks to learn the most direct route to a destination within 5 miles. Costs 5 vitality.

GREATER PRAYER^M: This improves Prayer, such that the bonus is +3 for you and allies and -3 for enemies. Costs 5 vitality.

MARK OF COMPASSION^M: You target 1 creature within 30 ft that has performed an evil act in the last 7 days. A permanent sigil appears on its forehead indicating its act and thereafter it suffers exhaustion for 1 hour whenever it performs an evil act (no save). Atonement negates this ability. Costs 5 vitality.

REGENERATE^M: You restore 1 lost limb or organ such as an eye or arm of an adjacent ally after 1 minute of work. Costs 5 vitality.

REPLENISHING PRAYER: Once daily, you spend 1 hour in deep prayer, after which you recover to full vitality. Adjacent nonevil allies who join you for the full hour each recover 1d6+1 vitality.

REVIVIFY^M: You restore to life an adjacent creature that has died within the past 3 rounds. The creature returns with 1 wound point. Ailments at its time of death remain. Costs 5 vitality.

RIGHTEOUS MIEN: Apply a +4 bonus on Diplomacy, Heal, Insight, Nobility, and Religion checks.

SUMMON CELESTIALS^M: You perform a 1-minute ritual to summon 1 or more celestials within 30 ft. Their total levels cannot exceed your level. They freely aid you for 1 hour, after which they vanish. A celestial will never perform evil acts or bring harm to non-evil creatures. Costs 10 vitality.

SUTURE^M: Once daily your touch heals all wound damage and 4d6 vitality. You can suture yourself or an adjacent ally. Requires Halo.

TRUE CENSURE: This improves Censure to target any type of foe.

PARAGON TIER

Clerics select from the following paragon abilities.

COMMUNE^M: After 1 hour of prayer, you receive a response (yes/no/maybe/irrelevant) from your deity regarding a number of questions up to your level. Questions must be 10 words or less. Costs 10 vitality.

CRAFT RELIC^C: You can craft a holy item from the bones or garments of a celestial creature or good person. Once daily, the item can produce any 1 paragon cleric ability or any 1 advanced and 2 intermediate cleric abilities. Only a good-aligned person can use the relic. Evil creatures suffer 1 wound per round while touching it. The relic costs 25,000 gp and takes 25 days to make.

HEAL^M: Your touch cures an ally of all wound damage and ailments and restores 4d6 vitality. Also, lost limbs rapidly regrow and scars vanish. Each ally can benefit only once daily by this. Requires Cure Ailment, Lay on Hands, and Regenerate. Costs 10 vitality.

HOLY ASCENSION^M: You become angelic. For 5 minutes, you gain +5 DR, darkvision and heavensight, fast healing 5, immunity to disease and poison, and feathery wings that provide a fly speed of 30 ft. Costs 25 vitality.

HOLY WORD^M: Your deity speaks through you, affecting all creatures within 60 ft. Evil creatures are stunned for 1d4 rounds. Neutral creatures are dazed 1d4 rounds. Good creatures are cured of all wound damage. Costs 25 vitality.

MASS HEAL: This improves Heal to aid you and up to 10 allies within 30 ft. Usable once daily. Costs 5 vitality + 5 per person.

MASS REVIVIFY: This improves Revivify to affect all allies within 30 ft. Costs 10 vitality.

RAISE DEAD^M: After a 1-hour ritual, you restore a dead creature to life, full wounds, and 0 vitality. It must have died within the past 1 day per level. The ritual requires 5000 gp in materials. You cannot raise a creature that wishes to not return to life. Costs 10 vitality.

DHAMPIR

The seductive power of vampire blood runs in your veins.

BACKGROUND AND ADVENTURES

These charming night-dwellers harbor vampire blood. Dhampirs start their careers as living mortals, but as they embrace ancient, accursed urges and powers, they travel a path into undeath.

Dhampirs tend to be loners, as they are the unwholesome, rare result of a mortal and vampire union. Some dhampirs quickly turn evil because the easiest means to unlock new powers is by tasting warm blood. They specialize in charming and exsanguinating the innocent. In contrast, a few dhampirs struggle to maintain their humanity. They resist their nature and either drink expensive preserved blood or prey on animals, criminals or even vampires.

A dhampir begins his career with his first kill, intentional or not, and is forever haunted by memories of that person.

Due to their penchant for destruction, dhampirs tend to keep moving, to escape the law or find a palliative, whether that be love, blood, luxury or redemption. Alas, all who touch the undead are cursed!

CLASS DETAILS

Dhampirs have the following statistics.

PRIME ATTRIBUTE: Charisma.

ATTACK ROLL: d20 + ½ class level + Charisma modifier.

DEFENSES: +2 Fortitude, +2 Reflex, +2 Will

ARMOR: All Light armors such as leather.

WEAPONS: All light blades plus 1 other weapon group of your choice.

STARTING GOLD: 6d4 x 10 (150 gp).

ALIGNMENT: Any nongood.

SPECIAL: You suffer 2 conditions. First, you are dazzled in daylight. A dazzled creature takes a -2 penalty on attack rolls and Perception checks. Second, whenever you become eligible to access a new tier of abilities, you must drain and drink the blood of 1 healthy living mortal person during a 10-minute ritual in order to advance. You did so in order to enter this class. The Sun-Sired ability cancels these conditions.

TRAINING: 1d12 years.



In this form, you gain a +10 bonus on Acrobatics checks and can fly at a speed of 20 ft. You return to your normal form at the end of your turn. You cannot make attacks in this form. Costs 2 vitality.

CHARM PERSON^M: A targeted person within 15 ft is friendly to you for 5 minutes if you beat his Will. While charmed, he will not act in a way that brings harm to you, himself or his allies. Otherwise, he will follow you and respond aggressively to creatures that threaten you. He will take you to safety if you are incapacitated. You can dismiss the charm as a swift action. If you treat the person well, he may remain friendly after the charm wears off. This ability does not grant a shared language or alter a person's alignment. Costs 1 vitality.

COMELY: Your comeliness permanently improves by +2.

COURTLY RUSE: Boost your Bluff and Nobility checks by +5.

DODGE: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

ENDURE ELEMENTS: You ignore the effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

EXPEDITIOUS STRIDE^M: As a swift action, apply a +30 ft bonus to your land speed for 5 minutes. Costs 1 vitality.

FALSE LIFE^M: You or a touched living ally gains temporary wound points equal to 1d10 + your level. The points last for 5 minutes and then go away. Multiple uses do not stack. Costs 1 vitality.

GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

HUSTLE: As a swift action up to 1/round, you gain a bonus move action. Requires Blood Lust and Repletion. Costs 1 vitality.

IMPROVED GRAPPLE: Apply a +5 bonus on attack rolls when initiating or resisting the Grapple ability. Requires Grapple.

JUMP^M: You leap outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality.

MESSAGE^M: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

REPLETION^M: By expending 1 vitality point, you do not need to eat or drink for 24 hours. This does not negate your need for blood as described under Blood Lust.

ROMANTIC: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

SLAM ATTACK: An adjacent foe must resist using Reflex or suffer 1d6 damage (or 1d4 if you are Small). Apply a +1 bonus to your attack roll and add your Strength modifier to your damage roll.

SPIDER CLIMB^M: You gain a climb speed of 30 ft for 5 minutes. While climbing, you are not defenseless and you enjoy a +10 bonus to Athletics and Acrobatics checks. Costs 2 vitality.

SUPERNATURAL LORE: Boost Arcana, Dungeoneering, and Religion checks by +3.

UNNATURAL AURA: Boost Diplomacy, Disguise, and Intimidate checks by +5 involving undead, but penalize Diplomacy, Disguise, and Handle Animal checks by -2 involving animals and children.

VAMPIRIC AVENGER: You are now proficient with Medium armors and shields except tower shields.

VAMPIRIC MULTI-ATTACK: You can use Vampiric Bite and Slam Attack in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls. Requires you know Vampiric Bite and Slam Attack.

CORE ABILITIES

Dhampirs start with the following abilities at 1st level.

BLOOD LUST^M: At the start of each day, you gain +5 vitality for that day if you drink 1 vial of fresh blood taken from a healthy person. On days you forego blood, you gain 0 vitality and suffer -2 comeliness. If you imbibe blood of an animal or unhealthy person, you only gain 2 vitality. Buying fresh blood is described on page 166. Using Vampiric Bite (below) to inflict wounds grants 1 vial of fresh blood.

NIGHT VISION^M: You enjoy darkvision to see in darkness as easily as in daylight. If you already possess that, you enjoy nethersight instead and are able to see normally even in magical darkness.

VAMPIRIC BITE^M: You can show or hide a set of nasty vampiric fangs as a swift action. Your bite inflicts either 1d4 damage per 2 levels (max 5d4)—or 1 wound point if you like—against an adjacent living foe. Fortitude resists for ½ damage—or 0 wounds.

BASIC TIER

Dhampirs select from the following basic abilities.

ACTION READY: Boost Athletics and Perception checks by +5.

ARTFUL STYLE: Boost Acrobatics and Stealth checks by +5.

BAT FORM^M: You transform into a Tiny bat as a standard action.

INTERMEDIATE TIER

Dhampirs select from the following intermediate abilities.

ALL YOU NEED IS KILL: An adjacent foe suffers 2d6 damage

from your bite or slam attack, or is slain outright if it is level 2 or lower.

BEAUTY: Boost your comeliness by +4.

BLINK^M: As a move action you briefly vanish and then reappear up to 15 ft away in an empty space of your choice. Requires Blood Lust. Costs 2 vitality.

BLOOD'S BLESSING^M: Boost Fortitude, Reflex, and Will saves by +2. Requires Blood Lust, Supernatural Lore, and Unnatural Aura.

CHARM UNDEAD^M: As Charm Person, but affects undead instead and lasts 1 hour. The target does not gain extra intelligence or special knowledge. Costs 2 vitality.

DAZING BITE: As a swift action when you successfully use Vampiric Bite, the target must resist using Will or be dazed for 1 round in addition to any damage you inflict. Costs 2 vitality.

DEATH GUARD^M: For 2 minutes, you are immune to the effects of all ailments, curses, and necrotic and vile energy damage. Costs 2 vitality.

DETECT THOUGHTS^M: You note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, you learn the number of thinking minds and the Intelligence of each. After concentrating for a third round, you "hear" the current surface thoughts of 1 creature of your choice within range for 2 minutes if you beat its Will. Costs 2 vitality.

DISEASE IMMUNITY: You are immune to all diseases. Requires Blood Lust.

FAR JUMP^M: This improves Jump to safely take you out to 90 ft. Costs 2 vitality.

GASEOUS FORM^M: You become a dark insubstantial gas and waft slowly for 5 minutes. In this form, you have a 10 ft fly speed, can only take move actions, perceive as normal, have DR 10, enjoy a +5 bonus on Stealth checks, and enjoy immunity to all ailments. You can pass through cracks but cannot enter liquids. The Gust of Wind ability affects you normally. Costs 2 vitality.

GRAVE SKIN^M: Your skin acquires a permanent magical toughness that grants a +2 bonus to your DR. Requires Blood Lust.

HYPNOTIC GAZE^M: One person within 30 ft and line of sight must resist using Will or be dazed for 1d4 rounds. Costs 2 vitality.

IMPROVED INITIATIVE: You react quickly to attack. Apply a +5 bonus on initiative checks or +2 when over-loaded.

IMPROVED SLAM ATTACK: This improves Slam Attack, such that you apply +2 on attack rolls and inflict +5 damage.

LASTING VIGOR: Boost your maximum vitality by +5 points.

MENTAL BARRIER: Permanently boost your Will by +5.

NIGHTFORM^M: For up to 5 minutes you become a Tiny or Small nighttime animal such as a bat, rat, spider, snake or black dog. You gain a burrow, climb, fly or swim speed of 30 ft, or a land speed of 60 ft (choose 1 option) and you enjoy a +3 bonus on Endurance, Perception, and Stealth checks. You radiate faint magic. You cannot make attack rolls in this form. You can return to your normal form as a move action. Requires Blood Lust. Costs 2 vitality.

SEE INVISIBILITY^M: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

SUMMON SWARM^M: A dark swirl vomits a mass of vermin that occupy a pair of adjacent 5-ft spaces within 30 ft. The vermin are bats, spiders, rats, beetles or such as you imagine. Living creatures in the affected spaces immediately suffer 1d4 damage per round (no save) and must resist using Fortitude or be dazed for 1 round. The swarm lasts while you concentrate + 2 rounds. Costs 2 vitality.

SUN-SIRED: You ignore the 2 special conditions for this class. You must be nonevil to benefit from this ability.

UNNATURAL COMMUNION^M: Once daily, after 1 minute of using your fangs or a fine blade to help trade blood with a person, you each heal 2d6 vitality. Alternatively, 1 of you heals 4d6 vitality.

WORLDLY VAMPIRE: Boost Appraise, Diplomacy, History, Insight, Music, and Nobility checks by +3.

ADVANCED TIER

Dhampirs select from the following advanced abilities.

BEGUILE^M: As Charm Person but lasts 24 hours. Costs 5 vitality.

BLOOD LINK^M: You telepathically transmit up to 25 words—or 1

clear image or sensation for 1 minute—to a person on the same world or realm of existence, on whom you have used Vampiric Bite, Reviving Blood or Unnatural Communion. Requires Message. Costs 2 vitality.

ELDER LORE: Boost History and Nobility checks by +10.

FAST HEALING: Each round at the end of your turn, you automatically recover 1 wound point. This occurs even if you are unconscious but not dead. Requires Blood Lust and Self-Regenerate.

GREATER SLAM ATTACK: This improves Improved Slam Attack to grant +3 on attack rolls and +10 damage.

GREATER VAMPIRIC BITE^M: This improves Vampiric Bite to inflict 1d6 damage per 2 levels (max 10d6) or 1d6 wound points, as you desire, against an adjacent foe.

LASTING NIGHTFORM: This improves Nightform to last 4 hours + 1 hour per level. Costs 5 vitality.

LASTING YOUTH: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

LETHAL BITE^M: One adjacent person must resist using Fortitude or be reduced to -1 wounds by your terrible bite and begin dying. Even if the person successfully resists, he suffers 3d6 necrotic damage. Requires Vampiric Bite. Costs 5 vitality.

LIFE'S PASSAGES^M: When tasting the blood of a living creature, you may learn the answer (yes/no/maybe/irrelevant) to 1 question phrased in 10 words or less. The chance of success equals 70% + 1% per level. You can analyze a dead person's blood if he died in the past 1 hour. You can so analyze a given creature only once ever. Costs 5 vitality.

MOUNTAIN AND RIVER: Apply a +10 bonus on Acrobatics and Athletics checks. Requires Blood Lust.

REVIVING BLOOD^M: By sharing some of your blood, you restore to life an adjacent animal, person or vampire that has died within the past 3 rounds. It returns with 1 wound point. Ailments at its time of death remain. Requires Blood Lust. Costs 5 vitality.

POISON IMMUNITY: You are immune to all poisons. Requires Blood Lust.

SELF-REGENERATE^M: You regrow 1 lost limb or organ such as an eye or arm after 1 minute. Requires Blood Lust. Costs 5 vitality.

SWIFT JUMP: This improves Jump and Far Jump such that you can activate them as swift actions.

VAMPIRIC SKIN: This improves Grave Skin to provide +4 DR.

PARAGON TIER

Dhampirs select from the following paragon abilities.

BEGUILE UNDEAD^M: As Beguile, but affects undead instead. Requires Charm Undead. Costs 10 vitality.

DHAMPIR APOTHEOSIS^M: After a 1-hour ritual, you permanently transform. You do not need to breathe, eat or sleep unless you wish to. You have no need to make Endurance checks. Also, add 400 years to your lifespan. Requires Blood Lust, Fast Healing, and Lasting Youth.

FORM OF DARKNESS^M: You transform into a bat swarm with a 30 ft fly speed, a rat swarm with a 20 ft burrow speed, or a snake swarm with a 30 ft swim or climb speed, as you choose. Whatever the form, you occupy a 10-ft-square area as a Large creature, though you may co-occupy space with other creatures. Also, you enjoy DR 10, fast healing 5, and retain all your other traits and abilities. Finally, when a creature begins its turn in your space, you can swarm it, inflicting 1d6 necrotic damage per level. Fortitude resists for ½ damage. The transformation lasts 2 minutes. You regain 2d4 wound points when you return to your normal form. Costs 25 vitality.

LIFE'S CONTINGENCIES^M: This improves Gaseous Form such that once daily, it automatically activates whenever you would normally fall unconscious or be slain in corporeal form. Once the gaseous form has activated at the start of your next turn, you are conscious and restored to 1 wounds.

MIGHTY SLAM ATTACK: This improves Greater Slam Attack, such that you apply +5 to attack rolls and inflict +15 damage.

STUNNING BITE: As a swift action when you successfully use Vampiric Bite or Greater Vampiric Bite, the target must resist using Will or be stunned for 1 round in addition to any damage you inflict. Costs 10 vitality.

DRUID

A druid is a caretaker, student, and champion of Nature's wisdom.

BACKGROUND & ADVENTURES

Due to ancient rites with fey and similar nature spirits, a druid can speak with plants and animals, influence the weather, step vast distances via trees, and transform into various animals.

Most druids gather in small groups called groves and cooperate in loose affiliation with other groves as part of a global network. Often, druids adventure to courier messages to other druidic groves, learn about the larger world, or complete a quest commissioned by hierophants, who are powerful and mysterious fey-like druids.

Druids revere nature and confront those who bring harm to it. Activities needed for survival such as sustainable agriculture and animal husbandry are okay. Needless activities such as clear-cutting and trophy hunting are not.

In an adventuring party, a druid serves as an advisor, guide, and protector. He may be kindly and calm or an ardent avenger skilled in combat. He prefers the outdoors.

CLASS DETAILS

Druids have the following statistics.

PRIME ATTRIBUTE: Wisdom.

ATTACK: d20 + ½ class level + Wisdom modifier.

DEFENSES: Fortitude +2, Will +2.

ARMOR: All natural armors such as leather and hide, and wooden shields.

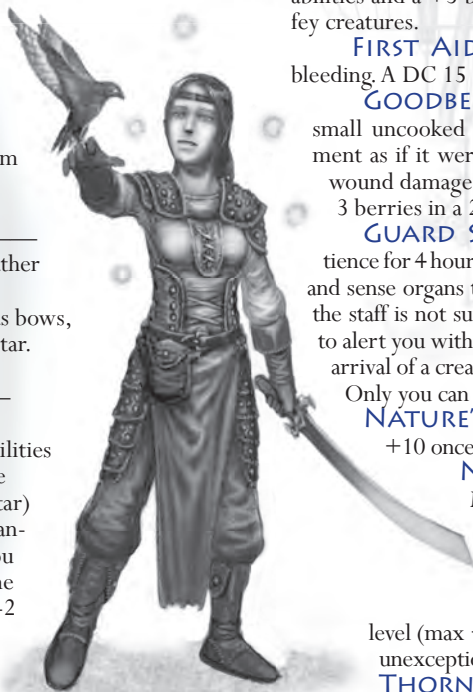
WEAPONS: Nonmetal weapons such as bows, clubs, and slings. Also, the dagger and scimitar.

STARTING GOLD: 2d4 x 10 (50 gp).

ALIGNMENT: Any neutral.

SPECIAL: You cannot use class magic abilities when you are non-neutral. You must not use metal armaments (except dagger and scimitar) or harm nature, and when you do so, you cannot use class magic abilities for 24 hours. You must hold hemlock, mistletoe or wolfsbane when using class magic abilities, or apply a -2 penalty to your attack rolls.

TRAINING: 3d4 years.



CORE ABILITIES

Druids start with the following abilities at 1st level.

DRUIDIC RITE: You enjoy a +2 bonus on Handle Animal, Nature, Religion, and Survival checks. Also, you speak Druidic, the secret language of druids.

FEY GIFT: You know 1 druid basic magic ability of your choice.

SPEAK WITH ANIMALS^M: For 5 minutes, you can ask questions and receive answers from animals. They are not necessarily cooperative or knowledgeable. The animal performs a small favor on a successful DC 15 Handle Animal check. Costs 1 vitality.

BASIC TIER

Druids select from the following basic abilities.

ANIMAL HELPER^M: You conjure a Tiny ground animal such as a cat, hare or mouse. It appears adjacent to you and remains for 1 hour. It can keep watch, courier notes, scout or entertain a crowd. It can't make attacks. It has 2 wound points, DR 1, a land speed of 30 ft, and Perception, Stealth and Trick modifiers of +10 + your level. Its vitality and saves equal your own. Costs 1 vitality.

BARK SKIN^M: For 5 minutes, you enjoy a bark-like skin that grants you a +2 DR. This works with worn armor. Costs 1 vitality.

DELAY AILMENT^M: For a touched ally, you temporarily halt the

progress of poison for 1 hour or disease for 1 day. Costs 1 vitality.

DETECT WILDLIFE^M: You learn whether animals, fey, and/or plant creatures—alternatively, hemlock, mistletoe or wolfsbane—are present within a 30-ft cone. By concentrating a second round on the same area, you learn the specific creatures or plants present.

ENDURE ELEMENTS^M: You ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

ENSORCEL STAFF: You place a magic ability that you know into a masterwork staff or club that delivers a single-use effect when activated as a standard action. The cost and time equal 25 gp and 1 hour for a basic ability, 150 gp and 2 hours for an intermediate ability, 325 gp and 4 hours for an advanced ability or 750 gp and 8 hours for a paragon ability. If the ability costs vitality, you spend vitality when ensorcelling the staff. A staff can hold 1 ability at a time and be reused in the future.

FERAL SENSES: You gain low-light vision. Also, apply a +5 bonus on Perception checks.

FEY FRIEND: Apply a +5 bonus on saves to resist fey magic abilities and a +5 bonus on Diplomacy and Insight checks involving fey creatures.

FIRST AID: Boost Heal checks by +5, or by +10 to halt bleeding. A DC 15 Heal check stabilizes a bleeding character.

GOODBERRY^M: You conjure 2d4 berries, nuts or similar small uncooked edibles. When eaten, a berry provides nourishment as if it were a normal meal for a person and cures either 1 wound damage or 1d4 vitality. A creature can benefit from up to 3 berries in a 24-hour period. Costs 1 vitality.

GUARD STAFF^M: You awaken a masterwork staff to sentience for 4 hours + 1 hour per level. The staff gains an 8 Intelligence and sense organs that grant it a +10 bonus on Perception checks. If the staff is not surprised, neither are you. You can instruct the staff to alert you with a mild tingle or strong jolt whenever it detects the arrival of a creature within 15 ft of it. A jolt wakes you from sleep. Only you can control the staff. Costs 2 vitality.

NATURE'S ALLY: Boost Handle Animal checks by +5, or by +10 once daily.

NATURE'S PEACE: Boost Diplomacy, Insight, Music, and Perception checks by +2. Also, you speak Sylvan.

SHILLELAGH^M: Any wooden druidic melee weapon that you wield counts as magical and inflicts damage equal to 1d8 + Str + 1 point per level (max +5) with a +1 bonus on attack rolls. The weapon is unexceptional in others' hands. Requires Druidic Rite.

THORN SPRAY^M: Creatures within a 15-ft cone suffer 1d4 slashing damage per level (max 5d4). Reflex resists for ½ damage. Costs 1 vitality.

TRACKLESS STEP: You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail.

WOODLAND STRIDE: You move through any sort of natural undergrowth (natural thorns, briars, overgrown areas, etc) at your normal speed and without taking damage or suffering any other impairment. Undergrowth that is enchanted or magically manipulated to impede motion still affects you.

INTERMEDIATE TIER

Druids select from the following intermediate abilities.

CALL LIGHTNING^M: You invoke lightning upon 1 target within 120 ft to inflict 1d8 electrical damage per 2 levels (max 10d8). Fortitude resists for ½ damage except no save outdoors. Costs 2 vitality.

DISEASE IMMUNITY: You are immune to all diseases. Requires Herbalist.

ENTANGLE^M: You evoke and animate plant life in a 15-ft radius around a point up to 90 ft away. Each round, creatures in the area must resist using Reflex. Those that fail are held tightly for that turn, unable to move, limited to a single other action, and suffering a -2 penalty on d20 rolls. Those that resist move at ½ speed. The effect lasts 5 minutes. This only works outdoors or underground. Costs 2 vitality.

FOREST AVENGER: Apply a +2 bonus on attack rolls and +5 damage when using druidic weapons. Requires Druidic Rite.

HERBALIST: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

MAGIC FANG^M: For 5 minutes, a touched animal enjoys a +1 bonus on attacks and delivers +2 damage per attack, and its attacks count as magical. Costs 2 vitality.

RESIST FEY: Apply a +2 bonus on Will, or +10 versus fey foes.

SPEAK WITH PLANTS^M: For 5 minutes, you ask questions and receive answers from natural plants. They are cooperative but can only report what they observe without inferences. A plant will gladly watch a 10-ft-square area for you for 1 day. Costs 2 vitality.

STONE SHAPE^M: You mold adjacent stone into new shapes. You affect up to 10 cubic ft + 1 cubic ft per level. You can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, and so forth. Costs 2 vitality.

SWEET WATER^M: You conjure a handful of pure water that if drunk within 1 round cures 3d6 wound points. Costs 2 vitality.

THORN HAIL: This improves Thorn Spray to inflict 1d6 damage per level (max 10d6) to creatures within a 30-ft cone. Costs 2 vitality.

TRACKLESS PARTY: Improves Trackless Step to aid adjacent allies.

TREE SHAPE^M: You become a tree. In tree form, you see and hear normally but can take no other actions. Apply a +20 bonus on Disguise checks to be mistaken for a normal tree. You radiate faint magic. You can return to your normal form as a move action. Lasts 4 hours + 1 hour per level. Costs 2 vitality.

WALL OF THORNS^M: You evoke a 5-ft-thick thorny mass that is 5 ft x 20 ft or 10 ft x 10 ft. The mass appears within 30 ft of you in any spot where it can anchor (meld) into earth or vegetation on at least 1 side. It has DR 5, 120 hp per 5-ft square, and lasts 1 hour. Costs 2 vitality.

WATER BREATHING^M: You can breathe in water as easily as in air for up to 4 hours + 1 hour per level over a 24 hour period. You can use the hours nonconsecutively and may expend hours to grant touched allies the ability to breathe water too. Costs 2 vitality.

WILD SHAPE^M: For up to 5 minutes you become a Tiny or Small animal. You gain a burrow, climb, fly or swim speed of 30 ft, or a land speed of 60 ft (choose 1 option relevant to the animal form) and you enjoy a +3 bonus on Endurance, Perception, and Stealth checks. You radiate faint magic. You cannot make attack rolls in this form. You can return to your normal form as a move action. Requires Druidic Rite. Costs 2 vitality.

WOOD SHAPE^M: You mold an adjacent woody mass into new shapes. You affect up to 10 cubic ft + 1 cubic ft per level. You can form lumber into furnishings, warp a door to pass it, fashion a canoe from a fallen log, create an open window on the underside of a ship, or so forth. Costs 2 vitality.

ADVANCED TIER

Druids select from the following advanced abilities.

CARNIVOROUS GROWTH^M: This improves Entangle such that the plants automatically bite all creatures in the area each round for 1d8 damage + 1 point per level (no save). Costs 5 vitality.

CONTROL WATER^M: You raise or lower the level of water within 500 ft of you. You can affect up to 1 10-ft-square area per level, raising or lowering it by 2 ft per level. The effect lasts while you concentrate + 2d6 rounds. Costs 5 vitality.

CREeping DOOM^M: One target within 90 ft suffers 1d10 damage per level (max 10d10) from biting insects that pour forth from its gear and orifices. Fortitude resists for ½ damage. Costs 5 vitality.

DRUIDIC CIRCLE^M: You evoke around you a stationary 10-ft-radius circle inscribed with druidic runes. Animals, elementals, fey, and plants cannot pass or break the circle's perimeter as long as you concentrate as a standard action each round + an additional 1d4 rounds. Exiting the circle ends the effect. Costs 5 vitality.

FEYWEALD STRIDE^M: This improves Woodland Stride. You move through magically manipulated plant-life without harm or impediment.

FORESTFOLD^M: You and up to 8 touched allies enjoy a +10

bonus on Stealth checks while moving through natural terrain for 4 hours + 1 hour per level. Costs 1 vitality + 1 per ally.

HIEROPHANT: You are trained in ancient druidic ways. Apply a +4 bonus on Arcana, Diplomacy, Insight, Nature, and Religion checks.

LASTING YOUTH: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

LASTING WILD SHAPE: This improves Wild Shape to last 4 hours + 1 hour per level. Costs 5 vitality.

MOVE EARTH^M: This works like Control Water, except that it moves loose or packed earth (but not stone) instead. Costs 5 vitality.

POISON IMMUNITY: You are immune to all poisons. Requires Herbalist.

QUENCH^M: You target up to 1 30-ft-cube area per level within 500 ft of you and extinguish all nonmagical fires in the area. Alternatively, you extinguish 1 magical fire effect (such as a Wall of Fire) within 90 ft for 5 minutes, or you target a single creature within 90 ft to blast it with 1d6 cold damage per level, or ½ damage if Fortitude resists. Costs 5 vitality.

RUSTING GRASP^M: You target an exposed metal item of an adjacent foe. If Reflex fails, the item rusts and is destroyed. Magic items enjoy a +5 bonus to resist. You may target a construct for wound damage equal to 1d4 + 1 point per level. Reflex negates. Costs 5 vitality.

TREE STRIDE^M: You step into an adjacent tree and move to another tree within 500 ft. From there, you can step out at your destination or continue to another tree within range. You can sense any trees in range. Stepping into or out of a tree is a standard action. Moving between trees is a move action. Costs 2 vitality per tree stepped into.

SUMMON NATURE'S ALLIES^M: You perform a 1-minute ritual to summon 1 or more animals, plants or fey creatures within 30 ft to serve you for 1 hour, after which they return to their fey realm. Their total levels equal your level, and they never act to harm nature or its allies. Costs 10 vitality.

WHIRLWIND^M: You conjure within 90 ft a windy funnel that is up to 40 ft high and 10 ft in diameter. The funnel moves at a speed of 60 ft in any direction you desire out to 250 ft and inflicts 2d8 damage on creatures in its path. A creature in the funnel is thrown 10-60 ft and lands prone if you beat its Reflex. The funnel lasts as long as you concentrate as a standard action each round + an additional 1d4 rounds. You can maintain 1 Whirlwind at a time. Costs 5 vitality.

PARAGON TIER

Druids select from the following paragon abilities.

ANIMAL SHAPES^M: This improves Wild Shape to affect you and up to 8 touched allies. Costs 2 vitality + 2 per ally.

COMMUNE WITH NATURE^M: After 1 hour of meditation, you receive a response (yes/no/maybe/irrelevant) to a number of questions up to your level regarding the local natural environment (5 square miles) and creatures in it. Questions must be 10 words or less. Costs 10 vitality.

CONTROL WEATHER^M: After 1 minute of concentration, you direct the weather in a 5-square-mile area to shift 1 grade to become clearer or stormier, hot or colder, calmer or windier, as you like. The new weather takes effect after 10 minutes and lasts for 1 hour before reverting to normal unless you continue to direct it. See page 237 regarding weather. Costs 10 vitality.

FEY APOTHEOSIS^M: For 5 minutes, you gain +5 DR, darkvision, fast healing 5, the Feyweald Stride ability, immunity to magic that allows Will to resist, and the ability to alter your appearance at will to look like any Small or Medium humanoid. Costs 25 vitality.

LIGHTNING STORM: This improves Call Lightning such that you strike up to 1 target per level with 120 ft. Costs 10 vitality.

REINCARNATE^M: After a 10-minute ritual costing 1,000 gp, you cause a touched corpse of a person that died in the past 7 days to crumble to dust. Simultaneously, the person returns to life in a fresh youthful body that emerges nearby from the earth. The person's new race is determined randomly. If the target has ever killed another person, there is a 1 in 4 chance he returns as that other race or sex. The person loses all statistics and abilities of his previous race for the new race and vaguely recalls narrative details of his former life. He keeps all his other statistics such as class, deity, level, and theme. Costs 10 vitality.

ELEMENTALIST

An elementalist manipulates the elements to destructive ends.

BACKGROUND & ADVENTURES

Elementalists delve the mysteries of air, earth, fire, and water. They can conjure fire, trap foes in ice, transform into an airy gas, call down meteors from the sky, and much more.

Some elementalists specialize in a single element while others dabble in all four. In ancient times, the first mortal elementalists trained under genies to become mages of renown that helped their lieges build kingdoms. Then as now, their training focused on harnessing Nature's spirit and powers.

An elementalist's personality tends to reflect his element. A fire mage might be shifting and chaotic, while an earth wright might be steady and stoic. A few seek a harmonious balance between elements.

Elementalists often act as war mages and enjoy raining havoc upon foes. Thus, they make potent if aggressive allies. Some differ in that they calmly seek to learn nature's secrets.

CLASS DETAILS

Elementalists have the following statistics.

PRIME ATTRIBUTE: Wisdom.

ATTACK: d20 + ½ class level + Wisdom modifier.

DEFENSES: Fortitude +2, Will +2.

ARMOR: None.

WEAPONS: Light blades, the quarterstaff, and spear.

STARTING GOLD: 2d4 x 10 (50 gp).

ALIGNMENT: Any.

TRAINING: 3d4 years.

CORE ABILITIES

Elementalists start with the following abilities at 1st level.

ELEMENTAL LORE^M: Apply a +2 bonus on Arcana and Nature checks. Also, you speak 2 of the following languages: Aquan, Auran, Ignan or Terran.

ENDURE ELEMENTS^M: You ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

PRIMORDIAL RAY^M: One foe within 60 ft suffers 1d6 damage per 2 levels (max 5d6) from either cold, electricity or fire (as you desire), or ½ damage if Fortitude resists.

BASIC TIER

Elementalists select from the following basic abilities.

AIR WALK^M: For 5 minutes, you tread just above a permeable surface (including water, snow, ice, and sand dunes) as if it were solid dry land. If you activate this ability underwater, you move to the surface at 4x your normal land speed. Costs 1 vitality.

BURNING HANDS^M: All creatures within a 15-ft cone suffer 1d4 fire damage per level (max 5d4) or ½ damage when they resist using Reflex. Costs 1 vitality.

CREATE WATER^M: You conjure up to 10 gallons per level of fresh water. One person requires 1 gallon of water to survive for a day. Costs 1 vitality.

DRYING TOUCH^M: One touched wet object, mass or person weighing up to 250 pounds becomes dry. Items such as firearms that are harmed by immersion become usable again. Costs 1 vitality.

EARTHSKIN^M: Your skin acquires a thin but hard film of earth that provides +2 DR for 5 minutes. This stacks with worn armor. Costs 1 vitality.

ELEMENTAL SHIELD^M: For 3 rounds, a swirling melange of small stones, wind gusts, devouring flames, and such grants you +4 DR. Does not work with a shield. Costs 1 vitality.

ENERGY FIST^M: For 5 minutes, your unarmed attacks inflict 1d4 damage + 1d6 energy damage (cold, electricity or fire) on an adjacent foe when you beat its Reflex. Costs 1 vitality.

FEATHER FALL^M: As an immediate action, you or 1 ally within 120 ft descends gently to the ground rather than falls. Costs 1 vitality.

FIERY WAKE^M: When you move, you briefly produce fire in each space you pass through. Creatures in the area during that round suffer 1d4 fire damage + 1 point per level. Costs 1 vitality per round.

FIRE BOLT^M: One target within 30 ft suffers 1d6 fire damage per 2 levels (max 5d6) plus ½ that amount on its next turn unless it expends a standard action to extinguish the flames. Reflex negates. Costs 1 vitality.

FLIT^M: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Costs 1 vitality.

ICE^M: You coat a single object or 10-ft-square area within 30 ft with slippery ice for 5 minutes. Creatures that attempt to hold or use an icy object must resist using Reflex or drop the object. Creatures that attempt to pass through an icy area must resist using Reflex or fall prone. A creature that runs or uses Bull Rush or Charge suffers a -5 penalty on its save. Climbers on an incline (or wall) slide (or fall) if they fail to resist. Magical fire applied to the icy area or object instantly ends the effect. Costs 1 vitality.

RESIST ENERGY^M: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or a +2 bonus versus all energy types. Costs 1 vitality.

STOMP^M: Creatures up to size Medium within 15 ft and in contact with the ground must resist using Reflex or fall prone. Costs 1 vitality.

SUDDEN BURIAL^M: One creature within 30 ft that is touching soft ground (dirt, mud or snow but not stone or ice) is drawn into the earth and buried up to its neck for 5 minutes, or is slowed for 1 round if Reflex resists. A buried creature is physically restrained but can use magic or verbal abilities, and his allies can spend 1 minute to extract him. Apply -5 on your attack roll if the target is above 5th level. Costs 1 vitality.

SWIM SPELL^M: For 5 minutes, you gain a Swim speed of 30 ft. This also grants a +10 bonus on Athletics checks in water. Costs 1 vitality.

INTERMEDIATE TIER

Elementalists select from the following intermediate abilities.

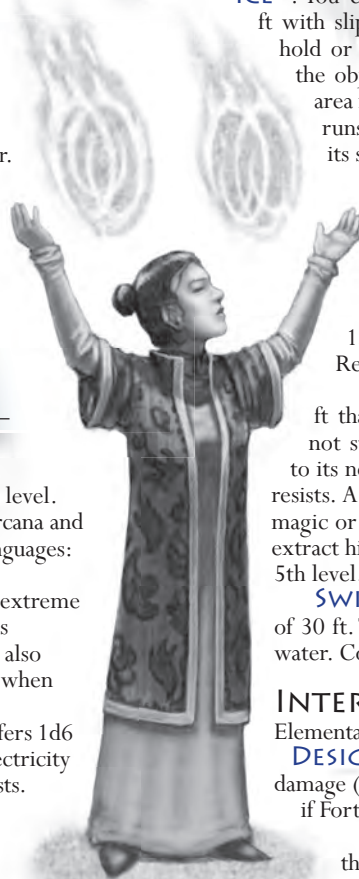
DESICCATING TOUCH^M: One adjacent foe suffers 1d6 damage (max 10d6) per level due to water loss, or ½ damage if Fortitude resists. The effect bypasses DR. Costs 2 vitality.

FIREBALL^M: You project a red ray out to 90 ft that blossoms into a 15-ft-radius ball of fire. Creatures in the area suffer 1d6 fire damage per level (max 10d6), or ½ damage when Reflex resists. Costs 2 vitality.

FLASH FREEZE^M: You project a blue ray out to 90 ft that blossoms into a ball of freezing cold. The target suffers 1d8 cold damage + 1 point per level and is encased in ice if you beat its Reflex. An affected creature is encased for 2 minutes and cannot move. A successful DC 20 Athletics check by the target or its allies ends encasement. Affected objects cannot be picked up or moved until similarly freed. Magical fire applied to an affected target immediately ends the effect, with the encased creature or object taking no damage. Costs 2 vitality.

GASEOUS FORM^M: You become a dark insubstantial gas and waft slowly for 5 minutes. In this form, you have a 10 ft fly speed, can only take move actions, perceive as normal, have DR 10, enjoy a +5 bonus on Stealth checks, and enjoy immunity to all ailments. You can pass through cracks but cannot enter liquids. The Gust of Wind ability affects you normally. Costs 2 vitality.

GUST OF WIND^M: You project a 60-ft line of forceful wind.



Medium and smaller creatures cannot move toward you for 1 round. Those who fail to resist using Reflex are also knocked prone (or are pushed back 1d6 x 10 ft if flying). The wind grants a sailing ship its standard speed for 1 round. Costs 2 vitality.

LIGHTNING BOLTS^M: You inflict 1d6 electrical damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as you desire. Apply ½ damage if Reflex resists. Targets that don't resist are also dazed for 1 round. Costs 2 vitality.

MASS BURIAL^M: This improves Sudden Burial, such that it affects up to 1 creature per level within 60 ft. Costs 2 vitality.

MAXIMIZE ELEMENTS: Once daily, you cause 1 elemental-magic ability to function with all numeric values at maximum.

MELD INTO STONE^M: You vanish into an adjacent 5-ft-cube stone volume for up to 5 minutes. You can hear but not see and can take no actions except to end the effect as a standard action. You are undetectable from outside the stone. Costs 2 vitality.

PROTECTION FROM ENERGY^M: You or a touched ally enjoy +20 DR against 1 energy type, or a +5 bonus versus all energy types, for 4 hours + 1 hour per level. Costs 2 vitality.

RIP TIDE^M: You move 1 foe immersed in water within 30 ft up to 120 ft in any direction so long as the foe remains in or adjacent to water. Only foes with a Swim speed can resist using Fortitude to end the effect. Costs 2 vitality.

SCORCHING RAYS^M: You target up to 4 foes within 60 ft with ruby red rays. Each foe suffers 1d6 fire damage per 2 levels (max 5d6), or ½ that amount when Reflex resists. Costs 2 vitality.

STONE SHAPE^M: You mold adjacent stone into new shapes. You affect up to 10 cubic ft + 1 cubic ft per level. You can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

SUMMON MEPHIT^M: You gain a mephit as a permanent companion. Its level equals ½ your own. If you lose it, you may acquire another after 1 month and a 25 gp cost.

TREMOR^M: This improves Stomp, such that you affect creatures up to Large size out to a distance of 30 ft, and creatures must resist using Fortitude or suffer 1d8 damage per 2 levels. Buildings in the area suffer the same damage and collapse if reduced to 0 hit points. Costs 2 vitality.

WALL OF STONE^M: You conjure a 1-ft-thick stone slab that is 5-ft x 20-ft or 10-ft x 10-ft. The slab appears within 30 ft of you in any spot where it can anchor (meld) into existing voluminous stone or dense earth on at least 1 side. The wall has DR 10 and 120 hit points per 5-square-ft area. It lasts 5 minutes. Costs 2 vitality.

WATER BREATHING^M: You can breathe in water as easily as in air for up to 4 hours + 1 hour per level over a 24-hour period. You can use the hours nonconsecutively and may expend hours to grant touched allies the ability to breathe water too. Costs 2 vitality.

ADVANCED TIER

Elementalists select from the following advanced abilities.

AIRY GIFT^M: This improves Gaseous Form such that you can target an adjacent ally rather than yourself for the usual 2 vitality.

BURROW^M: For 5 minutes, you gain a burrow speed of 30 ft. You can move through earth but not stone or metal. You leave a 2-ft diameter path. Costs 5 vitality.

CONE OF COLD^M: You inflict 1d6 cold damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

CONTROL WATER^M: You raise or lower the level of water within 500 ft of you. You can affect up to 1 10-ft-square area per level, raising or lowering it by 2 ft per level. The effect lasts while you concentrate + 2d6 rounds. Costs 5 vitality.

ELEMENTAL FOCUS: Once daily as a move action, you gain 4d6 vitality points that you must use before the end of your next turn or lose them. Requires Elemental Lore.

ELEMENTAL IMMUNITY^M: You are immune to 1 energy type for 24 hours. Requires Resist Energy. Costs 5 vitality.

ELEMENTAL SPHERE^M: You conjure a 15-ft-diameter sphere that grants partial cover and +2 DR to you and adjacent allies. The sphere moves with you. Lasts 5 minutes. Costs 5 vitality.

ENERGY ALTERNATION^M: As a move action, you change

energy released by you, from an item held by you, or being released by an adjacent ally, to a different energy type of your choice for that round. The energy options are acid, cold, electrical, fire, and sonic.

FLY^M: You can fly at speed 30 ft. You drop gently to the ground in 1 round if the magic ends while airborne. Costs 1 vitality per minute.

MOVE EARTH^M: This works like Control Water, except that it moves earth (but not worked stone) instead. Costs 5 vitality.

PRIMAL STORM^M: You target a point within 120 ft. Until the start of your next turn, a sudden hail of roiling brimstone inflicts 5d6 damage to all creatures within 15 ft of the point up to an elevation of 30 ft. The damage is cold, electricity or fire, as you like. Creatures in the area are also blinded and deafened for 5 minutes, or 1 round if Fortitude resists. When the storm ends, no trace of hail remains. Costs 5 vitality.

ROCK TO MUD^M: Up to 1 5-ft cube per level of stone within 60 ft changes to mud. Creatures in the area must resist using Fortitude to move 5 ft per turn or else they are stuck with a 0-ft speed and suffer a -5 penalty on d20 rolls. The mud hardens after 1 minute. Stone buildings suffer 1d6x100 damage. Costs 10 vitality.

STATUE^M: You gain the appearance and properties of a stone statue (DR 8) for up to 4 hours + 1 hour per level. You can hear and think as normal but you cannot move or attack except to end the effect as a swift action. Costs 5 vitality.

STONESKIN^M: You enjoy DR 10 for 2 minutes or until the spell blocks 10 points of damage per level, whichever comes first. Requires Earthskin. Costs 5 vitality.

SUMMON ELEMENTALS^M: You perform a 1-minute ritual to summon 1 or more elemental type creatures within 30 ft to serve you for 1 hour, after which they vanish. They obey your verbal commands. Their total levels cannot exceed your level. Costs 10 vitality.

WALL OF FIRE^M: You conjure an opaque 20-ft-high sheet of flame for 5 minutes that is either a curtain up to 20-ft long per level or a ring with a radius up to 5 ft per 2 levels. Creatures within 10 ft of the flame suffer 1d6 fire damage. Those caught in the flame or who pass through it suffer 4d6 damage and catch fire, suffering 1d6 fire damage per round until they spend a standard action to extinguish it. Applying 10 points of cold damage to a 5-ft square of wall extinguishes that section. You can maintain 1 Wall of Fire at a time. Costs 5 vitality.

WHIRLWIND^M: You conjure within 90 ft a windy funnel that is up to 40 ft high and 10 ft in diameter. The funnel moves at a speed of 60 ft in any direction you desire out to 250 ft and inflicts 2d8 damage on creatures in its path. A creature in the funnel is thrown 10-60 ft and lands prone if you beat its Reflex. The funnel lasts as long as you concentrate as a standard action each round + an additional 1d4 rounds. You can maintain 1 Whirlwind at a time. Costs 5 vitality.

PARAGON TIER

Elementalists select from the following paragon abilities.

HORRID WILTING^M: This improves Desiccating Touch such that you target all foes within a 30-ft-radius area up to 120 ft away. Costs 10 vitality.

LIQUID FORM^M: You become an insubstantial liquid for 5 minutes. In this form, you have a swim speed of 60 ft and gain DR 10, fast healing 5, and immunity to all ailments. You can pass through cracks and are immune to cold and fire energy attacks. You cannot activate your gear in this form. Requires Swim Spell. Costs 10 vitality.

METEOR SWARM^M: You call down 4 meteors. Each explodes on impact and inflicts 2d6 force damage, 2d6 sonic damage, and 2d6 fire damage on foes and objects in a 60-ft-radius burst. You can conjure each meteor up to 500 ft away from you. A creature caught in the area of multiple meteors suffers damage from each one. Costs 10 vitality.

OVERLAND FLIGHT^M: You and up to 5 touched allies can use Fly but with a speed of 120 ft for up to 4 hours + 1 hour per level. An ally who touches solid ground ends the effect for himself only. Requires Fly. Costs 2 vitality per recipient.

QUAKE^M: This improves Tremor, such that you affect creatures up to size Huge out to a distance of 120 ft, and targets are panicked if you beat their Will. Costs 10 vitality.

WHIRLPOOL^M: As Rip Tide, but up to 1 immersed foe per level within 120 ft, and targets suffer 4d6 damage. Costs 10 vitality.

FIGHTER

A fighter is a skilled soldier trained for organized warfare.

BACKGROUND & ADVENTURES

A fighter is a highly trained and often keenly intelligent combatant who can deliver terrible blows with finesse. He is trained in the use of all armors, shields, and weapons.

Many fighters specialize in the use of a particular one-handed melee weapon such as a longsword, great axe or warhammer. In the other hand is their trusty shield, which they may also use as a weapon. Other fighters prefer burly 2-handed weapons such as the greatsword.

In the heat of battle, a fighter maintains focus that allows him to deliver blows at the right moment. With experience, he learns to sustain his focus for maximal effect to inflict severe damage in a single blow. He can also direct his allies to improve their tactics and possibly gain a bonus move.

A fighter may be a lone wolf, team player, supportive defender or loud leader. Even when foes attempt to focus on a fighter's allies, they should watch themselves. A fighter can likely pin or shove a combatant in addition to hacking and slashing.

CLASS DETAILS

Fighters have the following statistics.

PRIME ATTRIBUTE: Strength.

ATTACK: $d20 + \frac{1}{2}$ class level + Strength modifier.

DEFENSES: Fortitude +2.

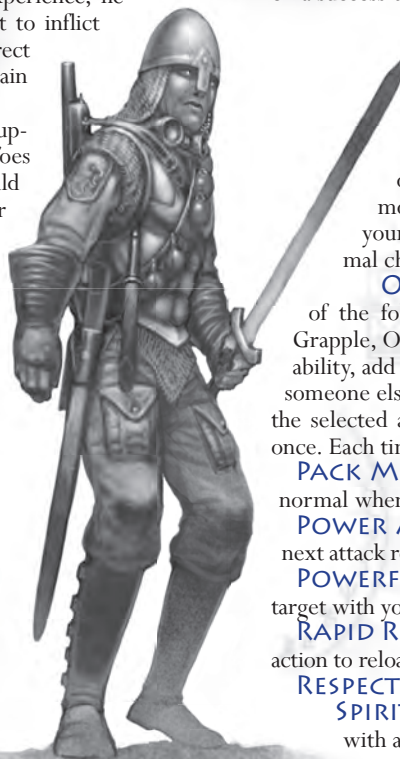
ARMOR: All armors and shields.

WEAPONS: All weapon groups.

STARTING GOLD: $6d4 \times 10$ (150 gp).

ALIGNMENT: Any.

TRAINING: 1d4 years.



CORE ABILITIES

Fighters start with the following abilities at 1st level.

COMBAT FOCUS: As a move action you concentrate to achieve focus. Apply a +2 bonus on your next attack roll. After attacking, the focus ends.

RAPID ATTACK: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

WEAPON FOCUS: When you take this ability, select a melee weapon such as the longsword. Apply a +1 bonus on attack rolls and +2 damage when using that weapon.

BASIC TIER

Fighters select from the following basic abilities.

ACTION READY: Boost Athletics and Perception checks by +5.

BULL RUSH: You shove an adjacent target. If you beat its Fortitude, the target is pushed back $1d4 \times 5$ ft. You must move at least 10 ft just prior to using this ability.

CHARGE: As a swift action, apply +5 damage to your next melee weapon attack roll. You must move at least 10 ft in a straight line just prior to using this ability.

CLEAVE: Up to once per round, when 1 of your melee attacks drops a foe (it falls unconscious or dies), you may immediately make 1 more melee attack against any adjacent foe. This bonus attack deliv-

ers your weapon's normal damage if you beat the target's Fortitude, or Reflex for Light weapons.

COMBAT REFLEXES: As a swift action during combat, modify your attack rolls by -5 and your Reflex by +5 for 1 full round.

DEFENSIVE BLOCK: As an immediate action, you hamper 1 adjacent foe who is taking a move action. If you beat its Reflex, your foe cannot willingly move (or keep moving) that round though it may take other actions as normal.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to stop bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

FORGE MASTER: You enjoy a +5 bonus on Warcraft checks. Moreover, when you have access to a forge (50 gp, 400 pounds), you can make mundane armor and weapons at $\frac{1}{2}$ their normal cost. The time required equals 1 day per 5 gp. You can make a masterwork item on a successful DC 20 Warcraft check.

HORSEMAN: Boost Handle Animal checks by +5, or by +10 when dealing with horses.

HUSTLE: As a swift action up to 1/round, you gain a bonus move action. Requires Combat Focus and Rapid Attack. Costs 1 vitality.

MOUNTED COMBAT: Apply a +5 bonus on Handle Animal checks. Up to once per round while mounted you can negate an attack against you by using your mount as a block on a successful DC 15 Handle Animal check. The mount takes no damage.

OFFENSIVE MANEUVER TRAINING: Select 1 of the following abilities: Bull Rush, Charge, Disarm, Feint, Grapple, Overrun, Sunder or Trip. Whenever you use the selected ability, add +5 to your attack roll. Also add +5 to your save when someone else targets you with the ability. You must already possess the selected ability to benefit. You can take this ability more than once. Each time, select a different ability to improve.

PACK MULE: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

POWER ATTACK: As a swift action, apply a -2 penalty to your next attack roll but add +5 damage to that attack's damage if you hit.

POWERFUL BLOW: Once daily as a swift action, after you hit a target with your melee weapon, apply +15 damage. Costs 5 vitality.

RAPID RELOAD: When your ranged weapon requires a standard action to reload, you may use a move action instead to reload it.

RESPECT: Boost Intimidate and Nobility checks by +5.

SPIRITED CHARGE: When mounted, apply +5 damage with a melee weapon. You must move at least 10 ft just prior to using this ability. Requires Mounted Combat.

SWEEPING BLADE: Once daily, using your melee weapon, all adjacent foes suffer the weapon's base damage + your Strength modifier (no save). Costs 5 vitality.

TACTICAL PEP: As a move action, you or an adjacent ally enjoys a +1 bonus on attack rolls, Reflex, and damage rolls until the start of your next turn. Costs 1 vitality.

TOUGHNESS: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

VITALITY SURGE: Once daily you regain 1d6 vitality.

WAR TRAINING: You have practical knowledge of warfare. Boost Warcraft checks by +5, or by +10 once daily.

INTERMEDIATE TIER

Fighters select from the following intermediate abilities.

ACE: You suffer no attack penalty using Rapid Attack.

ALL YOU NEED IS KILL: An adjacent foe suffers 2d6 damage from your melee weapon, or is slain outright if it is level 2 or lower.

ARMOR SPECIALIZATION: Whatever armor you wear provides +2 DR above normal. The boost only works for you.

DEFENSIVE MANEUVER TRAINING: When a foe targets you with the Disarm, Feint, Grapple, Sunder or Trip ability, apply a +5 bonus to resist the ability.

DEFENSIVE SPASM: You shake off foes. All adjacent foes and foes that grapple you are thrown back $1d4 \times 5$ ft. If a foe has no space

to move back (the space is occupied or does not exist), it falls prone instead. Costs 5 vitality.

DISARM: You target 1 of your adjacent foe's held items within reach with your weapon. If you beat its Reflex, your foe drops the targeted item. The item lands in an adjacent square.

FEINT: As a move action, an adjacent foe must resist using Will or suffer a -5 penalty on Reflex until the start of its next turn.

GOAD FOE: One foe within 60 ft and line of sight must resist using Will or break off its current foes (if any) and move to attack you.

GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

GREAT CLEAVE: This improves Cleave, such that you may use it up to 5x per round.

IMPROVED CRITICAL: Select 1 weapon group. When using weapons from that group, your threat range improves from just 20 to 19-20, or from just 19-20 to 18-20. Requires Rapid Attack.

LASTING VIGOR: Boost your maximum vitality by +5 points.

OVERRUN: You push through a foe's space as a swift action. If you beat its Fortitude, you can freely pass through its space while maintaining your speed. If not, you stop adjacent to it and do not pass it.

RAPID RISE: You stand up from prone as a swift action.

RIDE-BY ATTACK: While mounted and moving, you may split your mount's movement and apply it before and after you attack. The total distance moved cannot exceed your mount's speed. Requires Mounted Combat.

SACRIFICIAL STRIKE: As an immediate action when armed, you forfeit resisting a melee attack directed at you by an adjacent foe. That is, you are struck. In exchange, your foe must immediately attempt to resist using Reflex or suffer 4d6 damage from your weapon. Do not add any other bonus or effect to the damage.

SECOND WIND: Once daily after 1 minute of rest you recover 4d6 vitality. Requires you know Combat Focus.

SHIELD BASH: In addition to any attacks made with a weapon, you can make 1 additional attack each round with your shield against an adjacent foe. If you beat its Fortitude, your foe suffers 1d6 damage.

SHIELD SLAM: You strike an adjacent foe with your shield. It suffers 1d6 damage (no save) and must resist using Fortitude or be dazed until the start of your next turn. Requires Shield Bash.

SHIELD SPECIALIZATION: Your shield provides +2 DR above normal. The boost only works for you.

STABILITY: Up to once per round, you ignore any nonmagical ability that attempts to move you or knock you prone such as Bull Rush or Trip.

SUNDER: You target a foe's weapon within reach of your melee weapon. If you beat the foe's Reflex, and your damage exceeds the targeted weapon's weight in pounds, it breaks. Your foe suffers no harm. Metal parts are DR 10. Wooden parts are DR 5. You can't sunder magic weapons. Requires Power Attack. Costs 2 vitality.

SWIFT SWITCH: You can stow 1 weapon and ready another as a swift action.

TRIP: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone.

WARLORD: As a move action, you direct allies to act with tactical coherence. All allies within hearing range or line of sight out to a distance of 60 ft enjoy a +2 bonus on attack and damage rolls until the start of your next turn. Costs 2 vitality.

WEAPON SPECIALIZATION: This improves Weapon Focus, such that you apply a +2 bonus on attack rolls and +5 damage when using the weapon.

WOUNDING STRIKE: As a swift action, your next weapon attack that round delivers 1d2 wound damage in addition to any other damage dealt. Requires you know Combat Focus. Costs 2 vitality.

ADVANCED TIER

Fighters select from the following advanced abilities.

ART OF WAR: Apply a +4 bonus on Bluff, Diplomacy, Insight, Nobility, and Warcraft checks. Requires Warlord.

ASSESS COMBATANTS: As a swift action, you learn the level of all creatures within 30 ft and line of sight.

DEVASTATING CHARGE: This improves Spirited Charge to deal +10 damage with a melee weapon (or +20 damage with a lance). Requires you know Horseman, Overrun, and Ride-By Attack.

NIGHTMARE ASSAULT: As a swift action, apply +25 damage to your next melee weapon attack, or +10 if your foe resists using Fortitude. Costs 5 vitality.

PHALANX FIGHTING: When you and an adjacent ally are both using shields and are proficient with those shields, then you and your ally each enjoy +2 DR. Requires Shield Specialization.

PINNING SHIELD: As a swift action, when you threaten a foe that cannot move backward (due to a wall or similar obstacle) then you can use your shield to prevent it from moving in any direction until the start of your next turn if you beat its Fortitude. Requires Shield Specialization.

POWER GRAPPLE: This improves Grapple such that each round as a standard action, you may move a grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

SACRIFICIAL DEFENSE: As an immediate action, you protect yourself by using an adjacent creature of your size or smaller as a dupe. If the dupe fails to resist using Fortitude, it takes full damage from the next melee attack made by a foe that targets you.

SKEWER: You target 1 adjacent foe with your melee weapon. If you beat its Fortitude, it is reduced to -1 wounds and begin dying. Otherwise, it suffers 3d6 damage. This supersedes all other usual effects. Requires Sacrificial Strike. Costs 5 vitality.

STALWART DEFENSE: Adjacent allies enjoy a +1 bonus to DR provided you hold a melee weapon or wear a shield.

STORMTROOPER: On the first round of combat, you gain a bonus move or standard action to use a nonmagical ability.

SWIFT VITALITY: Once daily as a swift action you regain 4d6 vitality. Requires Second Wind.

WARLORD GENERAL: When you use the Warlord ability as a standard action, all allies who can see or hear you gain a bonus move action usable on their next turn. Costs 5 vitality.

WHIRLWIND ATTACK: Each and every adjacent foe must resist using Reflex or suffer damage from your melee weapon equal to 4d6 damage + 1 per level. Requires Sweeping Blade.

WOUNDING WEAPON: As a swift action, your next successful attack that round deals +1d6 wound damage. Costs 5 vitality.

PARAGON TIER

Fighters select from the following paragon abilities.

COMBAT AWARENESS: As a swift action, you learn the current hit points, saves, and ongoing conditions of all creatures within 120 ft and line of sight. Requires Assess Combatants.

DEEP IMPACT: As a move action, you ignore your foe's DR when resolving your next melee attack. Costs 5 vitality.

MANY STRIKE: This improves Rapid Strike, such that you may make 3 melee attacks (rather than 2) but suffer a -2 penalty on each of the attack rolls. The Ace ability does not offset the penalty.

SWIFT COUP DE GRACÉ: You can deliver a killing blow to a helpless foe as a move action (rather than as a standard action).

ULTIMATE WARRIOR: For 5 minutes, you gain +3 DR, a +5 bonus on all saves, a +10 ft land speed, 1 bonus move action per round, and +10 damage on all weapon attacks. Costs 25 vitality.

WEAPON MASTERY: This improves Weapon Specialization, such that you apply a +5 bonus on attack rolls and +15 damage when using the weapon.

WHIRLWIND PUSHBACK: This improves Whirlwind Attack, such that all foes who suffer damage are also pushed back 1d4 x 5 ft and dazed for 1 round (no save). If a foe has no space to move back (the space is occupied or absent), it falls prone instead.

GALLANT

A gallant is a charming, dexterous fighter with a quest.

BACKGROUND & ADVENTURES

A gallant is a charismatic, agile fighter. Whatever his ethics and morals, he draws strength from and encourages his allies while doggedly pursuing a difficult if not impossible quest.

A gallant is skilled with few weapons and only light-weight armor. His prowess is his will, his smile, and either his adherence to romantic high ideals (if good) or his showy display of vain power-lust (if evil). Often he sports 1 weapon that represents his character and cause, and the exact nature of a gallant's quest varies individually.

Though technically a warrior, a gallant tends to win battles and win-over foes more through natural charm or guile than a sword or bow. He can be so convincing, or annoying, that people may think (incorrectly) that he relies on magic. However he chooses to comport himself, his will is steely and his heart difficult to sway.

A gallant often acts as a charismatic "face" for an adventuring party and is also a strong contributor during urban adventures.

CLASS DETAILS

Gallants have the following statistics.

PRIME ATTRIBUTE: Charisma.

ATTACK: d20 + ½ class level + Charisma modifier.

DEFENSES: Reflex +2, Will +2.

ARMOR: All Light armors.

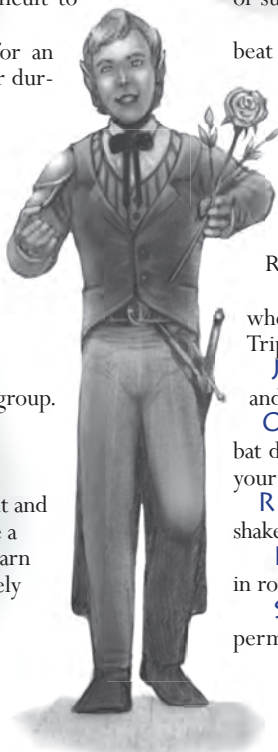
WEAPONS: Light blades plus 1 other weapon group.

STARTING GOLD: 6d4 x 10 (150 gp).

ALIGNMENT: Any nonlawful.

SPECIAL: Selects a specific quest that is difficult and distant. The quest can be to slay a creature, retrieve a treasure, rescue someone, redress a grievance, or earn a title. A gallant cannot advance in levels if he actively abandons his quest.

TRAINING: 1d4 years.



CORE ABILITIES

Gallants start with the following abilities at 1st level.

COURTLY MIEN: You can present yourself as an aristocrat. Boost Diplomacy and Nobility checks by +5.

DAZING RIPOSTE: You respond to a person's words or actions with a demoralizing rejoinder. The person is dazed for 1 round if you beat his Will and he is within 30 ft and line of hearing. Creatures that do not speak your language or with 2 or more levels than you are unaffected.

TRUSTED WEAPON: Select 1 specific Light or Medium melee weapon such as a longsword. When using this weapon, apply a +1 bonus to attack rolls and a +2 bonus on damage rolls.

BASIC TIER

Gallants select from the following basic abilities.

BEAUTIFUL STAB: Your charming (or conniving) smile has a way distracting foes, opening them to attacks. As a swift action, apply your Charisma bonus to your damage rolls for 1 round. Costs 1 vitality.

BOB AND WEAVE: When you are adjacent to 2 or more foes, you can bob and weave, using each foe as a shield against the other, such that you enjoy a +2 bonus on saves to resist their attacks. Requires Charming Defenses.

COMBAT REFLEXES: As a swift action during combat, modify your attack rolls by -5 and your Reflex by +5 for 1 full round.

COMELY: Your comeliness permanently improves by +2.

COMELY DISTRACTION: Your elegance distracts others. When you target a person within 15 ft, the target suffers a -5 penalty on Perception checks for 1 round. Costs 1 vitality.

DIALOGUE: You can freely speak as you move and fight, up to 25 words per turn, in addition to all your other actions.

DISARM: You target 1 of your adjacent foe's held items within reach with your weapon. If you beat its Reflex, your foe drops the targeted item. The item lands in an adjacent square.

DISARMING PROSE: You have a beautiful if misleading way with words. You enjoy a +5 bonus on Bluff and Literacy checks.

DODGE: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

FEATS OF PROWESS: Apply a +5 bonus on Acrobatics and Athletics checks.

FEINT: As a move action, an adjacent foe must resist using Will or suffer a -5 penalty on Reflex until the start of its next turn.

FOOL'S LURE: You target 1 person within 15 ft. If you beat his Will, he makes a foolish remark, such that sentient creatures within 30 ft and hearing range are 1 step less friendly to him. A particular person can only be affected by you once per day. Costs 1 vitality.

HUSTLE: As a swift action up to 1/round, you gain a bonus move action. Requires Dodge and Feint. Costs 1 vitality.

IMPROVED DISARM: You enjoy a +5 bonus on your attack roll when using the Disarm ability and a +5 bonus on Reflex to resist the Disarm ability used by others against you.

IMPROVED TRIP: You enjoy a +5 bonus on your attack roll when using the Trip ability and a +5 bonus on Reflex to resist when Trip is used against you.

JOKER'S MASK: You enjoy a +5 bonus on Intimidate checks and a +5 bonus to resist Intimidate and fear effects.

OPPORTUNE RETORT: The first time you are harmed in combat during an encounter, you gain a bonus nonmagical attack against your attacker as an immediate action. Costs 1 vitality.

RENEWED PURPOSE: Once daily, you may end fatigue or being shaken, turn exhaustion into fatigue, or turn fear into being shaken.

ROMANTIC: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

SWASHBUCKLER'S MARK: As a move action, you leave a permanent scar on a dazed or defenseless foe.

TRICKY: Boost Trick checks by +5, or by +10 once daily.

TRIP: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone.

VITALITY SURGE: Once daily you regain 1d6 vitality.

INTERMEDIATE TIER

Gallants select from the following intermediate abilities.

AMAZING MOMENT: Once daily as a swift action, add a +10 bonus to your next d20 roll. You apply the bonus before learning the result of the roll. Requires Free Thinker.

BEAUTY: Your comeliness permanently improves by +4.

BLUE ROSE^M: Once daily, you can conjure a blue flower that if eaten within 1 round restores 4d6 vitality.

BULLY THE BULLY: As an immediate action, a foe that is targeting you with Intimidate, Bully, Humiliate or Torment automatically fails and is shaken for 1 round, or 5 minutes if you beat its Will.

CHARMING DEFENSES: Apply a +2 bonus on Fortitude, Reflex, and Will. The bonus applies even if you are unconscious. Requires Charisma 13+.

FAVORED WEAPON: This improves Trusted Weapon, such that you enjoy a +2 bonus on attack rolls and +5 damage.

FEIGN DEATH^M: When you fall below 0 wounds, you look like you are dead but you stabilize and stay conscious (able to hear, feel, and smell as normal but not see) and cannot take actions until you heal.

FLEET OF FOOT: Boost your land speed by +10 ft.

FREE THINKER: When you have failed to resist an attack using

Will, you may reroll 1 round later and take the better of the 2 results. Costs 2 vitality.

GOAD FOE: One foe within 60 ft and line of sight must resist using Will or break off its current foes (if any) and move to attack you.

HEART THROB: Apply a +5 bonus on Bluff, Diplomacy, Intimidate, and Streetwise checks with creatures of your type.

IGNORE DAMAGE: Once daily you may completely ignore all damage from any 1 attack as an immediate action by causing something odd or absurd to deflect the attack.

IGNORE MANEUVER: As an immediate action you ignore 1 Disarm, Feint or Trip effect. Requires Dodge. Costs 2 vitality.

KISS^M: Once daily, after 1 minute spent kissing an adjacent ally, you both recover 2d6 vitality.

MINOR MAGIC: You learn and can use any 1 basic magic ability of your choice for which you qualify from any class. You can take this ability up to 3x, each time selecting a different magic ability.

OPPORTUNE STRIKE: When an adjacent foe has failed to target you on its most recent turn, apply +5 damage as a swift action if you successfully hit the foe this turn. The foe is not surprised by this ability or otherwise disadvantaged.

PÉP TALK: Once daily, after 1 minute of inspiring words, you and up to 5 allies within 30 ft each recover 1d4+1 vitality.

POINT THE WAY^M: Once daily, you learn the direction and distance to travel with the most speed and safety to a stated destination. The destination may be specific or general. Costs 2 vitality.

RAPID ATTACK: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

RIDICULE: This improves Dazing Riposte to work on all targets.

SECOND WIND: Once daily after 1 minute of rest you recover 4d6 vitality. Requires Renewed Purpose.

SLY MANEUVERS: Apply a +2 bonus on attack rolls when using the Disarm, Feint, and Trip abilities. Moreover, you enjoy a +5 bonus on saves to defend against someone else's Feint, Trip, or Disarm attempts against you.

SORT FRIEND FROM FOE: You enjoy a +5 bonus on Bluff and Insight checks and can use 1 skill (or both simultaneously) against a target as a move action.

TOE STOMP: As a move action, you distract an adjacent humanoid foe by stomping on his foot. If you beat its Reflex, it moans in pain, drops held items, and is dazed until the start of your next turn.

TUMBLING FALL: You ignore the first 10 ft of damage due to falling if you are conscious and within 5 ft of a vertical surface such as a wall or curtain.

WIT AND CHARM: If you beat its Will, a targeted person within 30 ft is friendly to you for 5 minutes. While charmed, it will not act in a way that brings harm to you, itself or its allies. Otherwise, it follows and defends you. It will take you to safety if you are incapacitated. If you treat the target well and your goals align, it remains friendly after the charm ends. This ability does not grant a shared language or alter a creature's alignment. Costs 2 vitality.

ADVANCED TIER

Gallants select from the following advanced abilities.

BATTLE DANCE: This improves Bob and Weave, such that it grants better cover (50% miss chance).

BRILLIANT MOVE: Twice daily as a swift action you gain a bonus standard action or 2 bonus move actions to use as you wish.

DEBILITATING STRIKE: Your wit hides a terrible impending assault. As a swift action, when you successfully strike an adjacent foe, it must resist using Will or move at ½ speed for 5 minutes.

DEEP INSIGHT: Few can fool you. You enjoy a +10 bonus on Insight and Perception checks.

EVASIVE RIDICULE: Whenever a foe's attack fails against you, it must resist using Will or be fatigued for 5 minutes. Effects of multiple failures do not stack.

FOOLS ERRAND: One target within 30 ft must resist using

Will or spend 1d10 minutes attempting to fulfill any "seemingly reasonable" course of action you propose in 10 words or less. Harming itself is never reasonable. The target must be sentient and know your language. Costs 5 vitality.

FOLLOW THE PATH: This improves Point the Way, such that you can use it 3x daily.

GRANDILOQUENT SPEECH: You enjoy a +10 bonus on Bluff, Diplomacy, Literacy and Nobility checks for 5 minutes. Costs 5 vitality.

HEIRLOOM WEAPON: This improves Favored Weapon, such that you enjoy a +3 bonus on attack rolls and +10 damage, and you automatically resist Disarm attacks.

HERO OF THE PEOPLE: Others love you, even if you are dastardly. You enjoy free lodging and meals wherever you go.

IMPROVED OPPORTUNE STRIKE: This improves Opportune Strike, such that you inflict +10 damage.

KARMIC RETORT^M: You designate a foe as a swift action. For 5 minutes, whenever that foe strikes you, record the hit point damage dealt. The next time you strike that foe, deal damage as normal or the largest amount recorded, whichever is more. Costs 5 vitality.

LUCKY EMBLEM: Select 1 personal item such as a vest or necklace. When wearing this item, you enjoy a +1 bonus on skill checks and attack rolls.

MAJOR MAGIC: As Minor Magic except you select an intermediate ability for which you qualify instead.

SEDUCTION: You target 1 sentient creature outside of combat. If you beat its Will, you consume its attention with romance for 4 hours + 1 hour per level, during which time it suffers a -5 penalty on Perception checks and does not move more than 30 ft from you. Even if it saves, it is distracted for 1 minute. If the locale is romantic, boost your attack roll by +2. Conversely, modify the roll by -5 if the target is a different creature type than you. The target gets a new save whenever it notices an attack roll or aggressive use of magic.

SLY WEAPON: When using your Trusted Weapon on the first round of combat, you may use Disarm, Feint, or Trip as a move action, assuming you already know the ability.

SPRING ATTACK: When attacking with a melee weapon, you can move both before and after the attack provided your total distance moved is not greater than your speed. You can't do this if you are wearing Heavy armor. Requires Dodge or Evasion.

STAB: As a move action, apply +1d6 wound damage to your next successful melee weapon attack that round.

TAKING THE FALL: Every round that a foe is within 5 ft of a vertical drop and within 15 ft of you, it must resist using Will or fall into the drop as you taunt and distract it.

WHITE ROSE^M: Once daily, you can conjure a white flower that causes the person who accepts it to fall madly in love with you. The person follows you everywhere, sings your praises, showers you with kisses, defends you as best it can, and may resist the effect using Will every 24 hours. You can only affect 1 person at a time.

PARAGON TIER

Gallants select from the following paragon abilities.

CRIPPLING STRIKE: This improves Debilitating Strike, such that the target's speed decreases to 5 ft.

GREATER OPPORTUNE STRIKE: This improves Improved Opportune Strike, such that you inflict +15 damage.

GREATER TUMBLING FALL: This improves Tumbling Fall, such that you can ignore the first 50 ft of damage due to falling.

LEGENDARY WEAPON: This improves Heirloom Weapon, such that you enjoy a +5 bonus on attack rolls and +15 damage, and you also automatically resist Sunder attacks.

IGNORE DEATH: Once daily as an immediate action you ignore any attack that would normally kill you by causing something odd or absurd to deflect the attack. Requires Ignore Damage.

MASS RIDICULE: Foes within 30 ft and line of hearing are dazed for 1 round if you beat their Will. Requires Ridicule.

PERFECT PARRY: You forfeit all your actions and ignore all mundane attacks against you until the start of your next turn.

GUNSLINGER

A gunslinger is a firearms expert and agile warrior.

BACKGROUND & ADVENTURES

Gunslingers are adroit, swift masters of firearms. They are known to draw with lightning speed, rapid-fire a pair of guns, target with high precision, and dish out devastating damage that kills with a single perfect shot. Many gunslingers modify their favorite gun, fire adeptly while running or mounted, and can quickly repair gun glitches.

A gunslinger may be a callous outlaw, brave soldier, mysterious avenger, treasure delver, monster hunter, or protective folk-hero. Firearms are very noisy and a skilled gunman may easily leave many bodies in his wake. People often admire, covet, and fear gunslingers.

Some gunslingers study eldritch secrets. These gun mages use silver, lead or wooden bullets against supernatural foes and may even etch runes that channel magic through their weapons.

A gunslinger is a boon to an adventuring party. He is quick and deadly. A smart gunslinger cools his heels for the best moments, takes time to muffle his shots, and travels with a healer for when his luck runs out.

CLASS DETAILS

Gunslingers have the following statistics.

PRIME ATTRIBUTE: Dexterity.

ATTACK: d20 + ½ class level + Dexterity modifier.

DEFENSES: Reflex +2.

ARMOR: All Light and Medium armors.

WEAPONS: All axes, firearms, hand-to-hand weapons, light blades, and subdual weapons.

STARTING GOLD: 6d4 x 10 (150 gp).

ALIGNMENT: Any.

TRAINING: 1d4 years.



CORE ABILITIES

Gunslingers start with the following abilities at 1st level.

FIREARMS FOCUS: Apply a +1 bonus on attacks and +2 damage when using firearms.

GUNSLINGER SKILLS: Apply a +2 bonus on Acrobatics, Heal, Mechanics, Perception, and Trick checks.

PERSONAL FIREARMS: You gain 800 gp worth of firearms and ammunition. Also, select 1 gun as a personal weapon. Anyone but you must pass a DC 20 Mechanics check to fire it. If you lose it, you can spend 1 hour to personalize another gun. You are limited to 1 personal weapon at a time.

BASIC ABILITIES

Gunslingers select from the following basic abilities.

APPRAISE FIREARMS: Apply a +10 bonus on Appraise checks to identify and price a firearm or ammunition. Use DC 18 for a holstered firearm, DC 12 for a brandished firearm, and DC 6 for a firearm in your hand.

COOL HEAD: As a move action you concentrate to achieve mental focus. Apply a +2 bonus on your next attack roll using a firearm. After attacking, the focus ends.

DEADEYE: You can target foes who are up to 2x beyond your firearm's normal range. Doing so inflicts a -2 penalty on such attack rolls. Costs 1 vitality.

DEADLY SHOT: Once daily as a swift action, the next target within 30 ft that you hit that round with your ranged weapon suffers

+15 damage. Requires Firearms Focus for firearms. Costs 5 vitality.

DODGE: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

DROP DODGE: As an immediate action, you drop prone to enjoy a +5 bonus to Reflex for 3 rounds or until you stand. You can only use this ability while wearing Light or no armor and are not over-loaded. Costs 1 vitality.

DRYING TOUCH^M: One touched wet object, mass or person weighing up to 250 pounds becomes dry. Items such as firearms that are harmed by immersion become usable again. Costs 1 vitality.

ELDRITCH HUNTER LORE: As a swift action, you focus on a target within 30 ft and line of sight. If you pass a DC 15 Arcana check, you learn the ammunition material such as silver or lead, if any, for which the foe has a weakness. If you fail the check by 10 or more, you guess the wrong material.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to stop bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

GAMBLER: Boost Trick checks by +5, or by +10 playing games of chance.

GRIT: You start each day with 1d4+1 grit points. Any time that day, you may spend some or all the points as an immediate action to improve your next Reflex save or attack using a firearm on a point for point basis. Unused points are lost at the day's end. Costs 1 vitality to spend 2 or more grit points at once.

GUN MAGIC: Boost Arcana by +5, or by +10 on checks involving firearms.

GUNWRIGHT: Apply a +5 bonus on Mechanics checks to craft and repair explosives, firearms, and gun ammunition. Also, when using a tinkerer's toolkit and forge, you craft these items for ½ the usual cost and time. See page 106 under Mechanics for details.

GUN TRICKS: Boost Trick checks by +2, or by +10 involving firearms.

HUSTLE: As a swift action up to 1/round, you gain a bonus move action. Requires Gunslinger Skills. Costs 1 vitality.

MILITARY SKILLS: Boost Athletics, Endurance, Perception, Survival, and Warcraft checks by +2.

MOUNTED COMBAT: Apply a +5 bonus on Handle Animal checks. Up to once per round while mounted you can negate an attack against you by using your mount as a block on a successful DC 15 Handle Animal check. The mount takes no damage.

PERFECT AIM: Once daily as a move action, apply a +10 bonus to your next attack roll using a firearm. Requires Firearms Focus.

QUICK REPAIR: Apply a +2 bonus on Mechanics checks. Also, you can correct a jammed or broken firearm in hand such that it works normally. Doing so requires a standard action, or a move action if you spend 1 vitality.

RAPID FIRE: You may make 2 attacks with the same firearm in rapid succession as a standard action. Alternatively, you can fire 2 Light firearms, 1 in each hand, as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

RAPID RELOAD: When your firearm requires a standard action to reload, you may use a move action instead to reload it.

SLIP SHADOW: Boost Bluff, Disguise, and Stealth checks by +3.

STEADY HANDS: When targeting a foe with a firearm, ignore penalties to your attack roll caused by conditions such as being shaken and sickened.

SUCKER SHOT: As a move action you utter a verbal insult and the next foe struck that round by your firearm suffers +1d6 damage.

INTERMEDIATE TIER

Gunslingers select from the following intermediate abilities.

BASIC MAGIC: You learn 1 basic magic ability of your choice for which you qualify from any class, though the ability must target you or a single foe. Requires Gun Magic and Intelligence 9+. You

may take this ability a second time to gain another basic magic ability.

CRITICAL FIREARMS SHOT: For 5 minutes, your firearm attacks deliver a critical hit on a natural roll of 19 or 20 (rather than just a 20). Costs 2 vitality.

DEBILITATING SHOT: As a move action, the next foe struck by your firearm that round is blinded or deafened (as you like) for 1d4+1 rounds, or 1 round if it resists using Reflex. Costs 2 vitality.

DEFENSIVE MANEUVER TRAINING: When a foe targets you with the Disarm, Feint, Grapple, Sunder or Trip ability, apply a +5 bonus to resist the ability.

DETECT INVISIBILITY: As a standard action, you learn which space an invisible or incorporeal creature is located so long as it is within 30 ft and line of sight. This nonmagical ability relies on tell-tale physical clues.

DISARMING SHOT: You target 1 of your foe's held items with your firearm, provided the item is in range. If you beat the target's Reflex, it loses the item, which lands 1d4 x 5 ft away from it.

DUST WALKER: Up to 3x daily when you use a firearm to critically hit a foe or reduce it to negative hit points, you regain 1 grit point. Requires Grit.

ELDRITCH SENSES: Apply a +5 bonus on Perception checks, or +10 involving foes that are not persons and possess magic abilities.

FEARLESS: You ignore fear effects. You cannot be shaken, frightened or panicked.

FIREARM SPECIALIZATION: This improves Firearms Focus, such that you apply a +2 bonus on attack rolls and +5 damage.

GUN ACE: You suffer no attack penalty using Rapid Fire.

GUN MAGE: As a move action, you briefly charge your held firearm with a basic magic ability you know that normally targets a single foe. If you hit, you discharge the magic ability's effect in addition to other damage dealt. The target may be able to resist the magic ability, as usual. The firearm must be etched with arcane runes, a permanent augmentation that takes 4 hours and 100 gp in special materials. Requires Gun Magic. Costs 2 vitality.

IMPROVED INITIATIVE: You react quickly to attacks. Apply a +5 bonus on initiative checks or +2 when over-loaded.

HINDERING SHOT: As a move action, the next foe struck by your firearm that round is slowed for 1d4 rounds to a 5 ft speed (or 10 ft if it has 4+ legs). Costs 2 vitality.

MENACING SHOT: You shoot into the air. Living foes within 30 ft are shaken for 2 minutes or 1 round if they resist using Will. Foes that are 5+ levels below you are frightened instead, fleeing as best they can for 1 hour or cowering if they cannot flee. Costs 2 vitality.

NAMELESS GUISE: Apply a +5 bonus on Disguise checks, or +10 to be recognized as no one in particular and of no importance.

PISTOL WHIP: You are proficient to use your firearm as a small club to inflict 1d4 damage (Light firearm), 1d6 damage (Medium firearm) or 1d8 damage (Heavy firearm). Add your Strength modifier to the damage dealt. Also, a struck foe must resist using Fortitude or be knocked prone.

PRECISE AIM: You shoot your firearm at a target engaged in melee without taking the standard -5 penalty on your attack roll. Requires Firearms Focus.

QUICK DRAW: You draw a weapon, even a concealed one, as a swift action. Normally, drawing a weapon is a move action.

RAPID RISE: You stand up from prone as a swift action.

RIDE-BY ATTACK: While mounted and moving, you may split your mount's movement and apply it before and after you attack. The total distance moved cannot exceed your mount's speed. Requires Mounted Combat.

SLICING SHOT: You may target an adjacent foe with both your firearm and its bayonet as a standard action without penalty. Requires Military Skills.

SWIFT PERFECTION: This ability improves Perfect Aim, such that you can use it as a swift action.

ADVANCED TIER

Gunslingers select from the following advanced abilities.

ACROBATIC SHOT: When firing a gun, you can move both

before and after the attack, provided that your total distance moved is not greater than your speed. At the end of moving, you fall prone.

BLACK BOOT: You enjoy a +4 bonus on Bluff, Disguise, Intimidate, Stealth, and Survival checks.

BLEEDING SHOT: As a move action, you cause your next firearm attack that round to deliver 1d4 wound damage in addition to other damage dealt. Requires Firearm Specialization. Costs 5 vitality.

CHEAT DEATH: As an immediate action when an attack would reduce you to 0 or fewer wound points, you may spend 1 or more grit points to offset damage on a point-for-point basis. Requires Grit.

DAZING SHOT: As a swift action, the next target struck by your firearm that round must resist using Will or be dazed for 1 round. Costs 5 vitality.

EVASION: You can avoid attacks with great agility. When you successfully resist an attack using Reflex, you take no damage from it as you dodge out of the way, even if you would normally suffer a partial effect. You still take full damage when you fail to resist. You do not gain this benefit when you are helpless or wearing Heavy armor.

EXPERT LOADING: Firearms wielded by you never misfire or cause harm to you or an ally. Requires Personal Firearms.

EXTRA GRIT: This improves Grit such that you start each day with +5 grit points.

FINE AIM: Apply a +5 bonus on attacks to hit Tiny targets. Also, you may elect to not damage a target that is an unattended object and instead move it up to 15 ft away into a space of your choice.

FIREARM EXPERTISE: This improves Firearm Specialization, such that you apply a +3 bonus on attack rolls and +10 damage.

INTERMEDIATE MAGIC: As Basic Magic, but requires Intelligence 12+ and grants a similarly-defined intermediate ability. Requires Basic Magic. You may take this ability a second time to gain another intermediate magic ability.

KILLING SHOT: As a move action, the next foe struck by your firearm that round must resist using Reflex or be reduced to -1 wounds and begins dying. Even if it successfully resists, it suffers the weapon's normal damage. Requires Fearless. Costs 5 vitality.

LIGHTNING RELOAD: Up to once per round, you may load a held firearm with 1 piece of ammunition as a swift action. Requires Personal Firearms. Costs 2 vitality.

MASTER GUNSLINGER: Apply a +4 bonus on Acrobatics, Heal, Mechanics, Perception, and Trick checks.

RICOCET SHOT: You can fire a shot at a wall or piece of solid terrain, and have it ricochet off. When you do so, use the space immediately in front of the wall or terrain to determine line of sight to a target, and this space is considered the new origin square of the attack. Costs 5 vitality.

STUNNING SHOT: As a move action, the next target struck by your firearm that round is stunned for 1 round. Will resists. Costs 5 vitality.

TERMINATE: Whenever you score a critical hit using your personal firearm, the target must resist using Fortitude or immediately die. Even when the target resists, it suffers the gun's usual effects. Requires Personal Firearms.

UNCANNY DODGE: You ignore Sneak Attack damage when surprised or defenseless unless your attacker is 4+ levels above you.

WHITE GLOVE: You enjoy a +4 bonus on Diplomacy, Heal, Literacy, Music, and Nobility checks.

PARAGON TIER

Gunslingers select from the following paragon abilities.

DEEP IMPACT SHOT: As a move action, ignore your foe's DR when resolving your next firearm attack that round. Costs 5 vitality.

FIREARM MASTERY: This improves Firearm Expertise, such that you apply a +5 bonus on attack rolls and +15 damage.

IMPROVED EVASION: This improves Evasion, such that you only suffer ½ damage even when you fail to resist using Reflex.

MULTI-FIRE: This improves Rapid Fire, such that you may make 3 firearm attacks (rather than 2) as a standard action but suffer a -2 penalty on each of the attack rolls.

INQUISITOR

An inquisitor roots out foes of his faith by varied means.

BACKGROUND & ADVENTURES

Inquisitors promote strong religious faith and purity of dogma, sometimes by extraordinary means. They go by many titles such as catechist, confessor, faith keeper, foe hunter, judge, pact master, or slayer depending on their moral outlook and role.

Inquisitors tend to stand above their church's conventions and answer directly to their deity as they seek to ensure piety and serve justice. They have a keen eye to notice assassins, heretics, and spies as well as the magically charmed and possessed. No persons, even themselves, are above suspicion.

Inquisitors use rites, marks, penances, and similar magic to ensure devotion to their deity, though some are open to extreme measures to root out heretics, whether acting as double agents or resorting to flagellation, iron maidens, mind spiders, and other tortures.

In an adventuring party, inquisitors excel at gathering information and bypassing persons and laws. They also protect against outside magical influences and encourage strong bonds of cooperation.

CLASS DETAILS

Inquisitors have the following statistics.

PRIME ATTRIBUTE: Wisdom.

ATTACK: d20 + ½ class level + Wisdom modifier.

DEFENSES: Fortitude +2, Will +2.

ARMOR: All Light armors.

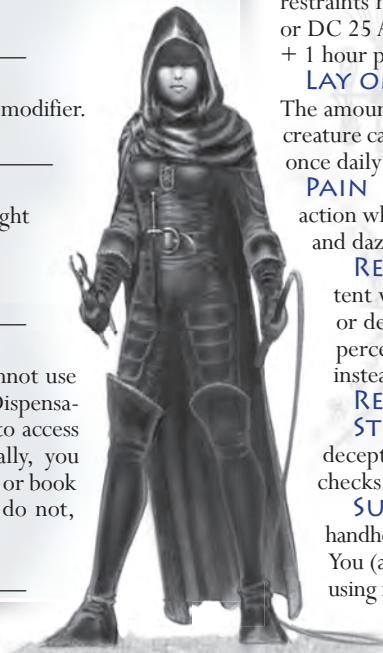
WEAPONS: Bows, chains, crossbows, light blades, subdual weapons, and the group that includes your deity's weapon.

STARTING GOLD: 5d4 x 10 (125 gp).

ALIGNMENT: Any lawful.

SPECIAL: If you are chaotic then you cannot use class abilities until another inquisitor uses Dispensation on you. You must pray 1 hour each day to access your class magic abilities for that day. Finally, you must present a religious symbol, rod, weapon or book when using class magic abilities. When you do not, apply a -2 penalty to your attack rolls.

TRAINING: 3d4 years.



CORE ABILITIES

Inquisitors start with the following abilities at 1st level.

INQUISITOR TRAINING: Apply a +2 bonus on Insight, Intimidate, Literacy, Religion, and Survival checks.

MARK OF JUDGMENT^M: Your touch inscribes a magic sigil on an adjacent person's forehead. The sigil denotes an obvious transgression indicated by you. This ability does not reveal facts you don't already know. A target may resist using Will if its level equals or exceeds your own. The sigil lasts for a duration you specify when placing it or until you dismiss it with a gentle touch.

PAIN TOUCH^M: An adjacent living creature suffers 1d4 pain damage per 2 levels (max 5d4). Moreover, if you beat its Will, it is dazed for 1 round. Your touch leaves no markings. Costs 1 vitality.

BASIC TIER

Inquisitors select from the following basic abilities.

BANE WEAPON^M: Select 1 creature type (such as aberration, fiend or person) and 1 weapon held by you or an adjacent ally. That weapon enjoys +1 bonus on attack rolls and delivers +2 damage against creatures of that type for 2 minutes. Requires you know Mark of Judgment. Costs 1 vitality.

COMMAND^M: You issue a simple verbal suggestion that a person within 30 ft obeys if you beat his Will. Options include: approach you, drop held items, fall prone, halt (do not move), kneel and pray, leave you, praise a deity, sit down, stand up, or strike an adjacent creature. The effect lasts 1 round during combat or 1 minute out of combat. A person who resists is immune to it for the rest of the day. Costs 2 vitality.

COMPREHEND SPEECH^M: You and 1 creature within 30 ft understand each other's words for 10 minutes. Costs 1 vitality.

CONJURE CATECHISM^M: You conjure a mundane book that thoroughly describes your alignment, deity, and/or religion. The book also shows your name or personal sigil on its first and last pages. Costs 1 vitality.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to stop bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

IDENTIFY CREATURE^M: You target 1 creature within 30 ft and line of sight and learn its type (page 244). Costs 1 vitality.

INSIGHTFUL: Boost Insight checks by +5, or by +10 once daily.

INTIMIDATING: Your presence is enough to cause foes to back down. Boost Intimidate checks by +5, or by +10 once daily.

INVIOLE RESTRRAINTS^M: An adjacent helpless foe is bound in conjured masterwork iron bands at the wrists and legs. The restraints have DR 10 and 10 hit points. A DC 25 Acrobatics check or DC 25 Athletics check negates 1 band. The restraints last 4 hours + 1 hour per level or until dismissed by you. Costs 1 vitality.

LAY ON HANDS^M: Your touch heals an ally's wound damage. The amount of wounds healed equals 1d8 + your level (max +5). A creature can benefit 3x daily if it is lawful, 2x daily if it is neutral, and once daily if it is chaotic. You must be nonchaotic to use this ability.

PAIN WEAPON^M: When you expend 1 vitality as a swift action while using a weapon, that weapon delivers +2 pain damage and dazes a struck foe that fails to resist using Will.

REDACTION^M: You touch a book or scroll and cause content within it that is contrary to your alignment, religion and/or deity to be blacked out and unreadable. You also learn what percent of the content is affected. If you expend 1 vitality, you instead engulf the book in fire and reduce it to ashes in 1 round.

RESPECT: Boost Intimidate and Nobility checks by +5.

STERN GAZE: You easily intimidate foes and sense deception. Apply a +3 bonus on Bluff, Insight, and Intimidate checks.

SUMMON TORTURE IMPLEMENT^M: You conjure 1 handheld implement of torture such as a flenser or thumb screw. You (and only you) enjoy a +5 bonus on Intimidate checks while using it. You are limited to 1 implement at a time. It vanishes after 10 minutes. See pages 168-169 for implements.

TRACK: Apply a +5 bonus on Survival checks, or +10 when tracking in natural environments.

TRAPMAKER: Boost Mechanics checks by +5, or by +10 to craft traps.

URBAN SNEAK: Boost Stealth and Streetwise checks by +5.

INTERMEDIATE TIER

Inquisitors select from the following intermediate abilities.

ANALYZE ALLEGIANCE^M: You learn which deity (if any) the adjacent person worships and its standing with that deity. It may resist using Will if its level exceeds your own. Costs 2 vitality.

CONFESSION^M: An adjacent person with fewer levels than you must resist using Reflex or be converted to your alignment, deity, and cause for 4 hours + 1 hour per level. If you wish, the person also loves you romantically. You are knocked prone and stunned for 1 round when you successfully use this ability. You can only affect 1 person at a time, you can affect a person only once in its life, and you can dismiss the effect at any time. The affected person retains his common sense and aids you but will not act to end his own life or follow obviously foolish suggestions. Remove Curse ends the effect. Requires Inquisitor Training and Mark of Judgment. Costs 5 vitality.

DANGER SENSE: When you make an initiative check, roll 2x

and take the higher of the 2 rolls.

DETECT ALIGNMENT^M: You focus on 1 creature within 30 ft and learn its alignment if you beat its Will. Otherwise, you learn only whether it is chaotic. Costs 2 vitality.

DETECT LIES: Boost Insight checks by +5. Also, once daily for 5 minutes, you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.

DETECT THOUGHTS^M: You note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, you learn the number of thinking minds and the Intelligence of each. After concentrating for a third round, you “hear” the current surface thoughts of 1 creature of your choice within range for 2 minutes if you beat its Will. Costs 2 vitality.

DIEHARD: When you fall below 0 wound points, you are not unconscious. Instead you are conscious and can continue to take a single move or standard action each round until you die at your usual negative hit points.

FLAME SCOURGE^M: You lash 1 target within 10 ft with a magical scourge-like ribbon of painful supernatural fire. The lashing inflicts 1d6 damage per level. The damage is 50% fire and 50% pain. Will resists for ½ damage. Costs 2 vitality.

HOLD PERSON^M: One person within 30 ft is aware but helpless and cannot do actions for 1d4 rounds. Will resists. Costs 2 vitality.

IGNORE PAIN: You ignore harmful effects of abilities that contain the word Pain or inflict pain damage.

INJUNCTION^M: A targeted person within 60 ft must resist using Will or do his best over 1 hour to avoid 1 of the following activities, as you specify: approach a named person, enter a specific locale, approach or touch a specific object, give or receive coins or goods, make attack rolls, make skill checks, cast spells, speak or sleep or eat, sit or stand, be intimate, or move from the current space. The person may resist whenever following the injunction brings clear and immediate danger to his life. Requires Command. Costs 5 vitality.

JUDGMENT^M: You target 1 foe within 30 ft as a move action. The next time you successfully harm it with a weapon or ability, it suffers +5 pain damage and must resist using Fortitude or be stunned for 1 round. You can only target 1 creature at a time. Costs 2 vitality.

MENTAL BARRIER: Permanently boost your Will by +5.

PLANAR PRISON^M: A helpless adjacent Large or smaller creature is drawn into a barren extradimensional 10-ft-cube space for 4 hours + 1 hour per level. The space can be light or dark, cool or warm as you desire (0 °F to 100 °F). You and the occupant can speak to and hear each other. You can see it but it cannot see you. You can free it as a move action. Costs 5 vitality.

REVEAL TRACKS^M: For 5 minutes, when using Survival to track creatures, ignore the effect of mundane and magical wards that obscure or eliminate tracks. Requires Track and Inquisitor Training.

SUMMON TORTURE DEVICE^M: This improves Summon Torture Implement, such that you summon a Medium or Large masterwork torture device such as an iron maiden. Costs 2 vitality.

ADVANCED TIER

Inquisitors select from the following advanced abilities.

ANTI-MAGIC RESTRAINTS: This improves Inviolate Restraints such that the wearer cannot use magic abilities or magic items or be moved by magical means. Costs 5 vitality.

BATTLE SCOURGE: This improves Flame Scourge to target all foes within 15 ft. Costs 5 vitality.

CONFESS MONSTER: This improves Confession such that you can affect any type of creature. Costs 5 vitality.

DIMENSIONAL ANCHOR^M: A target within 30 ft that fails to resist using Reflex cannot use magic items or magic abilities to move, such as a Fly or Teleport spell for 5 minutes. Costs 5 vitality.

DISPENSATION^M: You and a touched nonchaotic creature participate in a 1-hour ritual, after which the creature is in good standing with its deity, regains the full use of class abilities that depend on lawful behavior or a deity’s blessing, and can continue to progress in his class. Any marks placed by you or another inquisitor also end, if

you wish.

EXCORIATE^M: Damage you deliver cannot be healed until the struck foe benefits from Atonement, Dispensation or Remove Curse. Requires Inquisitor Training and Ignore Pain.

EXTRACT PAIN^M: This improves Pain Touch and Pain Weapon such that you instantly regain wound points equal to the pain damage dealt when using those abilities, up to your normal maximum.

FINAL JUDGMENT^M: One adjacent, sentient, living creature must resist using Fortitude or fall to -1 wounds and begin dying. Even if it resists, it suffers 3d6 pain damage. Requires Judgment. Costs 10 vitality.

GREATER BANE WEAPON: This improves Bane Weapon to grant +3 on attacks and +10 damage. Costs 5 vitality.

HOLD MONSTER^M: This improves Hold Person, such that you can target any type of creature within 60 ft. Costs 5 vitality.

INTENSE PAIN^M: An adjacent living creature suffers 4d6 pain damage (no save) and is stunned for 1 round if it fails to resist using Will. Requires Pain Touch. Costs 5 vitality.

MARK OF JUSTICE^M: You target 1 creature within 30 ft that has performed a chaotic act in the last 7 days. A permanent sigil appears on its forehead indicating its chaotic act (no save). It suffers exhaustion for 1 hour whenever it performs a chaotic act (no save). Atonement or Dispensation negates this ability. Costs 5 vitality.

MASTER CATECHIST: You enjoy a +20 bonus on Religion checks to correctly recall and apply details of your own alignment, deity, and religion.

MASTER CONFESSOR: When you use Confession, you are merely dazed rather than stunned.

MASTER INQUISITOR: Apply a +3 bonus on Bluff, Endurance, Insight, Intimidate, Literacy, Religion, and Survival checks.

PERMANENT INJUNCTION: This improves Injunction, such that the effect is permanent until dismissed by you or ended by Dispensation.

STALWART: Your faith blocks certain attacks. If you successfully resist an attack using Fortitude that normally delivers a partial effect (resist for ½ damage, etc), you ignore the effect entirely. Requires Inquisitor Training and Ignore Pain.

WAVES OF PAIN^M: You inflict 1d6 pain damage per level to all living creatures in a 30-ft cone, or ½ damage when their Fortitude resists. Costs 5 vitality.

PARAGON TIER

Inquisitors select from the following paragon abilities.

CONFORMITY^M: You cause an adjacent person to slowly become lawful. Each day, it notices a means to nurture orderliness and discipline and must resist using Will or commit a lawful act. After it commits more lawful acts than it has levels, its alignment changes to lawful. Only Miracle or Wish negates the effects of this ability. Costs 10 vitality.

LASTING CONFESSION: This works like Confession except the effect is permanent. You can keep a person using Confession and a second person using Lasting Confession, for 2 persons total at a single time. Costs 10 vitality.

LASTING HOLD: This improves Hold Person to last 4 hours + 1 hour per level, and the target has a 5% chance every 1 hour to end the effect on his own. Costs 10 vitality.

MASS MARKS OF JUSTICE: This improves Mark of Justice to target all foes with 30 ft. Costs 10 vitality.

MINDBAR^M: As an immediate action, you ignore 1 attack that allows you to resist using Will. Costs 5 vitality.

PROBE THOUGHTS^M: You focus on 1 willing or helpless sentient target for up to 1 round per level. You gain access to all its memories and knowledge. You can learn the answer to 1 question per round, to the best of the subject’s knowledge. Each round, the subject has a 50% chance to resist the effect for that round only. You pose questions and learn answers telepathically without need for a shared language. Less intelligent creatures may yield only visual images. Requires Detect Thoughts. Costs 10 vitality.

INVOKER

An invoker carries a deity's blood and often calls upon the deity.

BACKGROUND & ADVENTURES

Invokers, also called favored souls and divine scions, carry a godly spark within them. Perhaps a god parented their ancestors, they were exposed to intense divine energy in the womb, or a secret rite energized them. Whatever the story, they carry themselves and recruit followers with the ambition and grace of a godling.

Invokers often hold positions of power, perhaps due to the adoration of others, though most defer to their deity. They make potent leaders with a deep interest in the affairs of allies and foes.

Invokers are known for heroic exploits and evoking great deeds. Be they good, evil, lawful, chaotic, or somewhere in between, they share with their deity a hunger to fulfill whatever destiny or damnation is whispered to them by their godly patron.

Though they lavish support and inspiration on allies, invokers view themselves as exceptional and tend to be egotistical in their desire to come even closer to their god, and godhood.

CLASS DETAILS

Invokers have the following statistics.

PRIME ATTRIBUTE: Charisma.

ATTACK: d20 + ½ class level + Charisma modifier.

DEFENSES: Fortitude +2, Reflex +2, Will +2.

ARMOR: All Light and Medium armors and shields.

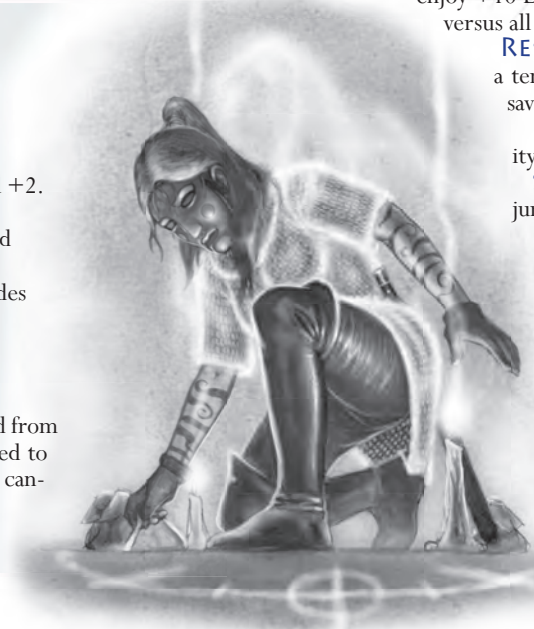
WEAPONS: The weapon group that includes your deity's weapon.

STARTING GOLD: 5d4 x 10 (125 gp).

ALIGNMENT: Any.

SPECIAL: Select 1 deity. You are descended from or carry the mark of this deity. You do not need to be the same alignment as the deity. Also, you cannot multiclass to or from this class.

TRAINING: 1d4 years.



CORE ABILITIES

Invokers start with the following abilities at 1st level.

DIVINE BLOODLINE^M: A god's blood runs in your veins.

At any time, you may inflict 1 point of wound damage to yourself to produce a drop of blood that heals 1d4+1 wound points for an adjacent willing or helpless creature (and not yourself).

DIVINE PROTECTION^M: Your divine heritage protects you from danger. Apply a +2 bonus to DR. The protection persists even when you are unconscious. Requires Divine Bloodline.

LASTING LIFE: When you suffer wound damage, you automatically stabilize. Requires Divine Bloodline.

BASIC TIER

Invokers select from the following basic abilities.

BASIC DIVINE ABILITY: Each day you may know for 24 hours 1 basic tier ability (boon) offered by your deity at no cost. See page 129 for details. Typically, you draw the deity's occult circle and call its name. You can take this ability multiple times. Each time you get 1 more basic divine ability for the day. Requires you be an invoker.

CHARISMATIC: Boost all Charisma-based skill checks by +2.

CULT SIGIL^M: You apply a permanent sigil to an ally. The sigil indicates your deity. Only you and those who also have your sigil can see it. For others, it is invisible. The abilities Erase and Remove Curse eliminate the sigil.

DIVINE FAVOR^M: Apply a +1 bonus on attack rolls and +2

damage when you use your deity's favored weapon. Also, the weapon counts as magical when wielded by you. Requires Divine Bloodline.

EVANGELIST: You promote your deity. Apply a +3 bonus on Literacy and Religion checks. Also, you speak 1 supernatural language of your choice (Abyssal, Celestial, Infernal or Sylvan).

FLIT^M: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Costs 1 vitality.

FURIOUS MIEN^M: After you first suffer wound damage in combat, apply +1 bonus on attack and damage rolls for 5 minutes.

KEEN SENSES: Boost Insight and Perception checks by +5.

PRAYER^M: For 5 minutes, you and allies within 60 ft enjoy a +1 bonus on d20 rolls while foes within 60 ft suffer a -1 penalty on d20 rolls. Costs 1 vitality.

PROGENY^M: Once daily, when engaged in romantic intimacy, the interlude results in a magical pregnancy and birth of your child within 9 days. The child has your alignment and carries your deity's blood or mark. Both parents are fatigued while the pregnancy occurs. Requires Divine Bloodline.

RESIST ENERGY^M: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or a +2 bonus versus all energy types. Costs 1 vitality.

RESISTANCE^M: You or a touched ally gain a temporary rune and enjoy a +2 bonus on saves for 5 minutes. Costs 1 vitality.

RESPECT: Boost Intimidate and Nobility checks by +5.

SPIRITUAL HAMMER^M: You conjure within 30 ft a mass of energy formed like your deity's weapon. Each round as a swift action you can direct the "hammer" to fly up to 30 ft or attack a creature adjacent to it. The hammer automatically hits to deliver 1d8 force damage + 1 per level, or ½ damage if the target resists using Will. The hammer remains for 5 minutes or until you and the hammer are more than 90 ft apart. Costs 1 vitality.

SUSTENANCE^M: You do not need to eat or drink (unless you wish to), and you enjoy a +5 bonus to resist ingested poisons and sleep magic.

INTERMEDIATE TIER

Invokers select from the following intermediate abilities.

AWE^M: Persons who are 5 or more levels below you revere you and must resist using Will before initiating a first attack against you that day. Once a person resists, he is immune to the effect for the rest of the day. Requires Divine Bloodline.

BOLT OF WRATH^M: One foe within 60 ft suffers 1d6 damage per 2 levels (max 10d6). The damage is 50% force and 50% pain. Requires Prayer. Costs 2 vitality.

BROADCAST^M: At any time, you can whisper a 25-word message that is clearly audible to 1 ally per level within 2 miles. You do not need line of sight or line of effect. Costs 2 vitality.

CULT SACRIFICE^M: When you ritually slay a creature in your deity's name after a 10-minute rite, you and all allies within 30 ft enjoy +1 temporary wound points per level for 24 hours. The sacrifice's level must equal or exceed your own. Participating allies must be marked with your Cult Sigil. A creature cannot benefit from more than 1 cult sacrifice at a time.

DIVINE GUIDANCE^M: Once daily, you ask a single 25-word question of your deity. You receive an answer of up to 10 words. The chance that you correctly interpret the answer equals 70% + 1% per level. Requires Divine Bloodline. Costs 2 vitality.

DIVINE POWER^M: Once daily for 5 minutes you enjoy the

power of your deity. You temporarily gain a +2 bonus on attack rolls and Will, deliver +5 damage per hit, and enjoy +5 vitality. The bonus vitality goes away when this ability ends. Requires Divine Bloodline.

FERVOR^M: As a move action, you direct allies to act with spiritual fervor and divine insight. Allies within hearing range or line of sight out to a distance of 60 ft enjoy a +2 bonus on damage rolls for 1 round. Affected allies also enjoy a +5 bonus on saves to resist fear and sleep effects. Costs 1 vitality.

GODS LORE: You enjoy a +10 bonus on Religion checks.

HEROIC MOMENT: Once daily as a swift action, apply a +10 bonus on a single d20 roll of your choice. Requires Divine Bloodline.

HEROISM^M: As a move action, you or a touched ally enjoy a +2 bonus on all d20 rolls for 5 minutes. Costs 2 vitality.

IMPROVED RESISTANCE^M: This improves Resistance, such that the bonus equals +4. Costs 2 vitality.

INTERMEDIATE DIVINE ABILITY: As Basic Divine Ability but you gain an intermediate divine ability for the day instead.

KNOW DEITY: If you beat an adjacent person's Will, you learn which deity he worships. Costs 2 vitality.

LASTING VIGOR: Boost your maximum vitality by +5 points.

PONTIFICATE: Once daily, after 1 minute spent speaking and praying with up to 5 adjacent allies, you each heal 1d6 vitality.

REFRESHMENT^M: As a move action, allies within 30 ft immediately recover from fatigue and fear effects, and exhaustion and nausea become fatigue. Costs 2 vitality.

RESIST MAGIC: Boost saves by +2 to resist magic abilities.

SECRET HAVEN^M: You create an invisible 5-ft-wide, 10-ft-high magic portal directly in front of you. All who enter the portal move into a 15-ft-cube extradimensional chamber (the chamber exists in the Astral Realm). The chamber's interior reflects the themes of your divine bloodline. Only creatures (not unattended objects or natural phenomena such as wind) may pass through the portal with your permission. The chamber holds comfortably up to 8 Medium creatures and lasts for 4 hours + 1 hour per level. Creatures caught in the chamber when the magic ends are dumped at its entrance. Costs 2 vitality.

SERMON^M: All persons within 90 ft and line of hearing must resist using Will or halt their activities and listen to you for 10 minutes. Any attack roll in the area ends the effect. Costs 2 vitality.

VOCALIZE^M: Creatures within 500 ft clearly hear your words for 5 minutes, which you may speak at a normal volume, even through obstacles such as water or stone but not iron. Costs 2 vitality.

ADVANCED TIER

Invokers select from the following advanced abilities.

ADVANCED DIVINE ABILITY: As Basic Divine Ability but you gain an advanced divine ability for the day instead

BELAY DEATH^M: As an immediate action, you prevent 1 ally within 30 ft with your cult sigil from falling below 0 wound points. Instead, it drops to 1 point. Requires Cult Sigil. Costs 5 vitality.

BESTOW MAGIC^M: An adjacent ally can use 1 basic ability you know of your choice for 24 hours. You can still use the ability and may grant multiple abilities to 1 creature. Costs 5 vitality.

DEEP REFRESHMENT^M: This enhances Refreshment, such that allies immediately recover from all ailments. Costs 5 vitality.

DESTINY'S CHILD^M: Once daily as an immediate action, you vanish from your current space and appear in a safe, restful place where your deity (or its servants) heal you 5 vitality, heal you of all wound damage and ailments, and provide you with an answer (yes/no/maybe/irrelevant) regarding a single 10-word question of your choice. Afterward, no time passes relative to when you left and you reappear in the space you left or the nearest open space. You can take no actions while resting. Requires Divine Guidance.

DIVINE AUSPICE^M: This improves Divine Favor to grant a +2 bonus on attack rolls and +5 damage using your deity's weapon.

DIVINE FOCUS: Your godly heritage rescues you in your time of need. Once daily as a move action, you gain 4d6 vitality points that you must use before the end of your next turn or lose them.

FATE'S EMBRACE^M: One foe within 30 ft of you is immedi-

ately sucked through a magic gateway that traps it in a punishing prison at your deity's abode. It remains there for 2 minutes, or for 3 rounds if it resists using Will, suffering 1d6 damage per round, after which it returns to its departure point if it is still alive or it vanishes forever if the prison killed it. This ability does not affect faithful worshippers of your deity. Costs 5 vitality.

FEARLESS FERVOR^M: When you use Fervor, allies are immune to fear and gain a bonus move action usable on their next turn.

FURIOUS FUGUE: This improves Furious Mien, such that you apply a +3 bonus to attack rolls and a +5 bonus on damage rolls.

GEAS^M: You target 1 creature within 30 ft. If it fails to resist using Will and has levels less than ½ your own, it is compelled to carry out a service or refrain from some action or course of activity, as desired by you, for up to 1 day per level. You cannot compel a creature to kill itself or perform acts that would result in certain death, but you can geas it to complete any other instructions of 25 words or less. A clever target can subvert some instructions. Each day that an affected creature freely chooses to disobey the geas, it suffers a cumulative -2 penalty to all d20 rolls (max penalty -8). Obeying the geas again ends the penalty after 24 hours. You can cancel the effect at any time. Remove Curse also ends it. Costs 5 vitality.

GREATER RESISTANCE^M: This improves Improved Resistance, such that the bonus is +6. Costs 5 vitality.

HEROES FEAST^M: You conjure a sumptuous ambrosial feast that takes 1 hour to consume. Up to 8 feasters are cured of disease and nausea, and enjoy immunity to fear and poison and also gain 1d8 temporary wound points + 1 point per level for 12 hours. If the feast is interrupted, the effect is ruined. Costs 5 vitality.

MAGIC RESISTANCE: You enjoy a +5 bonus on saves to resist magic abilities. Also, when you are targeted by a magic ability that does not allow a save, your foe must beat your Fortitude anyway, and if you save then the magic has no effect. Requires Divine Protection, Divine Guidance, and Resist Magic.

MASS RESISTANCE^M: This improves Resistance, such that allies within 60 ft enjoy a +2 bonus on saves for 5 minutes. Costs 5 vitality.

SUTURE^M: Once daily your touch heals all wound damage and 4d6 vitality for yourself or an adjacent ally. Requires Divine Bloodline.

SUMMONS^M: This improves Broadcast, such that allies enjoy a +30 ft boost to their speed for 5 minutes and, if you choose, must resist using Will or feel compelled to move toward a locale specified by you. Costs 5 vitality.

WRATHFUL INVOCATION^M: One target within 15 ft suffers 6d6 damage. The damage is untyped raw energy. Costs 5 vitality.

PARAGON TIER

Invokers select from the following paragon abilities.

DIVINE FORM^M: For 5 minutes, you gain +5 DR, nethersight and heavensight, fast healing 5, and wings that provide a fly speed of 30 ft. Also, you ignore harm from nonmagical weapons. Costs 25 vitality.

FORM OF THE AVATAR^M: For 2 minutes, you know all abilities for your deity and cannot use any other class abilities. You also acquire your deity's general appearance and manner. Afterward you are exhausted. Costs 10 vitality.

GREATER BESTOW MAGIC^M: As Bestow Magic, but you grant either 2 basic or 1 intermediate ability. Costs 10 vitality.

GREATER HEROISM^M: This improves Heroism, such that you or a touched ally enjoy a +4 bonus on d20 rolls, immunity to fear effects, and +1 vitality point per level for 5 minutes. Costs 10 vitality.

HOMECOMING^M: You and allies within 30 ft immediately move to your deity's realm to a locale of your choice. Alternatively, you can use this ability to return to your homebase or place of birth in order to depart your deity's realm. Costs 5 vitality + 1 vitality for each ally or 250 pounds of gear (max 20 vitality).

MASS HEROISM^M: This improves Heroism to affect up to 1 ally per level within 120 ft. Does not stack with Greater Heroism. Costs 10 vitality.

PARAGON DIVINE ABILITY: As Basic Divine Ability but you gain a divine paragon ability for the day instead.

MAGEBLADE

A mageblade blends arcane magic and martial prowess.

BACKGROUND & ADVENTURES

A mageblade uses a fine blade or bow while weaving magic. His defensive spells deflect arrows and blur his form while his blade's dweomer bypasses many forms of protection, including magical defenses.

Mageblades hail from an ancient tradition—maybe elvish in origin. Many wander the land in search of potent insights into this near-lost art. Others view themselves as the pinnacle of warfare and seek to fell the greatest foes possible before taking a kingdom for themselves.

Mageblades are quick with surprising moves, and can dance around foes like rapidly flowing water around rocks. Their most renowned talent allows them cast a spell and strike with their blade (or bow) as a single action. Witches, wizards, and other magic users fear them.

Mageblades love an audience and often enjoy traveling with a band of explorers, warriors, and treasure seekers. A mageblade's worst enemy is another mageblade.

CLASS DETAILS

Mageblades have the following statistics.

PRIME ATTRIBUTE: Intelligence.

ATTACK: d20 + ½ class level + Intelligence modifier.

DEFENSES: Reflex +2, Will +2.

ARMOR: All Light and Medium armors.

WEAPONS: All bows, hand-to-hand weapons, heavy blades, light blades, and any 1 weapon group of your choice.

STARTING GOLD: 5d4 x 10 (125 gp).

ALIGNMENT: Any.

SPECIAL: When you learn a new magic ability, you must inscribe a rune or tattoo on your body. The rune costs 50 gp in inks and glows or moves when you use the ability. Runes help you use magic with minimal thought.

TRAINING: 1d6 years.



CORE ABILITIES

Mageblades start with the following abilities at 1st level.

ARCANE STRIKE^M: Any weapon that you wield counts as magical and grants you a +1 bonus on attack rolls and +2 damage. If the weapon uses ammunition, then the ammunition is so improved.

MAGEBLADE SKILLS: Apply a +2 bonus on Acrobatics, Arcana, Athletics, Stealth, and Warcraft checks.

SHIELD^M: As a swift action, you conjure a shimmering shield of force that provides you +2 DR. The shield lasts 2 minutes and also provides total immunity to the Magic Missile ability. Costs 1 vitality.

BASIC TIER

Mageblades select from the following basic abilities.

ANTI-MAGE: When an adjacent creature uses a magic ability, you gain a single free melee weapon attack against it as an immediate action. Requires Arcane Strike and Mageblade Skills. Costs 1 vitality.

ARCANE TRAINING: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

ARTFUL STYLE: Boost Acrobatics and Stealth checks by +5.

BLADE RING^M: All adjacent foes suffer 1d4 force damage per level (max 5d4) or ½ damage if Reflex resists. Costs 1 vitality.

CLOUD OF DAGGERS^M: You evoke a spray of daggers. All creatures within a 15-ft cone suffer 1d4 damage per level (max 5d4), or ½ damage when Reflex resists. Costs 1 vitality.

COMBAT REFLEXES: As a swift action during combat, modify your attack rolls by -5 and your Reflex by +5 for 1 full round.

DARK LORE: Boost Arcana and Dungeoneering checks by +5.

DETECT MAGIC^M: You learn whether magic is present or absent within a 15-ft cone. Each time that you scan the same area, you learn the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

DISARM: You target 1 of your adjacent foe's held items within reach with your weapon. If you beat its Reflex, your foe drops the targeted item. The item lands in an adjacent square.

DODGE: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

DUSK BLADE^M: You conjure a non-masterwork melee or ranged weapon under 100 gp that functions in all ways as a real weapon. It vanishes if it leaves your hands. Bows come with 20 units of ammunition. Requires Arcane Strike.

EXPEDITIOUS STRIDE^M: As a swift action, apply a +30 ft bonus to your land speed for 5 minutes. Costs 1 vitality.

FEATS OF PROWESS: Boost Acrobatics and Athletics checks by +5.

INFILTRATOR: You move quietly and keenly in shadows. Apply a +5 bonus on Perception and Stealth checks.

JUMP^M: You leap outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality.

MAGE ARMOR^M: A shimmering field grants you +4 DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

MANA SURGE: Once daily as a move action you regain 1d6 vitality that you must use before the end of your next turn or you lose the points.

MILITARY TRAINING: You are proficient with 1 melee or ranged weapon and 1 grade of armor.

RETURNING WEAPON^M: Your thrown weapon such as an axe or dagger returns to your open hand as a swift action. Costs 1 vitality.

SPELL READY: Boost Arcana and Perception checks by +5.

SPELL SECRET: You learn 1 basic magic ability for which you qualify of any class. Requires Arcane Training.

TRUE STRIKE^M: Once daily as a move action, boost your next attack roll that round by +10. Requires Arcane Strike.

THUNDER WAVE^M: You knock prone all Medium or smaller creatures in a 30-ft cone (no save). Costs 5 vitality.

VICIOUS STRIKE: At any time while wielding your blade, you may choose to suffer 1d6 damage (bypasses DR) in order to inflict +2d6 pain damage to your foe.

WEAPON FINESSE: When using a Light weapon, apply a +2 bonus on attack rolls.

INTERMEDIATE TIER

Mageblades select from the following intermediate abilities.

ACE: You suffer no attack penalty using Rapid Attack.

BLADE MAGE: Once daily as part of a weapon attack, you may use 1 basic or intermediate mageblade magic ability as a swift action at the same time. Works with Spell Secret and Diverse Dweomer. Does not work with Rapid Spell. You must be a Mageblade to use this ability.

BLUR^M: For 5 minutes, melee and ranged attacks against you suffer a 20% miss chance. Costs 2 vitality.

BRIEF NEGATION: For the rest of your turn, you ignore the effects of 1 magic ability that is affecting you. Costs 2 vitality.

DEFENSIVE MANEUVER TRAINING: When a foe targets you with the Disarm, Feint, Grapple, Sunder or Trip ability, apply a +5 bonus to resist the ability.

DIMENSION STEP^M: You vanish and reappear up to 30 ft away in an open space of your choice within line of sight. After you arrive, you are dazed for the rest of your turn. You can take gear or an ally weighing up to 250 pounds. Costs 2 vitality.

DISPELLING STRIKE^M: When you successfully hit a foe with your melee weapon, you dispel 1 randomly-selected magic ability that the foe has in place (such as Mage Armor) if it fails to resist using Will. Costs 2 vitality.

ELVISH ACE: This improves Blade Mage to 3x daily uses.

FLEET OF FOOT: Boost your land speed by +10 ft.

IGNORE SPELL: As an immediate action while using Combat Reflexes, you ignore 1 magic attack that targets you. Costs 2 vitality.

IMPROVED ARCANE STRIKE^M: This improves Arcane Strike to grant a +2 bonus on attacks rolls and a +5 bonus on damage.

IMPROVED CRITICAL: Select 1 weapon group. When using weapons from that group, your threat range improves from just 20 to 19-20, or from just 19-20 to 18-20. Requires Rapid Attack.

IMPROVED DISARM: You enjoy a +5 bonus on your attack roll when using the Disarm ability and a +5 bonus on Reflex to resist the Disarm ability used by others against you.

IMPROVED FLANKING: You enjoy a +5 bonus to strike foes that are adjacent to both you and 1 of your allies.

IMPROVED INITIATIVE: You react quickly to attack. Apply a +5 bonus on initiative checks or +2 when over-loaded.

MAGIC ARROWS^M: As a swift action you cause arrows or bolts to magically appear ready to fire in your bow. The arrows or bolts inflict +2 damage and count as magic weapons. This ability also negates the move action needed to load your bow. Costs 2 vitality.

MIRROR IMAGE^M: You conjure 1d4+1 duplicates of yourself for 2 minutes. Whenever a foe successfully strikes you, it has a 50% chance to strike and dispel 1 image instead. This is a visual illusion. Requires you know Blur or Hypnotic Gaze. Costs 2 vitality.

QUICK DRAW: You draw a weapon, even a concealed weapon, as a swift action. Normally, drawing a weapon is a move action.

PRECISE STAB: As a swift action, apply a +5 bonus to your next attack roll that round when using a Light melee weapon. Usable 5/day.

PROTECTION FROM ARROWS^M: For 5 minutes, you enjoy DR 10 against ranged weapons. Costs 2 vitality.

RAPID ATTACK: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

RAY OF ENFEEBLEMENT^M: A foe within 30 ft must resist using Will or move at ½ speed and suffer a -5 penalty on attack rolls and skill checks based on Strength, Constitution or Dexterity for 2 minutes. Costs 2 vitality.

REFLECTION TRAP^M: One foe within 30 ft that is within 15 ft of a 1-ft-square or larger mirror vanishes and is trapped within the mirror's world for 2 minutes. The mirror world functions like the real world except it is uninhabited, magic abilities do not work, and the target must stay within 30 ft of the mirror. Each round on its turn, a trapped creature may attempt a DC 19 Arcana check to escape and return to its original position. Costs 2 vitality.

RESIST MAGIC: Boost saves by +2 to resist magic abilities.

SECOND WIND: Once daily after 1 minute of rest you recover 4d6 vitality. Requires Feats of Prowess.

STORM OF SWORDS: This improves Cloud of Daggers such that all foes within a 30-ft cone suffer 1d8 damage per level (max 10d8), or ½ damage when Reflex resists. Costs 2 vitality.

SWIFT RETREAT: You take a 5-ft step as an immediate action if a foe larger than you initiates a melee attack against you. Costs 2 vitality.

SWIFT TRUE STRIKE^M: This ability improves True Strike, such that you can use it as a swift action.

TELEPROMPT^M: A foe cannot surprise you within 3 rounds of using Blink, Dimension Step, Dimension Door or Teleport.

TOUCH OF IDIocy^M: An adjacent foe must resist using Reflex or babble incoherently and suffer a -2 penalty on attack rolls and a -5 penalty on skill checks based on Intelligence, Wisdom, and Charisma for 2 minutes. Costs 2 vitality.

ADVANCED TIER

Mageblades select from the following advanced abilities.

ACROBATIC COMBAT: You ignore effects of difficult terrain.

For example, you can traverse a flight of stairs at your normal speed. Requires Feats of Prowess.

BURST WEAPON^M: For 5 minutes your weapon attacks deal +5 force damage to struck foes and 2d6 force damage all other foes within 30 ft (even foes you didn't target). Costs 5 vitality.

DIMENSION DOOR^M: This improves Dimension Step, such that you can move to any unoccupied space up to 500 ft away, even if unseen, and may take 1 adjacent Large or smaller creature or object with you. If the destination is occupied, you suffer 1d6 wound damage and appear in the nearest open space. Costs 5 vitality.

DISPLACEMENT^M: This improves the Blur ability to provide a 50% miss chance for attacks against you. Costs 5 vitality.

DIVERSE DWEOMER: Select 4 basic magic abilities for which you qualify drawn from any classes. You now know these abilities.

GREAT THUNDER^M: This ability enhances Thunder Wave to affect creatures up to Huge size. Costs 10 vitality.

MANA FOCUS: Once daily as a move action, you gain 4d6 vitality points that you must use before the end of your next turn or lose them.

MASTER BLADE MAGE: This boost Elvish Ace for 9x daily uses.

PERSONAL HASTE^M: Magic propels you to blinding speed of action. For 5 minutes, you gain a bonus move action each round. Costs 5 vitality.

PIERCE MAGICAL PROTECTION: As a swift action, you designate 1 foe within 60 ft. Thereafter, you ignore all the foe's magical bonuses to DR and saves for 5 minutes. You are limited to 1 such marked foe at a time. Requires Arcane Strike. Costs 5 vitality.

REAVING DISPEL^M: Target 1 foe within 15 ft. For each magic ability it has in effect for itself, it must resist using Will or the magic ends and it suffers 1d4 wound damage. Requires Dispelling Strike. Costs 5 vitality.

SEEKING WEAPON^M: Your ranged weapon ignores any miss chance due to cover or concealment. Costs 5 vitality.

SILENT SURGE^M: Once daily as a swift action, you negate all sound in a 15-ft-radius around you and gain a +5 bonus on your melee attack rolls. The effect lasts 1 round.

SPELL ON THE RUN: When using a magic ability, you can move both before and after using it, provided that your total distance moved is not greater than your speed.

STONESKIN^M: You enjoy DR 10 for 2 minutes or until the spell blocks 10 points of damage per level, whichever comes first. Requires Shield. Costs 5 vitality.

WHIRLING BLADE^M: You can throw your melee weapon along a 60 ft line and make attack rolls against each and every foe along that line. The weapon automatically returns to you at the end of your turn. Effects of other abilities apply to each foe. Requires Arcane Strike. Costs 5 vitality.

WOUNDING WEAPON: As a swift action, your next successful attack that round deals +1d6 wound damage. Costs 5 vitality.

PARAGON TIER

Mageblades select from the following paragon abilities.

ELDRITCH KNIGHT: This improves Master Blade Mage to allow use of advanced mageblade magic abilities for +2 vitality.

FORESIGHT^M: You cannot be surprised and may ignore Sneak Attack damage if your Will resists. Moreover, once daily you may completely ignore 1 attack against you as an immediate action as if you had foreseen the moment. This ability does not work while you are unconscious.

GLOBE OF INVULNERABILITY^M: For 5 minutes you ignore the effects of basic and intermediate magic abilities that target you or activate in an area that includes you. Costs 10 vitality.

GREATER ARCANE STRIKE^M: This improves Improved Arcane Strike such that you enjoy a +5 bonus on attacks and +15 damage.

SLIPPERY MIND: You can wriggle free from magical effects that would otherwise control or compel you. When your Will fails to resist a magic ability, you can re-try the save 1 round later. You get only this 1 extra chance to succeed on the save.

MEDICANT

A medicant is a master of shaping blood, flesh, and bone.

BACKGROUND & ADVENTURES

A medicant is a medical expert with a psychic's touch. He knows the body's inner workings and the secret procedures to grow, transmute or even dissolve flesh, bone, and organs. A medicant can stitch wounds, brew poisons, merge an ally's weapon into his hand, implant a symbiont that acts as a third eye, or even grow a clone.

Good medicants provide aid and useful symbionts. They follow an oath to do no harm. Others take a dark path, weaving flesh and molding bones to create powerful minions or to satiate their curiosity. They wield their surgical tools and depraved imaginations to extract hearts, brains, eyes, and glands that house a person's soul.

Medicants are poor melee combatants, though they are proficient with light blades and they often use subdual weapons to capture creatures.

Medicants adventure to acquire tools, aid others, and/or find prime specimens to study in depth or utilize in experiments.

CLASS DETAILS

Medicants have the following statistics.

PRIME ATTRIBUTE: Intelligence.

ATTACK: d20 + ½ class level + Intelligence modifier.

DEFENSES: Fortitude +2, Reflex +2.

ARMOR: All Light armors.

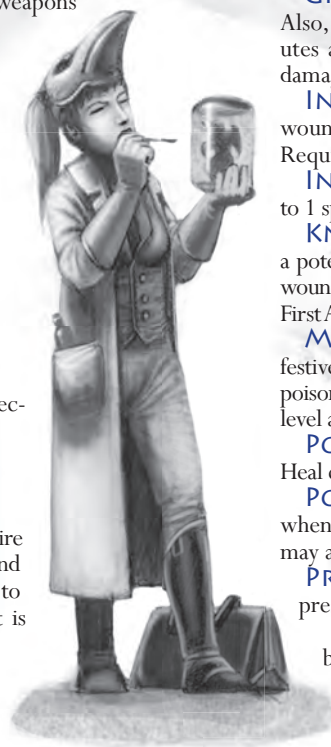
WEAPONS: All light blades, small projectiles, and subdual weapons.

STARTING GOLD: 5d4 x 10 (125 gp).

ALIGNMENT: Any.

SPECIAL: Abilities marked with a ^C require the use of a surgical bay that costs 250 gp and weighs 40 pounds. The term "patient" refers to any willing or helpless adjacent creature that is alive or dead but not undead or a construct.

TRAINING: 2d6 years.



CORE ABILITIES

Medicants start with the following abilities at 1st level.

CURE WOUNDS^M: One touched ally heals 1d6 wound damage per 2 levels (max 5d6) as you magically knit its flesh and bones. A creature can benefit only once daily from this ability. Costs 1 vitality.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

HARVEST BLOOD AND ORGANS: You can harvest blood and organs. You can take a vial of blood from a patient after 1 round of work that inflicts 1 vitality damage. Removing a limb or organ takes 10 minutes and inflicts 2d4 wound damage. You can harvest until a target dies. Removing sense organs causes blindness (eyes), deafness (ears) or such. Also, removing a brain, heart, liver or both lungs kills most creatures. You cannot harvest from a creature that has been dead more than 2 minutes, or from a live creature that is not helpless or fully restrained. Blood and organs count as fresh for 1 hour unless you use Preserve.

BASIC TIER

Medicants select from the following basic abilities.

APOTHECARY^C: You can brew drugs and poisons as described on page 166 for ½ their listed market price. One dose requires 1 hour of work, and you can prepare up to 10 doses in a day. Also, you can identify a drug or ingested poison after 1 minute of careful visual and olfactory inspection with an accuracy of 70% + 1% per level.

BREW POTION^C: You place an ability that you or an adjacent ally knows into a potion, salve, oil, pill or similar mix that delivers a single-use effect to a creature or object. The cost and time equal 50 gp and 1 hour for a basic ability or 300 gp and 2 hours for an intermediate ability. You or an adjacent ally pay any vitality cost when brewing the potion. See page 196 for details and a list of common potions.

CLEAN HANDS^M: You never show blood on your body or held gear regardless of exposure. Instead, the blood instantly evaporates.

DETECT DISEASE^M: You learn whether disease is present or absent within a 15-ft cone. When you scan the same area again, you learn the exact location (within 5 ft) and names of diseases present. See page 238 regarding diseases. Costs 1 vitality.

DETECT SYMBIONT^M: You learn whether symbionts (page 202) are present within a 15-ft cone. Each time you scan the same area again, you learn the exact location (within 5 ft) and name of 1 symbiont present. Costs 1 vitality.

GRAFT SYMBIONT^C: You enjoy a +5 bonus on Heal checks. Also, you can place a symbiont into a patient after spending 10 minutes and 250 gp worth of materials. The process inflicts 1 wound damage on the patient.

INFLECT WOUNDS^M: One adjacent target suffers 1d3 acid wound damage as you twist its flesh and bones. Fortitude resists. Requires Cure Wounds. Costs 1 vitality.

INOCULATE^C: You or an adjacent ally enjoy permanent immunity to 1 specific disease. Costs 1 pound of silver (5 gp) and 1 vitality.

KNITTING SALVE^M: You transmute 1 vial of fresh blood into a potent salve. One minute after applying the salve, the patient heals 1 wound point per round for 1d8 rounds + 1 round per level. Requires First Aid. Any ailments within the blood infect the patient. Costs 1 vitality.

MASK AND GLOVES^M: You conjure a pair of fine gloves and a festive mask upon yourself that prevent the transmission of disease and poison outside of combat. The gloves and mask last 4 hours + 1 hour per level and then vanish. Costs 1 vitality.

POISON MASTERY: Apply a +5 bonus on Appraise, Craft, and Heal checks to identify, brew or neutralize poisons.

POISON USE: You never risk accidentally poisoning yourself when applying poison to a weapon (rather than 5% chance), and you may apply poison as a move action (rather than standard action).

PRESERVE^M: An adjacent hide, organ, limb or vial of blood is preserved as fresh for up to 1 day per level. Costs 1 vitality.

PURIFY BLOOD^M: You remove all ailments from 1 vial of blood. Costs 1 sp worth of silver dust.

STIMULANT^M: You transmute 1 vial of fresh blood into a potent stimulant. One minute after drinking the stimulant, the patient gains +3 temporary vitality points. The points last for 5 minutes and then go away. Costs 1 vitality.

INTERMEDIATE TIER

Medicants select from the following intermediate abilities.

ANALYZE CREATURE^M: You target a creature within 30 ft and line of sight. If you beat its Will, you randomly learn 5 of its statistics or abilities. You can only analyze a specific creature once, and once a creature resists, you cannot affect it again. Costs 2 vitality.

ANESTHETIC^M: You transmute 1 vial of fresh blood into a draught that causes sleep, paralysis, and/or an absence of pain, as you desire, for 4 hours + 1 hour per level after it is drunk. The drinker may resist using Fortitude to delay the onset for 2 minutes. Otherwise, the effect is immediate. Costs 2 vitality.

BREED HORRID ANIMAL^C: You permanently boost the statistics of a natural animal, making it exceptionally fierce. For each of the animal's levels, you spend 1 day of work, 1 fresh organ, and 1,000 gp in materials. A horrid animal gains chitinous plating for +5 DR. Its natural attacks inflict +1d6 acid damage. It is immune to acid. Handle Animal checks made to calm it suffer a -5 penalty. Finally, it heals all damage after 1 night's rest.

BUBBLING BLOOD^M: One living target within 30 ft suffers 1d6 acid damage per level, or ½ damage if Fortitude resists. Costs 2 vitality.

CURE AILMENT^M: You remove an ailment from yourself or a touched ally. Ailments include blindness, confusion, deafness, disease,

exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as lycanthropy. Costs 2 vitality.

ERASE SCARS^C: After 1 hour of work, 50 gp in materials, and a successful DC 15 Heal check, you remove all scars from a patient. A roll of 1 on the Heal check creates 1d4 new scars. Costs 2 vitality.

FLESH POCKET^M: You create a seamless fold within a patient's skin that weightlessly holds up to 1 pound per level of gear for up to 4 hours + 1 hour per level. A successful DC 35 Perception check spots the pocket. A creature is limited to 1 pocket at a time. When the magic ends, any contents fall to the floor beside the patient. Costs 2 vitality.

GRAFT WEAPON^M: You temporarily cause a held melee weapon to merge into your arm or an adjacent ally's arm, becoming a natural extension of the arm. The subject cannot be disarmed, enjoys +2 bonus on attack rolls and inflicts +1d6 damage with it, and suffers a -2 penalty on skill checks that require the use of hands. The effect lasts 5 minutes. Costs 2 vitality.

GROW SYMBIONT^C: You grow a symbiont from freshly harvested organs. The process takes 1 day and costs 1,000 gp. The market price is 2000 gp. Growing a symbiont requires fresh water, a surgical bay, and the body part specified in the symbiont's description. See page 202 for details.

HEALING SAVANT: You enjoy a +10 bonus on Heal checks.

HEIGHTEN BLOOD^C: You target 1 vial of fresh blood from a fey, person or mutant. Whoever drinks it within 24 hours knows and can use for 2 minutes the magical abilities of the donor creature, if the donor is dead. Afterward, the imbiber is fatigued and suffers 1 wound damage per level of the donor. Costs 2 vitality.

HERBALIST: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

REMOVE SKIN^M: You cleanly remove an adjacent corpse's entire skin. The removed skin ends up in your grasp. Costs 2 vitality.

REMOVE SYMBIONT^C: After 10 minutes of work, you safely remove a symbiont from a patient to reuse in another patient. You must pass a DC 18 Heal check. A failed check means the symbiont is destroyed and the patient suffers 2d6 wound damage.

RESTORE SYMBIONT^M: A suppressed symbiont of your choice in an adjacent patient is restored to normal function. Costs 2 vitality.

SCULPT FLESH^C: After 1 hour's work, 1 vial of fresh blood plus 150 gp in other materials, and a successful DC 25 Heal check, you improve a patient's comeliness by +1d4. A check roll of 1 has the opposite effect. The effect lasts 1 month. Multiple treatments don't stack. Costs 2 vitality.

SUPPRESS SYMBIONT^M: One of an adjacent target's symbionts (named by you or selected randomly) is unusable for 5 minutes. Costs 2 vitality.

VITAL SYMBIONT^C: After spending 1 hour and 500 gp, you permanently improve an adjacent symbiont such that it possesses 3 vitality. The symbiont's host can expend this vitality when using its abilities. The symbiont heals each night when the host sleeps. A symbiont can benefit once from this ability.

WITHER LIMB^M: An adjacent target must resist using Reflex or suffer 1d6 wound damage. Also, if it fails to resist using Fortitude, 1 limb withers, falls off, and blows away as dust. You specify a leg, arm, tentacle or similar appendage. A biped suffers a -5 penalty on Strength- and Dexterity-based skill checks and attack rolls for each missing limb. Creatures with 5+ limbs instead suffer a -2 penalty per lost limb. Costs 2 vitality.

ADVANCED TIER

Medicants select from the following advanced abilities.

CONJURE SURGICAL BAY^M: You conjure a fully-equipped surgical bay worth 250 gp and weighing 40 pounds. The bay lasts 4 hours + 1 hour per level and accommodates 1 Large or smaller creature as a patient. The bay allows you to freely use medicant abilities marked with a ^C. Items removed from the bay (except stitches, bandages, etc) vanish to re-appear inside the bay. Costs 5 vitality.

LOBOTOMY^C: After 10 minutes of work and a successful DC 20 Heal check, 1 patient suffers a lasting mental breakdown. It cannot make attack rolls, only uses abilities when directed by you to do so, fails to speak coherently, and suffers a -10 penalty on skill checks based on Dexterity, Intelligence, Wisdom or Charisma. If you fail the Heal check, the creature suffers 1d6 wound damage but suffers no mental breakdown. Either Heal or Wondrous Medicine reverses a lobotomy.

MASS CURE WOUNDS^M: This improves Cure Wounds such that you psychically aid all allies within 60 ft of you. Costs 5 vitality.

MASS INFLECT WOUNDS^M: This improves Inflict Wounds such that you psychically target all foes within 60 ft. Costs 5 vitality.

REBIRTHING^C: After 1 day of work, you permanently change a patient's race, sex or both. This requires 3 fresh organs and 1 vial of fresh blood from a creature of the target race and sex. The new form must be the same size and creature type as the original. The procedure inflicts 2d6 wound damage and grants the target a +10 bonus on Disguise checks to not be recognized as its previous self and to possibly look like someone else. The target loses its old race statistics and abilities and gains a new set of race statistics and abilities. Costs 5 vitality.

REGENERATE^M: You restore 1 lost limb or organ such as an eye or arm of an adjacent ally after 1 minute of work. Costs 5 vitality.

REVIVIFY^M: You restore to life an adjacent creature that has died within the past 3 rounds. It returns with 1 wound point. Ailments at its time of death remain. Costs 5 vitality.

SEVERING BLADE: Apply a +1 bonus on attack rolls using blades, and a critical hit with your blade automatically severs 1 of the struck target's limbs.

SIMULACRUM^C: You grow a replicant townie (page 269) or a duplicate of a living creature with 5 Intelligence or less from a vial of its fresh blood. For each level of the simulacrum, creation takes 1 week and costs 1,000 gp. The process fails if its level exceeds yours. It starts with no memories, follows your verbal commands, and gains free will if you die.

SKINNED ALIVE^M: An adjacent target must resist using Reflex or lose its skin and be stunned for 3 rounds, after which it dies. Heal, Miracle, Regenerate, Revivify, Raise Dead or Wish halts and reverses the effect. Requires Remove Skin and Severing Blade. Costs 5 vitality.

SLAY SYMBIONT^M: When you target a patient or beat an adjacent foe's Reflex, you may specify or randomly select 1 of its symbionts. The target must resist using Fortitude or the symbiont is destroyed. Costs 5 vitality.

UNDYING HEART^M: You transmute 1 vial of fresh blood into a drought. One minute after consumption, the drinker heals all wound damage plus 1d6 vitality and, for 24 hours, can be reduced to -20 wounds before dying. Costs 5 vitality.

PARAGON TIER

Medicants select from the following paragon abilities.

CLONE^C: This improves Simulacrum. You may duplicate any living creature and the result starts with the donor creature's memories.

FLESH WARP^M: An adjacent foe must resist using Will or twist into a monstrosity. On the 1st round it feels tingling, on the second round it is fatigued, and on the third round it permanently transforms: it is limited to a speed of 5 ft and suffers a -10 penalty on skill checks based on Strength, Constitution or Dexterity. Heal or Wondrous Medicine restores the target to normal. Costs 10 vitality.

FUSION^M: Two adjacent creatures merge into a single entity that looks and acts like a blend of the originals. Its level equals the best of the two. Each of its statistics and ability slots is copied from either creature, as you desire. The effect lasts 4 hours + 1 hour per level, after which the fusion ends and both creatures are exhausted. An unwilling creature can resist using Will. If the targets are not allies, both can attack the other's Will with the highest roll indicating who is in charge of the new, fused form. Costs 10 vitality.

WONDROUS MEDICINE^C: After 10 minutes work, the patient is at full hit points and free of ongoing conditions. A particular creature can only benefit once per day. Costs 1,000 gp in rare ingredients and 10 vitality.

MONK

A monk is a martial artist who hones his body as a weapon.

BACKGROUND & ADVENTURES

Although a monk's abilities are nonmagical, they are truly extraordinary. A monk can tumble, fall, sprint, leap, trip, and even walk along walls with great agility. Most of all, he can belt out a flurry of blows to overwhelm and knock down multiple foes at once.

Monks often adventure as part of larger quests: an outer journey to match their inner one. Other monks fail to excel in a monastery, wish to prove their prowess in real combat, or seek a wise and puissant trainer.

Though deadly, many monks eschew violence. They prefer peace through unity of body and mind, and they turn deadly only in grievous circumstances. A few monks seek violence to test themselves or avenge wrongs.

Monks are fast, flexible, and ideal allies when gear and magic run low. Monks can daze or stun foes to even the odds in a fight.

They excel against an enemy spellcaster or rogue.

CLASS DETAILS

Monks have the following statistics.

PRIME ATTRIBUTE:

Strength.

ATTACK: d20 + ½ class level +

Strength modifier.

DEFENSES: Fortitude +2, Reflex +2, Will +2.

ARMOR: All Light natural armors such as cloth and leather.

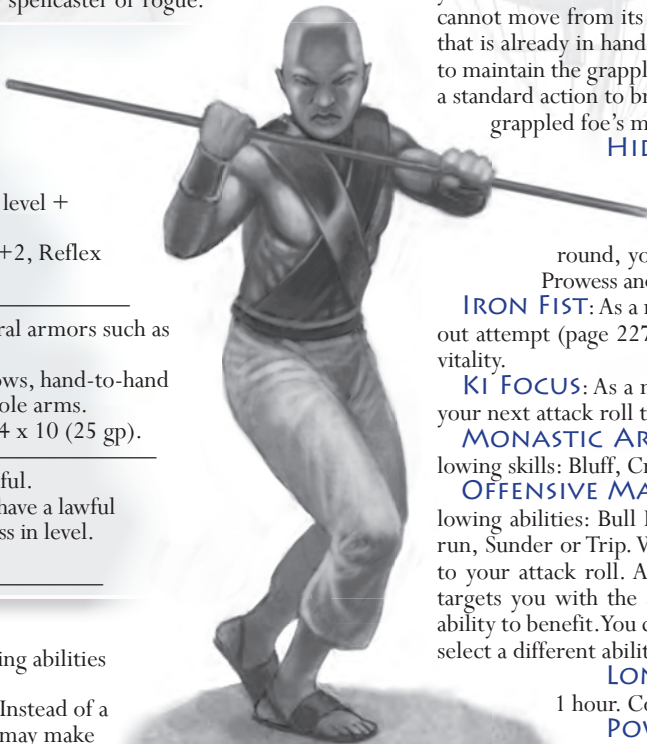
WEAPONS: All crossbows, hand-to-hand weapons, light blades, and pole arms.

STARTING GOLD: 1d4 x 10 (25 gp).

ALIGNMENT: Any lawful.

SPECIAL: A monk must have a lawful alignment in order to progress in level.

TRAINING: 2d6 years.



CORE ABILITIES

Monks start with the following abilities at 1st level.

FLURRY OF BLOWS: Instead of a single Unarmed Strike, you may make 2 unarmed attacks, each attack with a -2 penalty to your attack roll. You can direct the blows to the same foe or to 2 different foes. This flurry works with the Improved, Greater, and Mighty Unarmed Strike abilities.

MONK'S PROWESS: Apply a +5 bonus on Acrobatic and Athletics checks.

UNARMED STRIKE: You use your entire body including fists, feet, head and torso to deliver damage as a melee weapon. An adjacent foe must resist using Reflex or suffer 1d6 damage (or 1d4 if you are Small). Add +2 damage if you have claws. Apply a +1 bonus to your attack roll and add your Strength modifier to your damage roll.

BASIC TIER

Monks select from the following basic abilities.

ACTION READY: Boost Athletics and Perception checks by +5.

BLIND-FIGHT: You suffer no penalty when resolving melee attacks against creatures concealed by invisibility or darkness. You must still target the correct space when attacking.

BULL RUSH: You shove an adjacent target. If you beat its Fortitude, the target is pushed back 1d4 x 5 ft. You must move at least 10 ft in a straight line just prior to using this ability.

CALISTHENICS: Once daily after a 5-minute routine, you gain 1d4+1 vitality. This may exceed your normal maximum vitality.

DAZING FIST: As a swift action when you successfully use Unarmed Strike, the target must resist using Fortitude or be dazed for 1 round. Costs 1 vitality.

DISARM: You target 1 of your adjacent foe's held items within reach with your weapon. If you beat its Reflex, your foe drops the targeted item. The item lands in an adjacent square.

DODGE: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

ENDURE ELEMENTS: You ignore the effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

FEINT: As a move action, an adjacent foe must resist using Will or suffer a -5 penalty on Reflex until the start of its next turn.

GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

HIDDEN EYE: You have finely tuned perception. Apply a +5 bonus on Insight and Perception checks.

HUSTLE: As a swift action up to 1/round, you gain a bonus move action. Requires Monk's Prowess and Flurry of Blows. Costs 1 vitality.

IRON FIST: As a move action, apply a +2 bonus on your knock-out attempt (page 227) for that round. Requires Toughness. Costs 1 vitality.

KI FOCUS: As a move action you focus to enjoy a +2 bonus on your next attack roll that round. After attacking, the focus ends.

MONASTIC ARTIST: You enjoy a +5 bonus on 2 of the following skills: Bluff, Craft, Disguise, Literacy, Music, and Trick.

OFFENSIVE MANEUVER TRAINING: Select 1 of the following abilities: Bull Rush, Charge, Disarm, Feint, Grapple, Overrun, Sunder or Trip. Whenever you use the selected ability, add +5 to your attack roll. Also add +5 to your save when someone else targets you with the ability. You must already possess the selected ability to benefit. You can take this ability more than once. Each time, select a different ability to improve.

LONGSTRIDER: Boost your speed by +10 ft for 1 hour. Costs 1 vitality.

POWERFUL BLOW: Once daily as a swift action after you strike a single foe using Unarmed Strike, apply +15 damage. Costs 5 vitality.

STONE BODY: Boost Athletics and Endurance checks by +5.

SUBLIME FIST: Apply a +1 bonus on attacks and +2 damage using Unarmed Strike.

SWORD SAGE: This improves Flurry of Blows and Rapid Attack, such that you can mix both abilities to attack once with Unarmed Strike and once with your melee weapon, both at a -2 penalty on the attack roll, as a standard action.

TOUGHNESS: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

TRIP: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone.

VITALITY SURGE: Once daily you regain 1d6 vitality.

WIND ACOLYTE: Boost Acrobatics and Stealth checks by +5.

INTERMEDIATE TIER

Monks select from the following intermediate abilities.

ALL YOU NEED IS KILL: An adjacent foe suffers 2d6 damage from your unarmed strike or is slain outright if it is level 2 or lower.

DEFENSIVE MANEUVER TRAINING: When a foe targets

you with the Disarm, Feint, Grapple, Sunder or Trip ability, apply a +5 bonus on your save.

DEFENSIVE MASTER: Boost Fortitude and Reflex by +2.

Apply the bonus even when unconscious. Requires Monk's Prowess.

DEFLECT ARROWS: As an immediate action, when you would normally be hit with a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of the attack and not defenseless and have at least 1 hand free to use this ability.

DIVINE PATH: Apply +5 holy damage (if you are good) or +5 vile damage (if you are evil) to all Unarmed Strike damage.

EVASION: You can avoid attacks with great agility. When you successfully resist an attack using Reflex, you take no damage from it as you dodge out of the way, even if you would normally suffer a partial effect. You still take full damage when you fail to resist. You do not gain this benefit when you are helpless or wearing Heavy armor.

EYE GOUGE: One adjacent foe loses an eye, suffers 1d4 wound damage, and endures a permanent -2 penalty on Perception checks if you beat its Reflex. Only Heal, Regenerate or similar powerful magic restores the eye. Costs 2 vitality.

FAST CLIMBER: Boost Athletics checks by +5. Also, when climbing, you move at your normal speed (rather than 1/2 speed) and are not defenseless.

FLEET OF FOOT: Boost your land speed by +10 ft.

IGNORE PAIN: Ignore harmful effects of abilities with the word Pain or that cause pain damage.

IMPROVED INITIATIVE: You react quickly to attack. Apply a +5 bonus on initiative checks or +2 when over-loaded.

IMPROVED UNARMED STRIKE: This improves Unarmed Strike, such that you apply +2 on attack rolls and inflict +5 damage.

KI STRIKE: Your use of Unarmed Strike counts as a magical weapon.

LASTING VIGOR: Boost your maximum vitality by +5 points.

MENTAL BARRIER: Permanently boost your Will by +5.

PUGILIST: As a swift action, apply a +5 bonus on attacks to use Grapple and add +2d6 damage when striking grappled foes. The effect lasts 5 minutes. Costs 2 vitality.

RAPID ATTACK: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

RAPID TRIP: This improves Trip to be usable as a move action.

RESIST MAGIC: Boost saves by +2 to resist magic abilities.

SECOND WIND: Once daily after 1 minute of rest you recover 4d6 vitality. Requires Monk's Prowess.

SLOW FALL: When you fall and are adjacent to a wall, you can use the wall to slow your fall. You take damage as if the fall were 30 ft shorter than it actually is. You can take this ability multiple times. Each time, decrease the effect distance fallen by 30 ft. At 120 ft, you can instead fall any distance without harm while adjacent to a wall.

STUNNING FIST: As a swift action when you succeed on an attack using Unarmed Strike, the target must resist using Fortitude or be stunned for 1 round. Requires Dazing Fist. Costs 2 vitality.

SUSTENANCE^M: You do not need to eat or drink (unless you wish to), and you enjoy a +5 bonus to resist ingested poisons and sleep magic.

ADVANCED TIER

Monks select from the following advanced abilities.

AMAZING DODGE: This improves Dodge to avoid a single attack of any kind. Requires Monk's Prowess. Costs 5 vitality.

CURATIVE TRANCE: After 1 hour of meditation, you negate the effects of 1 disease or poison, or end fatigue or exhaustion. Costs 5 vitality.

DEATH BLOW: You target 1 adjacent living creature. If you beat its Fortitude, it is reduced to -1 wounds and begin dying. Even if it saves, it suffers 4d6 damage. Requires Stunning Fist. Costs 5 vitality.

DEFENSIVE ROLL: Whenever you would be reduced to 0 or fewer wound points, you suffer 1/2 damage instead. You must have Dodge or Evasion and be aware of the attack and able to react to it in

order to use this ability.

FIRST MOVE: This enhances Improved Initiative such that you apply a +10 bonus on initiative checks, or +5 when over-loaded.

GREATER UNARMED STRIKE: This improves Improved Unarmed Strike to grant +3 on attack rolls and +10 damage.

LASTING YOUTH: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

LEAP ATTACK: You enjoy a +3 bonus on Acrobatics, Athletics, and Stealth checks. Moreover, when you are at least 5 ft (but no more than 15 ft) above a foe, you can leap down as part of a single attack using a melee weapon. If you hit, you deliver +3 damage per 5 ft fallen (max +9 for 15 ft fallen) and the target creature falls prone and is dazed for 1d4 rounds. You suffer no damage from the fall.

MAGIC RESISTANCE: You enjoy a +5 bonus on saves to resist magic abilities. Also, when you are targeted by a magic ability that does not allow a save, your foe must beat your Fortitude anyway, and if you save then the magic has no effect. Requires Defensive Master, Monk's Prowess, and Resist Magic.

MOUNTAIN AND RIVER: Apply a +10 bonus on Acrobatics and Athletics checks. Requires Monk's Prowess.

POWER GRAPPLE: This improves Grapple such that each round as a standard action, you may move a grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

RESILIENT BODY: You cannot be dazed. When you take this ability a second time, you cannot be stunned either.

SNATCH ARROWS: When using Deflect Arrows you may catch the ammunition or weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the attacker (you make an attack roll even though it isn't your turn) or kept for later use. You must have at least 1 hand free to use this ability.

SPRING ATTACK: When using Unarmed Strike, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. You can't use this ability if you are wearing Heavy armor.

SUBLIME FOOT: You can cross areas of intense energy. You enjoy +10 DR to all energy types while moving 30 ft or more. You are not protected while not moving.

TWO BECOMES ONE: Whenever you successfully use Flurry of Blows against 2 foes that are adjacent to you, you can make an immediate 5-ft step into an adjacent empty space and move 1 of your foes into your previous space, where you butt the foes against each other to inflict 4d6 damage to each one.

WALL WALKING: As part of a single move action, you can walk up or down a vertical incline with ease at your normal speed. You must begin and end your movement on a flat surface or else you fall as normal. Costs 1 vitality.

PARAGON TIER

Monks select from the following paragon abilities

DOUBLE DODGE: This improves Dodge to avoid 2 impending melee attacks such as by a foe using Rapid Strike. Costs 5 vitality.

FREE MOVEMENT^M: As an immediate action, you ignore any and all effects that impede your movement for 2 minutes. You ignore abilities like Grapple and Slow, and you move and attack normally underwater, even with slashing weapons, and so on. Costs 10 vitality.

IMPROVED EVASION: This improves Evasion, such that you only suffer 1/2 damage even when you fail to resist using Reflex.

MIGHTY UNARMED STRIKE: This improves Greater Unarmed Strike, such that you apply +5 to attack rolls and inflict +15 damage.

QUIVERING PALM: If you beat an adjacent foe's Will, your touch sets up vibrations in its body provided it is a living creature. Thereafter, at any time over the next 1 month, you can force the creature (wherever it is) to attempt to resist using Fortitude. If it fails the save, it dies. Otherwise, the vibrations dissipate. Costs 25 vitality.

WHIRLWIND OF BLOWS: This improves Flurry of Blows, such that you target all adjacent foes with a single attack, or all foes within 15 ft when you expend 10 vitality.

NECROMANCER

A necromancer is a master of death, dying, and the undead.

BACKGROUND & ADVENTURES

Necromancers cavort with vampires, raise skeletal minions, or act as mediums to the dead. A powerful necromancer can panic foes with a glance, animate corpses, and transform into a ghost or lich.

People often equate death with evil. Some necromancers are evil but others view death as natural and a part of the great cycle of existence. Undeath is but a single path of many. Thus, some necromancers cause havoc while others adventure to meet undead and learn about ancient treasures and the secrets they keep.

A necromancer's most powerful ability is holding sway over the undead. He can also cause wound damage directly to living creatures, making him a great danger even for great heroes.

Undeath happens. Some adventurers hesitate to travel with a necromancer, while others benefit from this death dealer's nasty magic. Necromancers are not warriors and should avoid melee combat if they wish to avoid a swift demise.

CLASS DETAILS

Necromancers have the following statistics.

PRIME ATTRIBUTE: Intelligence.

ATTACK: d20 + ½ class level + Intelligence modifier.

DEFENSES: Will +2.

ARMOR: None.

WEAPONS: All axes and light blades plus the scythe.

STARTING GOLD: 3d4 x 10 (75 gp).

ALIGNMENT: Any nongood.

SPECIAL: You cannot use class magic abilities while you are good.

TRAINING: 2d6 years.



CORE ABILITIES

Necromancers start with the following abilities at 1st level.

CHILL TOUCH^M: An adjacent living creature suffers 1d4+1 necrotic damage per 2 levels (max 5d4+5). Also, if you beat its Fortitude, it is fatigued for 2 minutes.

GRAVE LORE: Boost Arcana and Religion checks by +5.

QUELL UNDEAD^M: You target 1 nonsentient undead creature within 30 ft. It is dazed for 5 minutes, or for 1 round if its Will resists. Typically, this affects skeletons and zombies. Costs 1 vitality.

BASIC TIER

Necromancers select from the following basic abilities.

BONE ARMOR^M: For 1 hour, a carapace of bones grants you +4 DR. This armor counts as Light armor and does not stack with real armor or Mage Armor. Costs 1 vitality.

DEATH KNELL^M: An adjacent living creature that is unconscious with less than 0 wound points must resist using Will or die. When it dies, you gain 1d4 wound points and a +1 bonus on your next d20 roll. Costs 1 vitality.

DECOMPOSE^M: You vaporize all flesh on an adjacent corpse leaving only bone. Touching it again turns it to dust. Costs 1 vitality.

DETECT UNDEAD^M: You learn whether undead are present in a 30-ft cone. On a second scan of the same area, you learn their numbers and what kinds they are.

FALSE LIFE^M: You or a touched living ally gains temporary wound points equal to 1d10 + your level. The points last for 5 minutes and then go away. Multiple uses do not stack. Costs 1 vitality.

GENTLE REPOSE^M: One touched corpse gains a neutral odor and fine appearance as if sleeping, doesn't decay, and can't rise as undead for 24 hours. Costs 1 vitality.

GHOUL BITE^M: An adjacent living creature suffers 1d3 necrotic wound damage. Reflex negates. Costs 1 vitality.

GRAVE BLAST^M: Living foes within a 15-ft cone suffer 1d6 necrotic damage per level (max 5d6). Fortitude resists. Costs 1 vitality.

GRAVE GUARD^M: A touched skull guards a 30-ft-radius area for 4 hours + 1 hour per level or until moved by you. If a living creature (besides you) enters the area, the skull screams for 5 minutes. You can only maintain 1 guard at a time.

REAPER^M: Any necromancer melee weapon that you wield counts as magical and inflicts damage equal to 1d8 + 1 point per level (max +5) with a +1 bonus on attack rolls. The weapon is unexceptional in others' hands. Requires Grave Lore.

SCARE^M: One living creature within 15 ft is shaken for 5 minutes or 1 round if it resists using Will. If it is 5+ levels below you, it is frightened instead, fleeing the best it can or cowering if it cannot flee. Costs 1 vitality.

SPECTRAL HAND^M: You conjure a ghostly hand for 2 minutes that can manipulate objects within line of sight out to a distance of 120 ft. By concentrating as a move action, you move the hand up to 30 ft. The hand has the same agility as your own and can also deliver abilities that normally affect adjacent foes. It has DR 10, 1 wound point, and saves equal to your own. Costs 1 vitality.

SPECTRAL MOUNT^M: You conjure a ghostly horse-like mount for 4 hours + 1 hour per level. You plus a single Medium or smaller ally can ride it. It has a speed of 60 ft, DR 10, 1 wound point, 1 vitality point per level, and saves equal to your own. The mount does not make attacks. Costs 1 vitality.

TAINT IMMUNITY: You are immune to the Taint ability.

TOMB LORE: Boost History and Literacy checks by +5.

UNEARTH^M: You raise to the surface a casket that lies buried up to 30 ft beneath you. Also, you may remotely open or close the lid of a visible casket within 15 ft. An opened lid falls adjacent to the casket. Costs 1 vitality.

UNNATURAL AURA: Boost Diplomacy, Disguise, and Intimidate checks by +5 involving undead, but penalize Diplomacy, Disguise, and Handle Animal checks by -2 involving animals and children.

WRAITH'S KISS^M: As a move action, an adjacent helpless foe suffers 1d4 wound damage, or dies if you beat its Fortitude.

INTERMEDIATE TIER

Necromancers select from the following intermediate abilities.

ANIMATE DEAD^M: You create skeletons or zombies from humanoid corpses within 60 ft. You can animate a number of levels of undead up to 2x your level, and you can maintain a number of levels at once equal to 4x your level. The undead obey your mental commands and remain for 1 hour per level before turning to dust. See RADIANCE MASTERS GUIDE regarding undead statistics. Costs 2 vitality.

COMMAND UNDEAD^M: This improves Quell Undead. A sentient undead is dazed 1d4 rounds if you beat its Will while affected nonsentient undead obey your verbal commands for 5 minutes and then ignore you for 4 hours + 1 hour per level. Costs 2 vitality.

DEATH RAY^M: A target within 30 ft suffers 1d6 necrotic damage per level (max 10d6), or ½ damage if Will resists. Costs 2 vitality.

DEATH WARD^M: For 2 minutes, you or a touched ally are immune to the effects of all ailments, curses, and necrotic energy.

damage. Costs 2 vitality for you or 5 vitality for an ally.

DISGUISE UNDEAD^M: One adjacent undead ally enjoys a +20 bonus on Disguise checks to look alive and register as living for 4 hours + 1 hour per level. It gains no other benefits. Costs 2 vitality.

DOOM SCARABS^M: You exhale a cloud of ghostly grave beetles. Living foes within a 30-ft cone suffer 1d6 necrotic damage per 2 levels and you heal 1d4 wound points. Costs 2 vitality.

FEAR^M: This improves Scare to target all living creatures in a 30-ft cone. Costs 2 vitality.

GASEOUS FORM^M: You become a dark insubstantial gas and waft slowly for 5 minutes. In this form, you have a 10 ft fly speed, can only take move actions, perceive as normal, have DR 10, enjoy a +5 bonus on Stealth checks, and enjoy immunity to all ailments. You can pass through cracks but cannot enter liquids. The Gust of Wind ability affects you normally. Costs 2 vitality.

GHOST EYES^M: You automatically notice incorporeal undead as if they were corporeal. Requires Grave Lore.

GHOUL MINION^M: One touched humanoid corpse permanently rises as an allied level 2 ghoul (see RADIANCE MASTERS GUIDE) under your total mental control. If it dies, it turns to dust. You can only maintain 1 ghoul at a time. Costs 5 vitality.

GRAVE BODY: Apply a permanent +5 bonus to Fortitude.

LICH LOVED: You grow undead skin like a ghoul or lich and permanently gain +2 DR.

PHANTASMAL KILLER^M: You target 1 person within 15 ft and conjure an apparition of the most frightening thing he can imagine. Only he sees the apparition. If you beat his Will, he believes the apparition is real and must resist using Fortitude or fall unconscious and appear dead (against a DC 30 Heal check) for 5 minutes. Only wound damage wakes him. Immunity to fear blocks this ability. Costs 2 vitality.

REPAIR UNDEAD^C: You direct necrotic energy into an adjacent undead ally to repair wound damage equal to 1d8 + your level. Costs 2 vitality.

SPEAK WITH DEAD^M: After a 10-minute rite, you can ask 1 question per 2 levels over the course of 5 minutes from a corpse that you touch. The corpse only knows what the creature did in life, including languages it spoke. If the creature was good, it can resist using Will. The corpse must be mostly intact and have a larynx. You can use this ability up to once weekly on the same corpse. Costs 2 vitality.

STENCH^M: An adjacent foe must resist using Fortitude or exude a stench that sickens it and any of its adjacent allies for 2 minutes. Only living creatures that can smell are sickened (page 228). Costs 2 vitality.

VAMPIRIC KISS^M: An adjacent foe must resist your “kiss” using Reflex or suffer 2d4 necrotic wound damage. The damage resists healing until Remove Curse is applied. Costs 2 vitality.

WALL OF BONES^M: You evoke within 30 ft a 2-ft thick bone wall up to 10-ft-square in size. The wall has DR 5, 120 hit points per 5-ft area, and lasts 5 minutes. You and undead creatures can pass through the wall as if it were not there. Costs 2 vitality.

ADVANCED TIER

Necromancers select from the following advanced abilities.

CREATE UNDEAD^C: You create a corporeal undead from a corpse. The undead’s level must be equal to or less than your level. The process takes 1 hour at night. You must place a gem in the corpse worth 50 gp per level before using this ability. This ability grants no control. Costs 5 vitality.

DEATH ZONE^M: You fill a stationary 30-ft-radius area around you with necrotic energy that lasts 4 hours + 1 hour per level. In the area, undead enjoy a +2 bonus to all d20 rolls and living creatures do not heal damage. This ability negates the effect of the Consecrate ability. Costs 10 vitality.

DEATH’S HEAD^M: After a 1-hour ritual, you awaken a touched severed person’s head to undead sentience for 5 minutes. It has the mental attributes and skills it had in life but is soulless, has darkvision, can hear and speak, and cannot make attack rolls. Costs 5 vitality.

ENERVATION^M: You release a black ray of crackling energy at 1 target within 60 ft. If you beat the target’s Fortitude, it suffers necrotic wound damage equal to 1d4 + ½ your level. Costs 5 vitality.

FRIGHTFUL MOAN^M: This improves Fear to target all living creatures within 90 ft for 24 hours.

GHOST STEP^M: You are incorporeal for the rest of your turn. In this form you can pass over or through obstacles and enjoy 90% resistance against mundane attacks, or 50% against magic. You are still visible. Costs 5 vitality.

GRAVE SAGE: You have learned much from the undead. Apply a +4 bonus to Arcana, Heal, History, Intimidate, and Religion checks.

HALT UNDEAD^M: One undead foe within 60 ft is dazed for 5 minutes, or for 1d4 rounds if Will resists. Costs 5 vitality.

LICH’S AURA^M: As an immediate action, all living creatures within 15 ft are shaken (no save) for 5 minutes.

LIVING BURIAL^M: A targeted foe within 90 ft is drawn 30 ft down into the earth into a conjured magical coffin if you beat the foe’s Will. It remains there for 1 day per level or until freed. The coffin holds 1 day of air, has DR 10 and 30 hit points, and blocks magic abilities that afford movement. Costs 5 vitality.

MASS COMMAND UNDEAD^M: This improves Command Undead to target up to 1 undead per level within 30 ft. Costs 5 vitality.

MUMMY ROT^M: One adjacent foe acquires the mummy rot curse. After 1 minute, its vitality points drop to 0. After 1 hour, its wound points drop to 0. After 24 hours, it dies and its body turns to sand and dust that blow away in the wind. Remove Curse ends the rot and affords healing as normal. Costs 5 vitality.

PYRE^M: You easily punish the undead. An adjacent undead foe suffers 6d6 fire damage (no save). Costs 5 vitality.

RESTORE UNDEAD^C: Your necrotic touch restores a destroyed undead creature to 1 wound point. Costs 5 vitality.

SLAY LIVING^M: One adjacent living creature must resist using Will or be reduced to -1 wounds and begins dying. Even if it successfully resists, it suffers 3d6 necrotic damage. Costs 5 vitality.

SUMMON UNDEAD^M: You perform a 1-minute ritual to summon 1 or more undead within 30 ft to serve you for 1 hour, after which they vanish. Their total levels cannot exceed your level. Sentient undead will seek to pervert instructions when possible in order to slay the living. Costs 10 vitality.

UNDEATH TO DEATH^M: You target 1 undead creature within 90 ft. If you beat its Will, it immediately crumbles to dust (if corporeal) or bits of ectoplasm (if incorporeal), gone forever. Even if it resists, it suffers 3d6 damage. Costs 5 vitality.

VAMPIRIC TOUCH^M: An adjacent living creature suffers 1d6 necrotic damage per 2 levels (max 10d6), or ½ damage when Reflex resists. Simultaneously, you gain temporary wound points for 5 minutes equal to the damage dealt. You can benefit from only 1 use of this ability at a time. Requires False Life, Grave Lore, and Vampiric Kiss.

PARAGON TIER

Necromancers select from the following paragon abilities.

CIRCLE OF DEATH^M: This improves Slay Living to target all living creatures within 15 ft, excluding you. Costs 5 vitality per target.

CREATE INCORPOREAL UNDEAD^M: As Create Undead, but you can create incorporeal undead such as ghosts. Costs 10 vitality.

GHOST FORM^M: This improves Ghost Step to last 5 minutes. Costs 10 vitality.

LICH PHYLACTERY^C: You use a masterwork item such as a gem or amulet to house your soul. Upon completing a ritual costing 25,000 gp, you die and your soul enters the item. You can animate or leave your corpse from any distance as a swift action. If the corpse is slain, your soul is safe and can either repossess the corpse or form a fresh corpse of itself adjacent to the item after 13 days. While you inhabit your corpse, you gain the benefits of Undead Apotheosis, which you must already know to use this ability.

UNDEAD APOTHEOSIS^M: For 5 minutes, you gain nether-sight, +5 DR, fast healing 5, and immunity to all ailments and aging. Also, necrotic damage heals your wound damage and normal curative magic causes you wound damage. Costs 25 vitality.

WEIRD^M: This improves Phantasmal Killer to affect all living creatures within 30 ft. Costs 10 vitality.

PALADIN

A paladin is a holy warrior and champion of divine justice.

BACKGROUND & ADVENTURES

Paladins are stalwart defenders against evil and champions of all that is right and good. Born and trained for a holy cause, a paladin can commune with his deity, inspire courage in allies, debate theology, and cavort with nobility as easily as he can smite demons, cure the sick, and repel the undead.

The wicked do not rest. Wherever evil plots mayhem or manipulation, a paladin is armed and eager for confrontation. Paladins also quest to recover lost holy artifacts, kidnapped innocents, and criminals fleeing justice.

Every paladin adheres to a code of conduct. The paladin must be honorable and law-abiding, pure of heart and gentle but firm of hand, and wary of evil yet open to redemption. Paladins tend to be chivalrous and oath-bound.

A paladin is a blessing and challenge for other characters. He will never overlook murder or robbery in the name of "treasure hunting". On the other hand, he may be willing to give his life in defense of his allies or for a cause.

CLASS DETAILS

Paladins have the following statistics.

PRIME ATTRIBUTE: Charisma.
ATTACK: d20 + ½ class level + Charisma modifier.
DEFENSES: Fortitude +2, Will +2.

ARMOR: All armors and shields except tower shields.
WEAPONS: The group that includes your deity's weapon plus any other 3 weapon groups of your choice.
STARTING GOLD: 6d4 x 10 (150 gp).

ALIGNMENT: Lawful good, lawful neutral or neutral good.
SPECIAL: You worship a lawful neutral or good deity and pray each day for 1 hour or lose access to class magic abilities for that day. If you deviate from the above alignments, you cannot advance until you gain Atonement from a cleric to return to good standing.
TRAINING: 1d6 years.

CORE ABILITIES

Paladins start with the following abilities at 1st level.

BOOST MORALE: As a move action in combat, allies within 60 ft who can see or hear you regain 1 vitality and enjoy a +1 bonus on all dice rolls until the start of your next turn. Costs 1 vitality.

DETECT EVIL^M: You learn whether fiends and/or undead are present within a 30-ft cone.

HOLY WEAPON^M: Whenever you attack with a melee weapon, apply a +1 bonus on attack rolls and +2 holy damage.

BASIC TIER

Paladins select from the following basic abilities.

CELESTIAL LORE: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with celestials or recalling lore about celestials. Also, you speak Celestial.

COURAGE: Apply a +5 bonus on saves to resist fear effects. Also, you are immune to the Bully and Torment abilities.

DEFENSIVE BLOCK: As an immediate action, you hamper 1 adjacent foe who is physically moving. If you beat its Reflex, your foe cannot willingly move (or keep moving) that round though it may take other actions as normal.

DETECT AILMENT^M: You learn whether disease or poison is present on or within an adjacent object or creature. Costs 1 vitality.

ETIQUETTE: You are comfortable with aristocracy and enjoy a +5 bonus on Diplomacy and Nobility checks.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to stop bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

HEALER^M: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

HEAVENSIGHT^M: You see in conditions of blinding illumination as easily as seeing in normal daylight. Heavensight is in full color.

HOLY BLAST^M: You project a 15-ft cone of luminous holy energy. The energy harms aberrations, undead, and fiends while leaving other creatures unscathed. The damage equals 1d6 per 2 levels (max 5d6). Costs 1 vitality.

HOLY SMITE^M: Whenever you successfully strike an evil-aligned nonperson foe, apply +1 holy damage per level.

INVIOLATE RESTRAINTS^M: An adjacent helpless foe up to size Large is bound in conjured masterwork iron bands at the wrists and legs. The restraints have DR 10 and 10 hit points. A DC 25 Athletics check or DC 25 Acrobatics check is needed to negate each band. The restraints last 4 hours + 1 hour per level or until dismissed by you. Costs 1 vitality.

LAY ON HANDS^M: Your touch heals an ally's wound damage. The amount of wounds healed equals 1d8 + your level (max +5). A creature can benefit 3x daily if it is good, 2x daily if it is neutral, and once daily if it is evil. You must be nonevil to use this ability.

MOUNTED COMBAT: Apply a +5 bonus on Handle Animal checks. Up to once per round while mounted you can negate an attack against you by using your mount as a block on a successful DC 15 Handle Animal check. The mount takes no damage.

OVERRUN: You push through a foe's space as a swift action. If you beat its Fortitude, you can freely pass through its space while maintaining your speed. If not, you stop adjacent to it and do not pass it.

RADIANT FIST^M: You knock prone 1 adjacent fiend or undead creature (no save) of your level or less. Costs 1 vitality.

RELIGIOUS STUDY: Boost Heal, Insight, and Religion checks by +3. You can read magic scrolls.

REPULSE EVIL^M: As a move action, your next successful melee weapon attack that round against an evil-aligned foe also pushes back that foe a distance of 1d4 x 5 ft. If there is no space to move back, your foe falls prone instead. Costs 1 vitality.

RESPECT: Boost Intimidate and Nobility checks by +5.
SHIELD TRAINING: You gain proficiency with tower shields. Also, shields that you use provide an additional +1 DR.

SHOW THE LIGHT: Boost Diplomacy and Insight checks by +5.
STEADY CONSCIENCE: Whenever you are about to take an action that would change your alignment or otherwise imperil your good standing as a paladin, your conscience (the GM) lets you know.

TAIN TAIN IMMUNITY: You are immune to the Taint ability.

UNSHAKABLE FAITH: No magical effect can alter your alignment or the alignment of a good adjacent ally.

INTERMEDIATE TIER

Paladins select from the following intermediate abilities.

ACE: You suffer no attack penalty using Rapid Attack.

ARMOR SPECIALIZATION: Whatever armor you wear provides +2 DR above normal. The boost only works for you.

AURA OF COURAGE: You are immune to fear and allies within 30 ft enjoy a +5 bonus on saves to resist fear. Requires Courage.

BEAUTY: Boost your comeliness by +4.

BLESSED WEAPON^M: This improves Holy Weapon, such that you enjoy a +2 bonus on attack rolls and +5 holy damage.

CENSURE^M: As an immediate action, you target 1 evil person, fiend or undead foe within 30 ft that is activating a magic ability. If you beat its Will, you negate that use of its magic. Requires Detect Evil and a good alignment. Costs 1 vitality + the countered ability's vitality cost, if any.

CLEAVE: Up to once per round, when 1 of your melee attacks drops a foe (it falls unconscious or dies), you may immediately make 1 more melee attack against any adjacent foe. This bonus attack delivers your weapon's normal damage if you beat the target's Fortitude, or Reflex for Light weapons.

CURE AILMENT^M: You remove an ailment from yourself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This

ability does not remove curses such as lycanthropy. Costs 2 vitality.

DEATH WARD^M: For 2 minutes, you or a touched ally are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for you or 5 vitality for an ally.

DEFENSIVE MANEUVER TRAINING: When a foe targets you with Disarm, Feint, Grapple, Sunder or Trip, apply a +5 bonus on your save to resist.

DETECT LIES: Boost Insight checks by +5. Also, once daily for 5 minutes, you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.

DISEASE IMMUNITY^M: You are immune to all diseases. Requires Lay on Hands.

GOAD FOE: One foe within 60 ft and line of sight must resist using Will or break off its current foes (if any) and move to attack you.

GODS LORE: You enjoy a +10 bonus on Religion checks.

FLAME BLADE^M: As a swift action, your melee weapon sheds magical blue flames that inflict 1d3 fire wound damage in addition to other damage dealt until the start of your next turn. Costs 2 vitality.

HALO^M: You have a halo that sheds strong illumination in a 15-ft radius burst and weak illumination outward an additional 30-ft. You can hide or show the halo at will.

HOLY BLESSING^M: Boost Fortitude, Reflex, and Will saves by +2. Requires Aura of Courage, Celestial Lore, and good alignment.

HOLY CIRCLE^M: You evoke around you a stationary 5-ft-radius circle inscribed with angelic runes. Evil creatures cannot pass or break the circle's perimeter as long as you concentrate as a standard action each round + an additional 1d4 rounds. Exiting the circle ends the effect. Costs 2 vitality.

MENTAL BARRIER: Apply a permanent +5 bonus to Will.

PEP TALK: Once daily, after 1 minute of inspiring words, you and up to 5 allies within 30 ft each recover 1d4+1 vitality.

RAPID ATTACK: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

REBUKE^M: Your verbal rebuke stuns a nongood sentient foe within 30 ft for 1 round if you beat its Will. Costs 2 vitality.

RESIST MAGIC: Boost saves by +2 to resist magic abilities.

SENSE EVIL: Apply a +2 bonus on initiative checks or +5 when starting combat with aberrations, fiends or undead.

SHIELD SPECIALIZATION: Your shield provides +2 DR above normal. The boost only works for you.

SPIRIT BLADE^M: For 5 minutes, your melee weapon strikes incorporeal or invisible creatures without a miss chance. It only works in your hands. Costs 2 vitality.

STAND TALL^M: You cannot be knocked prone.

UNDETECTABLE ALIGNMENT^M:

No natural or magical ability can detect your alignment. You always appear true neutral. Paladins use this ability to work undercover.

ADVANCED TIER

Paladins select from the following advanced abilities.

BANISHING STRIKE^M: You strike a fiend or undead creature with your melee weapon. If you beat its Fortitude, it dies and turns to dust. Otherwise, it suffers 3d6 holy damage. Costs 5 vitality.

BLAZING BLADE^M: This improves Flame Blade to inflict 2d4 fire wound damage with a white flame. Costs 5 vitality.

CÉLESTIAL MOUNT^M: Whenever you ride a mount, it enjoys +5 DR, fast healing 5, darkvision, immunity to disease and poison, a +5 bonus on attack and damage rolls against evil foes, 10 Intelligence, Common and Celestial speech, and a +5 bonus

on Acrobatics and Athletics checks. Requires Mounted Combat.

DEFENSE AURA: This improves Defensive Maneuver Training such that adjacent allies also enjoy a +5 bonus on saves.

DEFENSIVE BASTION: This improves Defensive Block. You can hamper any or all adjacent foes at once. Costs 5 vitality.

HOLY SHIELD^M: As an immediate action, you use your shield to completely repel a single magic attack that includes you, such that it dissipates harmlessly. Requires Celestial Lore, Repulse Evil, and Shield Specialization. Costs 5 vitality.

HOLY SKIN^M: Your skin sparkles with silver, gold, and platinum heavenly light. You enjoy +2 DR, or +10 versus vile damage.

INDOMITABLE SPIRIT: Whenever you fail to resist using Will against an attack that has an ongoing effect, you have a 50% chance to end the effect as a standard action on your next turn.

INSPIRATION: Once daily, after 1 minute of inspiring words and heart-felt prayer, you and up to 5 allies within 30 ft each recover 3d4 vitality. Requires Pep Talk and Charisma 15+.

KARMIC RETORT^M: You designate a foe as a swift action. For 5 minutes, whenever that foe strikes you, record the hit point damage dealt. The next time you strike that foe, deal damage as normal or the largest amount recorded, whichever is more. Costs 5 vitality.

LASTING YOUTH: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

LOCATE EVIL^M: You may learn the distance and direction to a specific fiend or undead creature, or the most powerful fiend or undead creature, within 500 ft (if present). Costs 5 vitality.

RIGHTEOUS MIEN: Apply a +4 bonus on Diplomacy, Heal, Insight, Nobility, and Religion checks.

SHIELD OTHER^M: When an adjacent ally suffers damage, you may choose as an immediate action to lessen its damage by 50% and transfer the same amount to yourself as if you were the target.

SUTURE^M: Once daily your touch heals all wound damage plus 4d6 vitality. You can suture yourself or an adjacent ally. Requires Halo.

TRUE CENSURE: This improves Censure to target any type of foe.

PARAGON TIER

Paladins select from the following paragon abilities.

COMMUNE^M: After 1 hour of prayer, you receive a response (yes/no/maybe/irrelevant) from your deity regarding a number of questions up to your level. Questions must be 10 words or less. Costs 10 vitality.

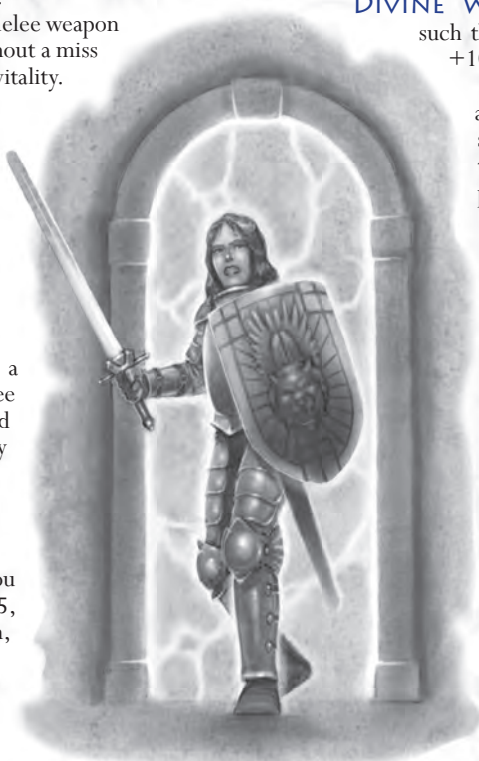
DIVINE WEAPON^M: This improves Blessed Weapon, such that you apply a +5 bonus on attack rolls and +10 holy damage.

HOLY ASCENSION^M: You become angelic. For 5 minutes, you gain +5 DR, darkvision and heavensight, fast healing 5, immunity to disease and poison, and feathery wings that provide a fly speed of 30 ft. Costs 25 vitality.

MARK OF COMPASSION^M: You target 1 creature within 30 ft that has performed an evil act in the last 7 days. A permanent sigil appears on its forehead indicating its act and thereafter it suffers exhaustion for 1 hour whenever it performs an evil act (no save). Atonement negates this ability. Costs 5 vitality.

MASS SUTURE^M: All allies within 30 ft heal all wound damage. Requires Suture. Costs 10 vitality.

REDEMPTION^M: This ability causes a person within 15 ft to slowly become good. Each day, it notices an opportunity to nurture a virtue for redemption and justice and must resist using Will or commit a good act. After it commits more good acts than it has levels, its alignment changes to good. You can use this ability once daily. Only Miracle or Wish negates the effects. Costs 10 vitality.



PATHFINDER

A pathfinder is a daring adventurer and educated scholar.

BACKGROUND & ADVENTURES

A pathfinder is the consummate adventurer, full of intellect, charm, thought, and action. He travels the world in search of lost artifacts and ancient lore whether they lie in dense jungles or perilous ruins.

Armed with a thirst for adventure and a broad range of skills, pathfinders have a tool for every situation. With a sure weapon and musty map, they dive into unknown lands and ruins left untouched for eons.

After deep study and training, a pathfinder sets out to pursue a thesis in a subject of his choosing. This quest may be to recover an item of renown, rediscover a temple or tomb lost to time, or simply chart a new land. Whether motivated by protecting precious artifacts for future generations (if good) or hoarding them for personal wealth and glory (if evil), a pathfinder revels in discovery.

A pathfinder is a boon to any party. He is adept in many skills and holds a diverse knowledge of runes, lore, cultures, and dungeons. Rarely does a pathfinder fall out of his element, and when he does, he can stumble his way to victory with a trusty weapon in hand and a book at his side.

CLASS DETAILS

Pathfinders have the following statistics.

PRIME ATTRIBUTE: Intelligence.

ATTACK: d20 + ½ class level +

Intelligence modifier.

DEFENSES: Fortitude +2, Reflex +2.

ARMOR: All Light natural armors such as leather.

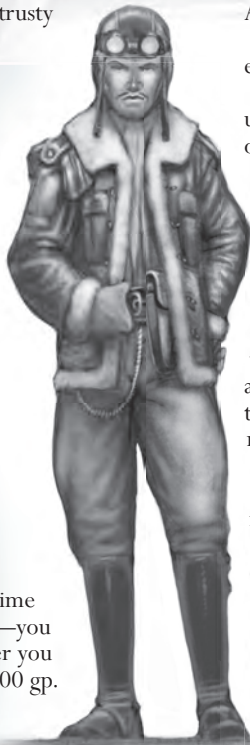
WEAPONS: Proficient with firearms, crossbows, small projectiles, the whip and any 1 weapon group of your choice.

STARTING GOLD: 5d4 x 10 (125 gp).

ALIGNMENT: Any.

SPECIAL: You pursue a thesis in a subject of your choice. Your research must include investigation of an object, location or group such as an ancient artifact, lost city or exotic culture. Any time after finishing the thesis—when the GM agrees—you may fill an academic position, such that whenever you teach for 1 month (not adventuring), you earn 100 gp.

TRAINING: 3d6 years.



CORE ABILITIES

Pathfinders start with the following abilities at 1st level.

IDENTIFY: Apply a +5 bonus on Appraise checks. Also, after expending 1 hour of study and 1 vitality, you determine all properties of an adjacent magic item within view. You don't need to touch it.

PATHFINDER TRAINING: You enjoy a +2 bonus on Dungeoneering, History, Literacy, Nature, and Survival checks.

TRUSTY WEAPON: Select 1 specific Light or Medium ranged weapon or the whip. When using this weapon, apply a +1 bonus to attack rolls and a +2 bonus on damage rolls.

BASIC TIER

Pathfinders select from the following basic abilities:

AERIAL HELPER^M: You conjure a Tiny flying animal such as a hawk, owl or raven. It remains for 5 minutes. It can keep watch, scout, courier notes or entertain a crowd. It can't attack. It has 2 wound points, DR 1, a fly speed of 30 ft, and Perception, Stealth, and Trick modifiers of +10 + your level. Its vitality and saves equal your own. Costs 1 vitality.

BEAR'S ENDURANCE: Apply a +5 bonus on Endurance checks. Also, you enjoy a +5 bonus to resist attacks that cause fatigue or exhaustion, and you can sleep in armor without experiencing fatigue the next day.

CALL BLUFF: You are discerning and cunning. Apply a +5 bonus on Bluff and Insight checks.

DELVER: Boost Dungeoneering checks by +5, or by +10 in underground settings.

DETECT RUNES^M: When you concentrate as a standard action, you note the presence or absence of magic runes (including glyphs and sigils) within a 30-ft cone. When you concentrate on the same area a second round, you learn the runes' exact positions and names.

DIPLOMATIC SCHOLAR: You are culturally educated and tactful. Apply a +5 bonus on Diplomacy and History checks.

DODGE: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

ERASE^M: You erase 1 rune (glyph or sigil) within 30 ft, or suppress it for 5 minutes on a creature. You must notice the rune. Costs 1 vitality.

FEATS OF PROWESS: Apply a +5 bonus on Acrobatics and Athletics checks.

FIELD TRAINING: You are trained to survive in a variety of environments. Apply a +5 bonus on Streetwise and Survival checks.

FLARE^M: You conjure a signal flare that you can either shoot upward 240 ft or at a foe within 60 ft. An aerial flare remains visible out to 10 miles for 1 minute. A combat flare causes 1d8 fire damage + 1 point per level and blindness for 1 round if you beat the target's Reflex. Costs 1 vitality.

FOCUSED SHOT: Once daily as a move action apply a +10 bonus to 1 ranged attack roll. Costs 2 vitality.

JURY RIG: You are adept at makeshift repairs and improvisations on the go. Apply a +5 bonus on Mechanics and Pilot checks.

LIGHT^M: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can dismiss the light as a swift action. You can use this ability at will but you can maintain only 1 light at a time.

LINGUIST: You are fluent in 3 languages of your choice.

LUCKY: As a move action, apply a +1d6 bonus to your next d20 roll. Requires Pathfinder Training. Costs 1 vitality.

NATURALIST: You are at home in the wilds. Apply a +5 bonus on Handle Animal and Nature checks.

PILOTING: Boost Pilot checks by +5, or by +10 once daily.

PLUCKY: Boost attack rolls by +1. Requires Pathfinder Training.

POWER SHOT: As a swift action, apply a -2 penalty to your next ranged attack roll but add +5 damage to your damage if you hit.

RAPID RELOAD: When your ranged weapon requires a standard action to reload, you may use a move action instead to reload it.

RESISTANCE^M: You or a touched ally gain a temporary rune and enjoy a +2 bonus on saves for 5 minutes. Costs 1 vitality.

ROMANTIC: You are dashing and charming. Apply a +5 bonus on Diplomacy checks, or a +10 in romantic situations.

TRAP SENSE: You enjoy +5 bonus on Reflex to resist attacks made by traps.

TRAPFINDING: Boost Perception checks by +5, or by +10 to notice traps.

TRICKY: You are coordinated of body and deft of hand. Boost Trick checks by +5, or by +10 once daily.

WHEELDE MAGIC: Apply a +5 bonus on Arcana checks, or +10 when trying to activate an unfamiliar magic item.

INTERMEDIATE TIER

Pathfinders select from the following intermediate abilities:

ACADEMIC: You've acquired a broad range of knowledge. Apply a +3 bonus on Arcana, History, Nature, Nobility, and Religion checks.

ADVANTAGEOUS SHOT: Once daily as a swift action, the next target within 30 ft that you hit with your ranged weapon that

same round suffers +15 damage. Costs 2 vitality.

DETECT LORE^M: When you concentrate as a standard action, you note the presence or absence of written media (books and such but not a magic glyph or magic symbol) within a 30-ft cone. When you concentrate on the same area for a second round, you learn in which spaces the lore is located and which one is the oldest.

FAVORED WEAPON: This improves Trusty Weapon, such that you enjoy a +2 bonus on attack rolls and +5 damage.

FEARLESS: You ignore fear effects. You cannot be shaken, frightened or panicked.

GLYPH OF WARDING^M: You conjure a glyph over a doorway or similar portal. Any creature that moves through the portal and does not utter a password (selected by you when conjuring the glyph) suffers 1d6 fire damage per 2 levels. The glyph lasts 24 hours or until activated or dispelled by you. Noticing the glyph is a DC 30 Perception check. You can maintain 1 glyph at a time. Costs 2 vitality.

IMPROVED INITIATIVE: You react quickly to attacks. Apply a +5 bonus on initiative checks or +2 when over-loaded.

IMPROVED RAPID SHOT: This improves Rapid Shot such that you suffer no penalty on your attack rolls when using that ability.

LOCATE OBJECT^M: You learn the distance and direction to locate a specific familiar object or type of object within 500 ft of you (if such object is present). Costs 2 vitality.

MINOR SYMBOL^M: You scribe for 10 minutes a potent rune upon a surface. The rune is permanent until it activates when a creature looks at it, touches it, passes over it, or passes through a portal bearing it. Once activated, the rune glows and creatures within 30 ft that fail to resist using Will suffer either fatigue, fear, nausea or sleep for 5 minutes (your choice). You can maintain up to 5 runes at once. Inscribing the rune costs 2 vitality.

PISTOL WHIP: You are able to use your firearm as a small club to inflict 1d4 damage (Light weapon), 1d6 damage (Medium weapon) or 1d8 damage (Heavy weapon). Moreover, a struck foe must resist using Fortitude or be knocked prone.

POINT THE WAY^M: Once daily, you learn the direction and distance to travel with the most speed and safety to a stated destination. The destination may be specific or general. Costs 2 vitality.

PRECISE SHOT: You shoot or throw ranged weapons at a target engaged in melee without taking the standard -5 penalty on your attack roll. Requires Trusty Weapon.

RAPID SHOT: Instead of a single attack, you may make 2 ranged attacks with the same weapon in rapid succession as a standard action, each attack with a -2 penalty to your attack roll. You may aim at the same target or 2 different targets.

SCAN^M: You can read up to 250 words (a page) per round and can read a written work without activating any magic contained within it.

SECOND WIND: Once daily after 1 minute of rest you recover 4d6 vitality. Requires Bear's Endurance.

SNATCH: You target an item held or worn by an adjacent foe. If you beat its Reflex, you take the item for yourself. You must have at least 1 free hand and the object must weigh 5 pounds or less (or 3 pounds if you are Small or Tiny, or 10 pounds if you are Large or Huge). If the target holds the item in 2 or more hands or wears it (such as around its wrist, neck or waist) then apply a -5 penalty to your attack.

SPELUNKER: You thrive in underground environments. Apply a +3 bonus on Athletics, Dungeoneering, Mechanics, Perception, and Survival checks.

TUMBLING FALL: You ignore the first 10 ft of damage due to falling if you are conscious and within 5 ft of a vertical surface such as a wall or curtain.

WOUNDING SHOT: As a swift action, apply +1d4 wound damage in addition to any other damage dealt by your next ranged attack that round. You can apply such damage up to once per round. Costs 2 vitality.

ADVANCED TIER

Pathfinders select from the following advanced abilities:

BRILLIANT MOVE: Twice daily as a swift action you gain a

bonus standard action or 2 bonus move actions to use as you wish.

DARING SHOT: Once daily you may make a ranged weapon attack as an immediate action. Costs 5 vitality.

EVASION: You can avoid attacks with great agility. When you successfully resist an attack using Reflex, you take no damage from it as you dodge out of the way, even if you would normally suffer a partial effect. You still take full damage when you fail to resist. You do not gain this benefit when you are helpless or wearing Heavy armor.

FOLLOW THE PATH: This improves Point the Way, such that you can use it 3x daily.

HEIRLOOM WEAPON: This improves Favored Weapon, such that you enjoy a +3 bonus on attack rolls and +10 damage, and you automatically resist Disarm attacks.

IGNORE DAMAGE: Once daily you may completely ignore all damage from any 1 attack as an immediate action by causing something odd or absurd to deflect the attack.

LOCATE CREATURE^M: You concentrate for 1 minute to locate a specific familiar creature or type of creature within 500 ft. If the creature is present, you learn its distance and direction. Costs 5 vitality.

LOYAL MOUNT: You gain a mount (warhorse, griffon, etc) as a permanent companion with a level up to 2 less than your own. If you lose the mount, you can replace it after 1 month. Whenever you gain or lose a level, it gains or loses a level as well.

LUCKY EMBLEM: Select 1 personal item such as a hat or amulet. When wearing it, you enjoy a +1 bonus on saves and dice rolls.

MASTER PATHFINDER: You enjoy a +4 bonus on Dungeoneering, History, Literacy, Nature, and Survival checks.

MONSTER LORE^M: You share useful knowledge of monsters as a standard action. You and allies within 30 ft who hear you enjoy a +1 bonus on attacks and +5 damage for 5 minutes against 1 specific species of creature (orc, medusa, etc) within 60 ft and line of sight. Costs 5 vitality.

SHOT ON THE RUN: When attacking with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

SKILL MASTERY: You can reliably use certain skills under adverse conditions. When you first take this ability, select 5 skills. When making a check from among these skills, you may take 10 even if distractions would normally prevent you from doing so. You may take this ability more than once, each time selecting 5 additional skills.

SUNDERING SHOT: You target a foe's weapon with your ranged weapon. If you beat your foe's Reflex, and your damage exceeds the targeted weapon's weight in pounds, it breaks. Your foe suffers no harm. Metal parts are DR 10 and wooden parts are DR 5. Magic weapons enjoy +5 DR per tier.

SYMBOL: This improves Minor Symbol, such that affected targets are either confused, exhausted or frightened (page 228) for 5 minutes (your choice). Costs 5 vitality.

PARAGON TIER

Pathfinders select from the following paragon abilities:

IGNORE DEATH: Once daily as an immediate action you ignore a single attack or harmful consequence by causing something odd or absurd to deflect the attack. Requires Ignore Damage.

LEGENDARY WEAPON: This improves Heirloom Weapon, such that you enjoy a +5 bonus on attack rolls and +15 damage, and you also automatically resist Sunder attacks.

MAJOR SYMBOL: This improves Symbol. Affected targets are stunned, panicked or reduced to -1 wounds and begin dying (your choice). Costs 10 vitality.

SEALING SHOT^M: After 10 minutes of work, you inscribe an intricate rune on a ranged weapon of your choice. Any time later you may expend the rune as a swift action such that your next successful ranged attack paralyzes the target for 1d4 rounds. You are limited to 3 scribed weapons at a time. Costs 10 vitality during preparation.

WORD OF RECALL^M: You and up to 8 adjacent allies instantly return to your home base or other location marked earlier by you with a special rune. The home base may be on another realm or world. You can only have 1 rune like this at a time. Costs 10 vitality.

PSION

A psion is telepath, kineticist, and extradimensional traveler.

BACKGROUND & ADVENTURES

Through inward-looking asceticism and dreamwalks with aberrant beings, a psion gains deep insight into the counter-intuitive nature of the multiverse. His magic includes extrasensory, telepathic, and telekinetic powers.

Psions often hold odd beliefs and “see” goals that elude others. Some quest for a mentor while others search for rare crystals that heighten their magic.

Not all psions realize the origin of their powers. Lurking between cracks in the multiverse and dwelling in far realms outside of space and time are gibbering beings of mindbending perception and terrible power. Their insanity is the result and origin of psionic power.

Psions can force-punch, mentally dominate, and has-
sle
foes from a distance. They can also shield allies
from mental assaults and link everyone to work
in greater harmony.

CLASS DETAILS

Psions have the following statistics.

PRIME ATTRIBUTE: Wisdom.

ATTACK: d20 + ½ class level +

Wisdom modifier.

DEFENSES: Will +2.

ARMOR: None.

WEAPONS: All light blades plus the
longsword and quarterstaff.

STARTING GOLD: 3d4 x 10 (75 gp).

ALIGNMENT: Any.

SPECIAL: You must hold a crystal focus
when using your magic abilities or suffer a -2
penalty to your attack rolls.

TRAINING: 3d4 years.



CORE ABILITIES

Psions start with the following abilities at
1st level.

MINDLINK^M: You form a telepathic
bond for 5 minutes with a sentient ally
within 30 ft. Once formed, the bond works like
normal speech, both ways, and over any distance. You can have 1
bond at a time.

MIND THRUST^M: One sentient foe within 30 ft suffers 1d6 psy-
chic damage per 2 levels (max 5d6), or ½ damage if Will resists. Costs
1 vitality.

PSYCHIC TRAINING: Boost Bluff, Endurance, and Insight
checks by +2. Also, apply a +2 bonus on Will to resist magic abilities.

BASIC TIER

Psions select from the following basic abilities.

ABERRANT LORE: Apply a +5 bonus on Arcana, Bluff, His-
tory, Insight, and Perception checks when dealing with an aberration
or recalling lore about aberrations. Also, you speak Aquan.

ABERRANT SIGN^M: Apply a +1 bonus on attack rolls when
you use your class magic abilities and show an aberrant feature such as
shifting tattooed skin, animate third eye, halo of swirling phlogiston,
villi-coated skin, crystalline eyes, or wriggling chin tentacle.

ACUITY: Once daily, boost an Insight or Perception check by +10.

CAT FALL^M: As an immediate action, subtract 30 ft from the
distance fallen when computing falling damage. Costs 1 vitality.

DETECT ABERRATIONS^M: You learn whether aberrations or
other psions are present within a 30-ft cone. Requires Mindlink.

EGO WHIP^M: Your rapid mental lashings assault a foe's ego. One
targeted creature within 30 ft suffers a -5 penalty on all Charisma-
based checks for 5 minutes. If you beat its Will, it is also dazed for 1
round. Costs 1 vitality.

EMBEDDED CRYSTAL^M: Your crystal implement becomes
permanently embedded within your body and always counts as held.

EMPATHIC TOUCH^M: With a subtle touch, you forfeit up to
5 vitality so that an adjacent ally may gain the same amount of vital-
ity. You can transfer only once daily to each particular ally.

FACILE: Once daily, boost a Bluff or Diplomacy check by +10.

FORCE BLADE^M: You conjure a luminous blade that functions in
all ways as a real longsword and also delivers +2 psychic damage. It
vanishes if it leaves your hands. Costs 1 vitality to conjure the blade.

FORCE PUSH^M: One target up to size Large within 30 ft is
pushed back 1d4 x 5 ft, or 5 ft if Fortitude resists. If there is no room
to move back, it is knocked prone instead. Costs 1 vitality.

INTELLECT FORTRESS: Once daily as an immediate action,
boost Will by +10 for 1 round. Requires Psychic Training.

LOCATE ABERRATION^M: Once weekly, you learn the distance
and direction to the most powerful aberration within 2 miles of you.

MAGE ARMOR^M: A shimmering field grants you +4 DR for 1
hour. Mage Armor does not stack with real worn armor or Bone
Armor. Costs 1 vitality.

MAGE HAND^M: You telekinesis a single unattended object
weighing up to 5 pounds and within 30 ft. You can telekinesis the
object up to 10 ft.

MENTAL FOCUS: As a swift action, apply a +1d6 bonus to
1 skill check. Costs 1 vitality.

MIND BLAST^M: Foes within a 15-ft cone suffer 1d6 psychic
damage per level (max 5d6). Will resists. Costs 1 vitality.

PHYSICS: Once/day, boost an Acrobatics or Athletics check by +10.

PSYCHIC CRUSH: Once daily add +15 damage to Mind Thrust.

PSYCHIC SURGE: Once daily as a move action you regain 1d6
vitality that you must expend within 1 round or you lose the points.

REPLETION^M: By expending 1 vitality point, you do not need
to eat or drink for 24 hours.

SENSE LINK^M: You establish a perceptual bond with a touched or
mindlinked ally for 5 minutes. Each round, you see and hear through
the ally's eyes and ears as if you were in his place. You are defenseless
while using this ability. Once the bond forms, it persists out to any
distance. You can end the bond as a swift action and can only maintain
1 bond at a time. Costs 1 vitality.

SPEED BURST^M: Boost your speed by +10 ft for 1 hour.
Costs 1 vitality.

INTERMEDIATE TIER

Psions select from the following intermediate abilities.

BODY PURIFICATION^M: You remove 1 ailment from yourself
or a touched ally. Ailments include confusion, disease, exhaustion,
fatigue, insanity, nausea, and poison. This ability does not remove taint
or curses such as lycanthropy. Costs 2 vitality.

CHITIN^M: For 5 minutes, your skin hardens like an exoskeleton
and grants you +2 DR. This stacks with armor and other abilities.
Costs 2 vitality.

CLAIRAUDIENCE/CLAIRVOYANCE^M: After 1 minute of
preparation, you can see or hear (but not both) events in a 10 ft radius
around a specific point up to 500 ft away. You do not need to have line
of sight. The effect lasts 5 minutes. Costs 2 vitality.

DANGER SENSE: When you make an initiative check, roll 2x
and take the higher of the 2 rolls.

DETECT THOUGHTS^M: You note the presence or absence
of thoughts (from conscious, sentient creatures) within a 60-ft cone.
After concentrating for a second round, you learn the number of think-
ing minds and the Intelligence of each. After concentrating for a third
round, you “hear” the current surface thoughts of 1 creature of your
choice within range for 2 minutes if you beat its Will. Costs 2 vitality.

DIMENSION STEP^M: You vanish and reappear up to 30 ft away in
an open space of your choice within line of sight. After you arrive, you are
dazed for the rest of your turn. You can take gear or an ally weighing up to

250 pounds. Costs 2 vitality.

FORCE PUNCH^M: A foe within 60 ft suffers 1d6 force damage per 2 levels and falls back 10 ft, or suffers ½ damage and falls back only 5-ft if Fortitude resists. Requires Force Push. Costs 2 vitality.

FORCED SENSE LINK^M: This improves Sense Link, such that you may link to an unwilling target within 30 ft. The link only lasts 1 minute if its Will resists. Costs 2 vitality.

GLOSSOLALIA^M: Your awful gibbering distracts thinking creatures. Creatures within 60 ft suffer a -5 penalty on skill checks, and if you beat their Fortitude, they are stunned for 1 round (if they have Intelligence 20+), dazed for 1 round (if they have Intelligence 10 to 19) or shaken for 1 round (if they have Intelligence 3 to 9). Costs 2 vitality.

HIDE MIND^M: No magic ability detects you have magic abilities.

ID INSINUATION^M: A sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

LASTING LINK: This improves Mindlink, Sense Link, and Dynamic Link to last 4 hours + 1 hour per level. Costs 5 vitality.

LEVITATE^M: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature, or an unattended object out to a distance of 60 ft. Costs 2 vitality.

MENTAL BARRIER: Permanently boost your Will by +5.

MULTIPLE LINKS^M: This improves Mindlink and Sense Link such that you can maintain a number of bonds at once equal to your level.

POWER TRANSFER^M: This improves Empathic Touch to move up to 10 vitality between any 2 adjacent allies. Costs 2 vitality.

PSI-BLADE: Your Force Blade now inflicts +3d4 psychic damage.

TAP HIDDEN POTENTIAL^M: Once daily you focus as a move action and select any 1 ability of your race or 1 psion magic ability of a tier you can access except paragon tier. You can and must immediately use the ability or you lose it. You must be a psion to use this ability.

TIME HOP^M: You vanish and move to a time period up to 1 round per level in the future, as decided when you hop. You arrive in the nearest open space as if no time has passed for you. Costs 2 vitality.

ADVANCED TIER

Psions select from the following advanced abilities.

ABERRANT MIND: Apply a +4 bonus on Arcana, Bluff, Endurance, Insight, and Perception checks.

ABDUCT^M: Waves of force emanate from your outstretched hand to draw in a foe. One Large or smaller creature within 120 ft must resist using Will or teleport into a space of your choice adjacent to you. Costs 5 vitality.

CLAIRTANGENT HAND^M: While using the Far Sight ability, you can use Mage Hand to manipulate objects that you view. Costs 1 vitality each round you use this ability.

DIMENSION DOOR^M: This improves Dimension Step, such that you can move to any unoccupied space up to 500 ft away, even if unseen, and may take 1 adjacent Large or smaller creature or object with you. If the destination is occupied, you suffer 1d6 wound damage and appear in the nearest open space. Costs 5 vitality.

DOMINATE PERSON^M: You can utterly subjugate the mind of 1 person within 60 ft for 5 minutes, such that he obeys you even to his own death. You must beat his Will to dominate him. Costs 5 vitality.

DYNAMIC LINK: This improves Sense Link such that you can activate an ability through your linked ally as if you were located where he is. Abilities that would affect you can target him instead. Costs 5 vitality.

FAR SIGHT^M: You remotely view a person. Select a specific person and attempt an Insight check. The DC equals 5 for a familiar person, 10 for someone you've met once, 20 for a described person, and 30 for a person known in name only. If you succeed, you see and hear the person for 5 minutes as if you were actually there beside the person. Costs 10 vitality.

FEEBLEMIND^M: One sentient foe within 60 ft must resist using Will or suffer a lasting mental breakdown. It loses access to known abilities, fails to speak coherently, and suffers a -10 penalty on checks based on mental attributes. Using this ability "in reverse" or using Heal ends the effect. Costs 5 vitality.

FORCE STORM^M: This improves Levitate to let you manipulate up to 1 creature or object at once per level, move unwilling creatures that fail to resist using Will, and hurtle affected targets as a standard action to make ranged attacks against foes. Objects generally inflict 1d6 damage per 25 pounds of weight or 10 ft thrown. Costs 5 vitality.

FORCE WAVE^M: This improves Force Punch to let you target 1 foe per 2 levels within a 30-ft-radius around you. Costs 5 vitality.

MODIFY MEMORY^M: An adjacent sentient person forgets events of the past 5 minutes and "recalls" memories planted by you. If his Will resists, he is dazed for 1 round instead. The effect lasts 5 minutes, or is permanent if you beat his Will a second time. Costs 5 vitality.

PSIONIC BLAST^M: Sentient creatures within a 30-ft cone are stunned 1d4 rounds. Will resists. Requires Id Insinuation. Costs 5 vitality.

PSYCHIC FOCUS: Once daily as a move action, you gain 4d6 vitality points that you must use before the end of your next turn or lose them.

REWIND^M: Once daily as an immediate action, you ignore 1 attack against you or redo your most recent turn as if you are stepping back in time to redo it. Requires Time Hop. Costs 5 vitality.

SELF-HEALING^M: Once daily you heal all wound damage. You may activate the ability even if you are unconscious but alive.

SPLIT MIND^M: As a swift action, you split your mind into 2 parts for 1 round. During this time, you can use 2 magic psion abilities as a single standard action and ignore attacks that allow you to resist using Will. Costs 5 vitality.

TELEPATHIC BOND^M: This improves Multiple Mindlinks, such that linked allies may communicate with each other.

TELEPATHY^M: You wordlessly hear and speak with 1, some or all sentient beings within 120 ft. Communicating is as natural and quick as normal speech but requires no shared language. Affected creatures cannot so communicate with each other. Requires Detect Thoughts. Costs 1 vitality per round.

TIME FILCH^M: This improves Time Hop. You may either move yourself, an adjacent target, or both you and an adjacent target. Costs 5 vitality.

TOWER OF IRON WILL^M: As an immediate action, you and allies within 15 ft enjoy a +5 bonus on Will until the start of your next turn. Requires Mental Barrier. Costs 5 vitality.

PARAGON TIER

Psions select from the following paragon abilities.

BILOCATION^M: For 5 minutes, you have an ectoplasmic duplicate of yourself in another location up to 500 ft away that you have visited at least once before. You control the actions of both you and the duplicate, for you two are the same. Any harm or benefit that occurs to either of you occurs to both of you, and abilities used by either are counted as having been used by the other. When the effect ends, you are exhausted. You are limited to 1 duplicate at a time. Costs 25 vitality.

DIMENSION TRAVEL^M: This improves Dimension Door, such that you move up to 10 miles per level and always arrive in the nearest open space without harm. Costs 10 vitality.

DOMINATE MONSTER^M: This improves Dominate Person to let you target any kind of sentient creature. Costs 10 vitality.

FATE OF ONE: As an immediate action, you redo a single d20 roll. Use the result even if it is worse than the original. Costs 10 vitality.

LASTING DOMINION^M: This improves Dominate Person such that the effect lasts 24 hours. Costs 10 vitality.

MINDBAR^M: As an immediate action, you ignore 1 attack that allows you to resist using Will. Costs 5 vitality.

PROBE THOUGHTS^M: You focus on a willing or helpless sentient target for 2 minutes. You gain access to all its memories and knowledge. You can learn the answer to 1 question per round, to the best of the subject's knowledge. Each round, the subject may resist using Will to block the effect that round but suffer 1 wound damage. You pose questions and learn answers telepathically without need for a shared language. Less intelligent creatures may yield only visual images. Requires Detect Thoughts. Costs 10 vitality.

TELEKINESIS: This improves Levitate to move up to 1 ton per level.

RANGER

A ranger is a tracker, hunter, archer, scout, and trapmaker.

BACKGROUND & ADVENTURES

Woe to anyone with a ranger on his tail. Rangers are adept with bows and other ranged weapons and can snipe, shoot long distances, and release multiple arrows in rapid succession. A single arrow can daze, stun or even kill.

Rangers tend to patrol a specific area, whether to protect a sacred grove or a kingdom's perimeter. Rangers also scout, raid, and perform assassinations in enemy lands. Those without a solid cause often become bounty hunters or professional wilderness guides and adventurers.

Every ranger has a favored enemy or three. The enemy might be giants, dragons or people. A particularly nasty foe might motivate a ranger's adventures. Or, the ranger might strive to defeat all his foes.

When tracking with a group, a ranger does best to cock his bow and either scout ahead or hang back on the sidelines ready to unleash arrows against any trouble. A smart ranger unleashes his arrows before allies engage the enemy, to ensure he enjoys a clear shot.

CLASS DETAILS

Rangers have the following statistics.

PRIME ATTRIBUTE: Dexterity.

ATTACK: d20 + ½ class level + Dexterity modifier.

DEFENSES: Fortitude +2, Reflex +2.

ARMOR: All Light natural armors such as leather, and the buckler shield.

WEAPONS: All weapon groups.

STARTING GOLD: 6d4 x 10 (150 gp).

ALIGNMENT: Any.

SPECIAL: Rangers are loners or roam in small bands because their goals require stealth. No more than 3 rangers may travel together for more than a day except in extraordinary circumstances.

TRAINING: 1d6 years.

CORE ABILITIES

Rangers start with the following abilities at 1st level.

FAVORED ENEMY: Select 1 type of creature such as dragon or magical beast. If you select the person type, select a specific race such as elf or goblin. You enjoy a +2 bonus on Bluff, Insight, Perception, and Survival checks when using these skills against creatures of the selected type or race. Likewise, you enjoy a +2 bonus on weapon attack and damage rolls against such creatures.

POINT BLANK SHOT: Apply a +1 bonus on attack rolls and +2 damage with ranged weapons at ranges of up to 30 ft.

WILDERNESS LORE: You enjoy a +5 bonus on Nature and Survival checks. The Survival skill allows you to track foes, among other options.

BASIC TIER

Rangers select from the following basic abilities.

ACTION READY: Boost Athletics and Perception checks by +5.

AERIAL EMPATHY: Apply a bonus on +5 Handle Animal checks, or +10 when riding or otherwise dealing with creatures that can normally fly such as bats, dragons, and griffons.

AERIAL HELPER^M: You conjure a Tiny flying animal such as a hawk, owl or raven. It appears adjacent to you and remains for 5 minutes. It can keep watch, scout, courier notes or entertain a crowd. It can't attack. It has 2 wound points, DR 1, a fly speed of 30 ft, and Perception, Stealth and Trick modifiers of +10 + your level. Its saves and vitality equal your own. Costs 1 vitality.

BEAR'S ENDURANCE: Apply a +5 bonus on Endurance checks. Also, you enjoy a +5 bonus to resist abilities that cause

fatigue or exhaustion, and you can sleep in armor without experiencing fatigue the next day.

BLEED'EM: Favored Enemy now also inflicts +1 wound damage when you beat your foe's Fortitude and spend a swift action and 1 vitality.

BONUS ENEMY: You take Favored Enemy again. Select the same creature type (benefits stack) or select a different creature type.

DEADLY SHOT: Once daily as a swift action, the next target within 30 ft that you hit that round with your ranged weapon suffers +15 damage. Requires Firearms Focus for firearms. Costs 5 vitality.

DELVER: Boost Dungeoneering checks by +5, or by +10 in underground settings.

DODGE: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

ENDURE ELEMENTS^M: You ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

FERAL SENSES: You gain low-light vision. Also, apply a +5 bonus on Perception checks.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to stop bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

FOCUSED SHOT: Once daily as a move action apply a +10 bonus to 1 ranged attack roll. Costs 2 vitality.

HIDE FROM ANIMALS^M: You or a touched ally does not register to the senses of normal animals for 5 minutes. Costs 1 vitality.

LONGSTRIDER: Boost your speed by +10 ft for 1 hour. Costs 1 vitality.

OUTDOOR ATHLETE: Boost Athletics and Survival checks by +5.

POWER SHOT: As a swift action, apply a -2 penalty to your next ranged attack roll but add +5 damage to your damage if you hit.

RAPID RELOAD: When your ranged weapon requires a standard action to reload, you may use a move action instead to reload it.

RAPID SHOT: Instead of a single attack, you may make 2 ranged attacks with the same weapon in rapid succession as a standard action, each attack with a -2 penalty to your attack roll. You may aim at the same target or 2 different targets. Cannot be used with firearms.

TRAPFINDING: Boost Perception checks by +5, or by +10 to notice traps.

TRACK: Boost Survival checks by +5, or by +10 when tracking in natural environments.

TRACKLESS STEP: You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail.

TRAPMAKER: Boost Mechanics checks by +5, or by +10 to craft traps.

TWO-WEAPON FIGHTING: When armed with 2 Light melee weapons, or 1 Medium weapon and 1 Light weapon, you may make 2 melee attacks as a standard action, each with a -2 penalty to your attack roll. If you have the Sneak Attack ability, you can apply it to both weapons. Requires Strength 15+.

WILDSTEP: Boost Nature and Stealth checks by +5.

WOODLAND STRIDE: You may move through any sort of natural undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Undergrowth that is enchanted or magically manipulated to impede motion still affects you.

WOODSMAN: Apply a +5 bonus on Handle Animal and Survival checks.

INTERMEDIATE TIER

Rangers select from the following intermediate abilities.

BOW FOCUS: This improves Point Blank Shot, such that you apply a +2 bonus on attack rolls and +5 damage.

CAMOUFLAGE: Apply a +5 bonus on Stealth checks, or +10 when you remain motionless in an outdoor area. The area must afford places to hide, as normal, and you do not benefit when a creature already notices you.

DAZING SHOT: If you study a target for 3 rounds and then make a single ranged attack against it, the target must resist using

Fortitude or be dazed for 1d4 rounds in addition to any damage dealt. A dazed creature cannot take actions but it can defend itself normally.

DELAY AILMENT^M: For you or a touched creature, you temporarily halt the progress of poison for 1 hour or disease for 1 day. Costs 2 vitality.

FAR SHOT: When you use a projectile weapon such as a bow, its range increment increases by 50% (multiply by 1½). When you use a thrown weapon, its range increment is doubled.

FLEET OF FOOT: Boost your land speed by +10 ft.

IMPROVED INITIATIVE: You react quickly to attack. Apply a +5 bonus on initiative checks or +2 when over-loaded.

MAGIC ARROWS^M: As a swift action you cause arrows or bolts to magically appear ready to fire in your bow. The arrows or bolts inflict +2 damage and count as magic weapons. This ability also negates the move action needed to load your bow. Costs 2 vitality.

PRECISE SHOT: You shoot or throw ranged weapons at a target engaged in melee without taking the standard -5 penalty on your attack roll. Requires Point Blank Shot.

PREY SENSE^M: Indicate a specific creature you have encountered in the past 5 minutes. If you beat that creature's Will, you learn which direction to travel to find it. Costs 2 vitality.

QUICK TRAP: You can make single-use nonmagical traps such as deadfalls after 2 minutes of work. The trap activates when a creature steps into a designated 5-ft space. The trap has Perception and Mechanics DCs of 15. When triggered, the trap dazes the creature for 1 round (no save). Adjacent creatures must resist using Reflex or also be dazed for 1 round. The trap does not reset itself. The cost is free if it can be used only once, or 25 gp if it is built for reuse.

SECOND WIND: Once daily after 1 minute of rest you recover 4d6 vitality. Requires Bear's Endurance.

SKY RIDER: Up to once per round while on an aerial mount you can negate an attack against you by using the mount as a block on a successful DC 15 Handle Animal check. The mount takes no damage.

SPEAK WITH ANIMALS^M: For 5 minutes, you can ask questions and receive answers from animals. They are not necessarily cooperative or knowledgeable. The animal performs a small favor on successful DC 15 Handle Animal check. Costs 1 vitality.

SPELUNKER: Apply a +3 bonus on Athletics, Dungeoneering, Mechanics, Perception, and Survival checks.

SUNDERING SHOT: You target a foe's weapon with your ranged weapon. If you beat your foe's Reflex, and your damage exceeds the targeted weapon's weight in pounds, it breaks. Your foe suffers no harm. Metal parts are DR 10 and wooden parts are DR 5. Magic weapons enjoy +5 DR per tier (page 191). Requires Precise Shot.

TWO-WEAPON ACE: This improves Two-Weapon Fighting such that you suffer no penalty on attack rolls.

WOUNDING SHOT: As a swift action, apply +1d4 wound damage in addition to any other damage dealt by your next ranged attack that round. You can apply such damage up to once per round. Costs 2 vitality.

ADVANCED TIER

Rangers select from the following advanced abilities.

BOW SPECIALIZATION: This ability improves Bow Focus, such that you apply a +3 bonus on attack rolls and +10 damage.

ENCHANTED BOW^M: When you make a ranged attack, you may augment the attack with 1 of the following effects, as selected by you for each attack. Options: 1) Apply +5 energy damage (acid, cold, electricity or fire), 2) Double the weapon's range increment, or 3) Ignore a single miss chance due to Blur, Displacement or concealment. Costs 5 vitality.

EVASION: You can avoid attacks

with great agility. When you successfully resist an attack using Reflex, you take no damage from it as you dodge out of the way, even if you would normally suffer a partial effect. You still take full damage when you fail to resist. You do not gain this benefit when you are helpless or wearing Heavy armor.

FEY LOVER: You gain a fey creature such as a dryad or satyr as a permanent ally who does not travel with you but provides you with free aid such as food, healing, and shelter whenever you visit the fey's homebase. Its level equals yours - 2. If you lose the fey lover, you can select a replacement after 1 month.

GREATER TRAP: This improves Quick Trap, such that targets are dazed 1d4+1 rounds, stunned for 1 round or suffer 2d4 wound damage (your choice).

HIDDEN SHOT: When hidden, you can make a single ranged attack against a foe and return to being hidden as a move action on a successful DC 15 Stealth check. Normally, attacking automatically reveals one's location.

INVISIBILITY^M: You or a touched ally turn invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

LOYAL MOUNT: You gain a mount (warhorse, griffon, etc) as a permanent companion with a level up to 2 less than your own. If you lose the mount, you can replace it after 1 month. Each time you gain or lose a level, it gains or loses a level as well.

MAGIC TRAP^M: This improves Quick Trap and Greater Trap, such that the trap is magical, only requires a standard action to setup, and has Mechanics and Perception DCs of 25. Costs 5 vitality.

NATURE'S SENSES: Boost Nature and Perception checks by +10. Requires Feral Senses.

NONDETECTION^M: For 1 hour you cannot be targeted by the following abilities: Detect Alignment, Detect Magic, Detect Magic User, Detect Thoughts, Far Sight, Forced Sense Link, Learn True Name, Locate Creature, Probe Thoughts, Scrying, and See Invisibility. These abilities detect nothing about you. This ability protects you even when you are unconscious. Requires you know Invisibility. Costs 2 vitality.

SHOT ON THE RUN: When attacking with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

STUNNING SHOT: If you study a target for 3 rounds and then make a single ranged attack against it, the target must resist using Fortitude or be stunned for 1d4 rounds. Requires Dazing Shot.

SWIFT TRACKER: You move at your normal speed while following tracks without taking the normal -5 penalty. Moreover, you take only a -10 penalty (instead of the normal -20) when moving at up to 2x your normal speed while tracking.

PARAGON TIER

Rangers select from the following paragon abilities.

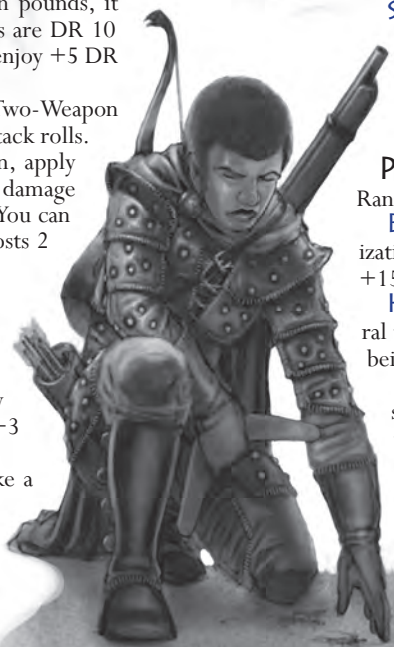
BOW MASTERY: This ability improves Bow Specialization, such that you apply a +5 bonus on attack rolls and +15 damage.

HIDE IN PLAIN SIGHT: While in any sort of natural terrain, you can use the Stealth skill to hide even while being observed and in a place without cover.

KILLING SHOT: This improves Stunning Shot, such that a studied target must resist Fortitude a second time or fall to -1 wounds and begin dying.

LOCATE CREATURE^M: You concentrate as a standard action to locate a specific familiar creature or type of creature within 500 ft. If the creature is present, you learn its distance and direction. Costs 5 vitality.

MANY SHOT: This improves Rapid Shot, such that you may make up to 3 ranged attacks with the same weapon in rapid succession, each with a -2 penalty to your attack roll.



ROGUE

BASIC TIER

A rogue is a streetwise master of stealth and uncanny luck.

BACKGROUND & ADVENTURES

Rogues are flexible. They can navigate back alleys and bawdy taverns as easily as trapped dungeons and the rooftops of magical towers. Their signature ability is a sneak attack. They dodge danger with ease. They can become skilled at picking pockets, analyzing corpses for clues, and casing buildings.

A rogue adventures for many reasons, often at the same time. He may be running from a crime (whether guilty or just guilty-looking). He may be scouting for a new mark to swindle. A wealthy lord's coffers could feed and clothe the down-trodden farmers of a rogue's favorite hamlet! Every rogue has his story.

Never trust a rogue, that's what many say. Indeed, more than a few are double agents, couriers, spies, and assassins for the lords they mock. At heart, these rogues may be sour scoundrels, dedicated patriots or unwitting pawns used by canny rogues and/or monstrous leaders who dwell underground or in the dark recesses of an infamous thieves guild.

As an adventuring companion, a rogue is a fine scout and "trap monkey". He usually works alone in the shadows or with a partner who provides distraction while he positions himself to take out the party's foe in a single silent blow.

CLASS DETAILS

Rogues have the following statistics.

PRIME ATTRIBUTE: Dexterity.

ATTACK: d20 + ½ class level +

Dexterity modifier.

DEFENSES: Reflex +2.

ARMOR: All Light natural armors such as leather, and the buckler shield.

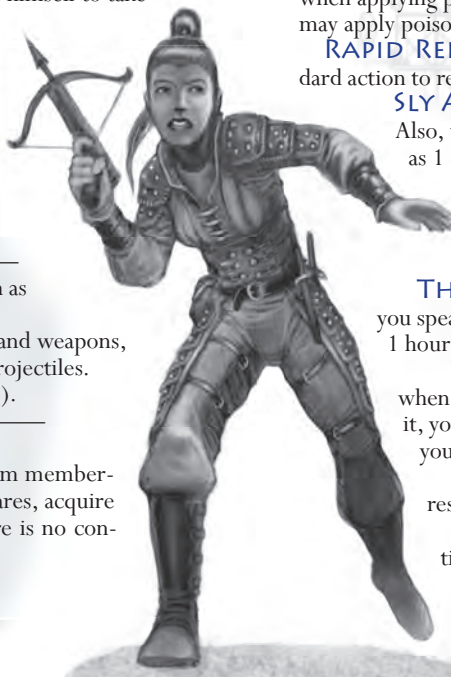
WEAPONS: All crossbows, hand-to-hand weapons, light blades, subdual weapons, and small projectiles.

STARTING GOLD: 5d4 x 10 (125 gp).

ALIGNMENT: Any.

SPECIAL: Rogues generally benefit from membership with a guild in order to fence their wares, acquire and spread rumors, and so forth, but there is no concrete requirement.

TRAINING: 1d4 years.



CORE ABILITIES

Rogues start with the following abilities at 1st level.

DODGE: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

INFILTRATOR: You move quietly and attentively through shadows. Apply a +5 bonus on Perception and Stealth checks.

SNEAK ATTACK: When a foe is dazed, surprised, helpless or otherwise defenseless, apply +1 to your attack roll and +5 damage. Ranged attacks count as sneak attacks only if the target is within 30 ft.

Sneak Attack only works against living creatures and creatures with discernible weak points—oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits ignores Sneak Attack. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot use Sneak Attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. A grappled creature is not helpless or defenseless.

Rogues select from the following basic abilities.

ASSASSINATION: Once daily as a swift action, the next adjacent target that you hit with a weapon that same round that is surprised, helpless or defenseless suffers +15 damage. Costs 5 vitality.

DELVER: Boost Dungeoneering checks by +5, or by +10 in underground settings.

FEINT: As a move action, an adjacent foe must resist using Will or suffer a -5 penalty on Reflex until the start of its next turn.

GAMBLER: Boost Trick checks by +5, or by +10 when playing games of chance.

HAGGLE: You enjoy a +5 bonus on Appraise checks and a 10% discount when purchasing mundane items in a marketplace.

LOCKSMITH: Apply a +5 bonus on Mechanics checks or +10 to lock and unlock doors and other portals.

MERCHANT NETWORK: You can trade legal items not found in your local area in 2d4 days when you pay a 10% transaction fee.

MERCHANT SECRETS: You can trade illegal items found in your local area in 1d4 days without effort or danger when you pay a 10% transaction fee.

POISON MASTERY: Apply a +5 bonus on Appraise, Craft, and Heal checks to identify, brew or neutralize poison.

POISON USE: You never risk accidentally poisoning yourself when applying poison to a weapon (rather than 5% chance), and you may apply poison as a move action (rather than standard action).

RAPID RELOAD: When your ranged weapon requires a standard action to reload, you may use a move action instead to reload it.

SLY ACROBAT: Apply a +5 bonus on Acrobatics checks. Also, when moving through narrow spaces, treat your size as 1 category smaller than your actual size.

SKILL DIVERSITY: Select any 3 skills of your choice. You enjoy a +3 bonus in each skill.

STREET SMARTS: Apply a +5 bonus on Insight and Streetwise checks.

THIEVERY: Apply a +5 bonus on Trick checks. Also, you speak Thieves Cant and can locate a thieves' guild within 1 hour of entering an urban area.

TINKERER: Boost Mechanics checks by +5. Also, when you beat a device's Mechanics DC by 10 to disarm it, you also figure out how it works and can bypass it (with your party) without actually disarming it.

TRAP SENSE: You enjoy +5 bonus on Reflex to resist attacks made by traps.

TRAPFINDING: Apply a +5 bonus on Perception checks, or +10 to notice traps.

TRAPMAKER: Boost Mechanics checks by +5, or by +10 to craft traps.

TRICKSTER: Boost Bluff, Disguise, and Trick checks by +3.

TRIP: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone.

URBAN TRACKER: Apply a +5 bonus on Streetwise checks, or +10 when tracking someone in an urban environment.

WEAPON FINESSE: Apply a +2 bonus on attack rolls using Light weapons.

WHEELDE MAGIC: Apply a +5 bonus on Arcana checks, or +10 when trying to activate an unfamiliar magic item.

WOUNDING STAB: You use any light blade as a swift action to deliver 1 wound damage to an adjacent foe if you beat its Reflex. The blade bypasses DR and causes no other result regardless of its usual effects. Requires Feint, Sneak Attack, and Weapon Finesse.

INTERMEDIATE TIER

Rogues select from the following intermediate abilities.

ANALYZE CORPSE: Boost Heal checks by +5. Also, on a successful DC 10 Heal check, you learn 1 fact per 5 points above the check (2 facts at 15, 3 facts at 20, etc) about the corpse's manner of

death, such as time of death or weapon used.

CASE BUILDING: You can evaluate a building to determine its defenses, best entrance and exit routes, changes of guard, and likely occupants. After 1 minute of observation from a distance of 120 ft or less, roll d20 and add your Intelligence modifier. For every 5 points, you learn the true answer to 1 question about the building's security and design.

DEFENSIVE MANEUVER TRAINING: When a foe targets you with the Disarm, Feint, Grapple, Sunder or Trip ability, apply a +5 bonus to resist the ability.

DISARM: You target 1 of your adjacent foe's held items within reach with your weapon. If you beat its Reflex, your foe drops the targeted item. The item lands in an adjacent square.

EVASION: You can avoid attacks with great agility. When you successfully resist an attack using Reflex, you take no damage from it as you dodge out of the way, even if you would normally suffer a partial effect. You still take full damage when you fail to resist. You do not gain this benefit when you are helpless or wearing Heavy armor.

FARWISE MERCHANT: You can trade illegal items not found in your local area in 3d4 days when you pay a 10% transaction fee. Requires both Merchant Network and Merchant Secrets.

FAST CLIMBER: Boost Athletics checks by +5. Also, when climbing, you move at your normal speed (rather than 1/2 speed) and are not defenseless.

FLEET OF FOOT: Boost your land speed by +10 ft.

FOCUSED SHOT: Once daily as a move action apply a +10 bonus to 1 ranged attack roll. Costs 2 vitality.

IDENTIFY: Apply a +5 bonus on Appraise checks. Also, after expending 1 hour of study and 1 vitality, you determine all properties of an adjacent magic item within view. You don't need to touch it.

IMPROVED INITIATIVE: You react quickly to attack. Apply a +5 bonus on initiative checks or +2 when over-loaded.

IMPROVED SNEAK ATTACK: This improves Sneak Attack. Apply a +2 bonus on attack rolls and +10 damage against eligible foes.

INCAPACITATE: When you deliver Sneak Attack damage against a surprised foe that is 5 or more levels lower than you, the creature immediately falls unconscious for 1 hour. Costs 2 vitality.

KNIFE VOLLEY: You may throw up to 3 daggers at once as a standard action, each with a -2 penalty on the attack roll. Requires Weapon Finesse.

PLANT ITEM: An adjacent foe must resist using Will or acquire—without its knowledge—an item of 5 pounds or less (or 3 pounds if it is Small or Tiny, or 10 pounds if it is Large or Huge). If you wish to slip the item around its wrist, neck, waist or such, then apply a -5 penalty to your attack.

PRECISE STAB: As a swift action, apply a +5 bonus to your next attack roll that round when using a Light melee weapon. Usable 5/day.

QUICK DRAW: You can draw a weapon, even a concealed one, as a swift action. Normally, drawing a weapon is a move action.

QUICK TRAP: You can make single-use nonmagical traps such as deadfalls after 2 minutes of work. The trap activates when a creature steps into a designated 5-ft space. The trap has Perception and Mechanics DCs of 15. When triggered, the trap dazes the creature for 1 round (no save). Adjacent creatures must resist using Reflex or also be dazed for 1 round. The trap does not reset itself. The cost is free if it can be used only once, or 25 gp if it is built for reuse.

ROOF JUMPER: Apply a +5 bonus on Athletics checks and ignore the first 20 ft of a fall when computing falling damage.

SNATCH: You target an item held or worn by an adjacent foe. If you beat its Reflex, you take the item for yourself. You must have at least 1 free hand and the object must weigh 5 pounds or less (or 3 pounds if you are Small or Tiny, or 10 pounds if you are Large or Huge). If the target holds the item in 2 or more hands or wears it (such as around its wrist, neck or waist) then apply a -5 penalty to your attack.

SWIFT RETREAT: You take a 5-ft step as an immediate action if a foe larger than you initiates a melee attack against you. Costs 2 vitality.

TWO-WEAPON ACE: This improves Two-Weapon Fighting

such that you suffer no penalty on attack rolls.

TWO-WEAPON FIGHTING: When armed with 2 Light melee weapons, or 1 Medium weapon and 1 Light weapon, you may make 2 melee attacks as a standard action, each with a -2 penalty to your attack roll. If you have the Sneak Attack ability, you can apply it to both weapons. Requires Strength 15+.

UNCANNY DODGE: You ignore Sneak Attack damage when surprised or defenseless unless your attacker is 5+ levels above you.

ADVANCED TIER

Rogues select from the following advanced abilities.

ARCANE KNACK: Select 2 basic and 1 intermediate magic abilities for which you qualify from any class. You learn these abilities.

CLOSING MOVE: As a swift action, apply a +15 ft bonus to your speed on a move made immediately before using Sneak Attack.

DEFENSIVE ROLL: Whenever you would be reduced to 0 or fewer wound points, you suffer 1/2 damage instead. You must have Dodge or Evasion and be aware of the attack and able to react to it in order to use this ability.

EVASIVE COVER: Whenever you use Evasion and cover is within range of your normal speed, you may move to that area as an immediate action and select that area to hide without being noticed.

GRAND THEFT: Once daily as a swift action, boost your next Trick check by +10, or by +20 when using the pick pocket option.

GREATER TRAP: This improves Quick Trap, such that targets are dazed 1d4+1 rounds, stunned for 1 round, or suffer 2d4 wound damage (your choice).

INSTANT KILL: You use your Light or Medium melee weapon to reduce an adjacent person to -1 wounds, or to inflict 3d6 damage if Reflex resists. Requires Assassination. Costs 5 vitality.

MASTER SNEAK: Apply a +10 bonus on Perception and Stealth. Requires Infiltrator.

MASTER TRICKSTER: Boost Bluff and Disguise checks by +10.

QUICK FAKE: You use Trick as a move action without penalty.

SKILL MASTERY: You can reliably use certain skills under adverse conditions. When you first take this ability, select 5 skills. When making a check from among these skills, you may take 10 even if distractions would normally prevent you from doing so. You may take this ability more than once, each time selecting 5 additional skills.

SKY JUMPER: This improves Roof Jumper to a +10 bonus on Athletics checks and ignore the first 40 ft of falling damage.

SPRING ATTACK: When attacking with a melee weapon, you can move both before and after the attack provided your total distance moved is not greater than your speed. You can't do this if you are wearing Heavy armor. Requires Dodge or Evasion.

PARAGON TIER

Rogues select from the following paragon abilities.

AMAZING DODGE: You ignore all Sneak Attack damage. Requires Dodge and Evasion.

CRIPPLING STRIKE: You use Sneak Attack with such precision that blows weaken and hamper foes. A target damaged by your Sneak Attack also suffers a -10 ft penalty to its speed. Lost speed returns on its own at the rate of 5 ft per day. Effects of multiple strikes stack and can reduce speed to 0.

GREATER SNEAK ATTACK: When using Improved Sneak Attack, apply a +5 bonus on attack rolls and +15 damage against eligible foes.

IMPROVED EVASION: This ability improves Evasion such that you suffer only 1/2 damage from an attack even when you fail to resist using Reflex.

OPPORTUNIST: Up to once per round, you can make a melee attack against a foe that has just been struck for damage in melee by another character. You cannot use Sneak Attack when doing so.

SLIPPERY MIND: You can wriggle free from magical effects that would otherwise control or compel you. When your Will fails to resist a magic ability, you can re-try the save 1 round later. You get only this 1 extra chance to succeed on the save.

SAGE

A sage is a diviner, expert, lorekeeper, and master of runes.

BACKGROUND & ADVENTURES

Sages are masters of lore, words, and symbols including glyphs and sigils. Through the power of language, they can protect spaces, predict the future, speak any tongue, cause foes to babble, and influence others through knowledge of their true names, among other powers.

Sages adventure to gain or confirm knowledge, often from ancient tomes but also from dragons and others that hoard powerful secrets.

Every sage excels in a skill area that consumes this interest. Many also specialize in the use of runes or true names. Learning a creature's name may grant great influence over it! Sages are also known as archivists, lore masters, runewrights, scribes, and truenamers.

In an adventuring party, a sage offers knowledge, divination, protection, and communication skills. A smart sage learns a few symbols that harm foes as well as knowledge of common monster weaknesses.

CLASS DETAILS

Sages have the following statistics.

PRIME ATTRIBUTE: Intelligence.

ATTACK: d20 + ½ class level + Intelligence modifier.

DEFENSES: Will +2.

ARMOR: None.

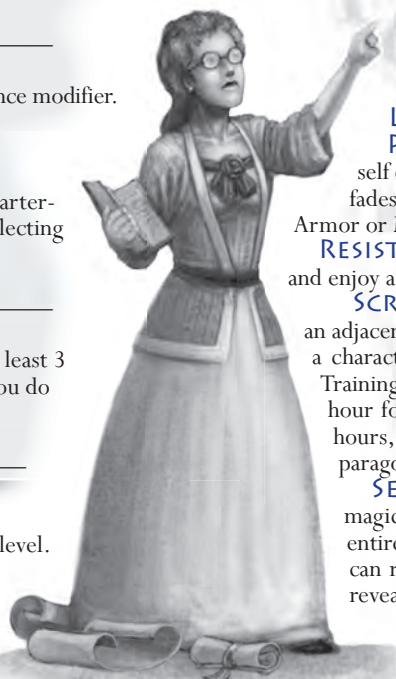
WEAPONS: All light blades plus the quarter-staff and any 1 weapon of your choice, reflecting exotic studies.

STARTING GOLD: 5d4 x 10 (125 gp).

ALIGNMENT: Any.

SPECIAL: At all times, you must carry at least 3 manuals (3 pounds and 10 gp each). When you do not, apply a -2 penalty to your attack rolls.

TRAINING: 3d6 years.



CORE ABILITIES

Sages start with the following abilities at 1st level.

COMPREHEND LANGUAGE^M:

You can comprehend a single mundane language for 4 hours + 1 hour per level.

Costs 1 vitality.

SAGE LORE: You dabble in random

lore. Apply a +2 bonus on Arcana, History, Nature, Nobility, and Religion checks.

SPECIALITY: Select 1 skill covered by the Sage Lore ability and apply an additional +10 bonus to that skill.

BASIC TIER

Sages select from the following basic abilities.

ARCANE TRAINING: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

BABBLE^M: You target 1 creature within 15 ft as an immediate action. If you beat its Will, its verbal abilities automatically fail and others cannot comprehend its speech for 5 minutes. Written comprehension remains normal. Costs 1 vitality.

BURNING BRAND^M: One target within 30 ft suffers 1d4 fire damage per 2 levels (max 5d4) from a flaming rune that briefly appears on its forehead or similar body region. Costs 1 vitality.

CREATIVE: Boost Craft, Literacy, and Music checks by +3.

DELVER SAGE: Boost Dungeoneering and Heal checks by +5.

DETECT RUNES^M: When you concentrate as a standard action, you note the presence or absence of magic runes (including glyphs and sigils) within a 30-ft cone. When you concentrate on the same area a second round, you learn the runes' exact positions and names.

EPITHET^M: You utter the true name you learned of a foe within 15

ft, inflicting 1d3 wound damage. Will resists. Costs 1 vitality.

ERASE^M: You erase 1 rune (glyph or sigil) within 30 ft, or suppress it for 5 minutes on a creature. You must notice the rune. Costs 1 vitality.

FORGERY^M: You conjure a false 1-page (or smaller) document as if you had used the Literacy skill with a +10 bonus on your check. The page radiates faint magic. Costs 1 vitality.

GIFTED SPEAKER: Boost Diplomacy and Literacy checks by +5.

HIDE TRUENAME^M: Attempts to learn your true name always fail.

IDENTIFY: Apply a +5 bonus on Appraise checks. Also, after expending 1 hour of study and 1 vitality, you determine all properties of an adjacent magic item within view. You don't need to touch it.

LEARN TRUE NAME^M: As a move action, if you beat the Will of 1 creature within 15 ft and line of sight, you learn its true name (its magical signature). A creature that successfully resists this ability is immune to it for 24 hours. You can know a number of true names at once equal to 3 + your level. After a 1-minute ritual, you forget a true name of your choice. Requires Sage Lore.

LIGHT: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can dismiss the light as a swift action. You can use this ability at will but you can maintain only 1 light at a time.

LINGUIST: You are fluent in 3 languages of your choice.

PROTECTION RUNE^M: You inscribe a rune on yourself or an adjacent ally that grants +4 DR for 1 hour and then fades. The rune does not stack with real worn armor, Bone

Armor or Mage Armor. Costs 1 vitality.

RESISTANCE^M: You or a touched ally gain a temporary rune and enjoy a +2 bonus on saves for 5 minutes. Costs 1 vitality.

SCRIBE SCROLL^C: You place a magic ability that you or an adjacent ally know into a scroll or similar single-use media that a character with this ability or with Arcane Training, Artificer Training or such can use. The cost and time equal 25 gp and 1 hour for a basic ability; or 150 gp and 2 hours, 325 gp and 4 hours, or 750 gp and 8 hours for an intermediate, advanced or paragon ability, respectively.

SECRET PAGE^M: You permanently alter the mundane or magical contents of a page so that they appear to be something entirely different. A reader who utters a password set by you can read the page normally for 1 hour. Detect Magic dimly reveals the page is magical, but nothing more.

SPELL SECRET: You learn 1 basic magic ability for which you qualify of any class. Requires Arcane Training.

STRIKING RUNE^M: You conjure a rune on a

weapon held by you or an adjacent ally. Apply a +5 bonus on the next attack roll made with that weapon

within the next 1 round. Costs 1 vitality.

TARGET BY NAME^M: When you utter a creature's true name as a swift action, apply a +2 bonus on your next attack roll against that creature. Requires Learn True Name. Costs 1 vitality.

INTERMEDIATE TIER

Sages select from the following intermediate abilities.

ANALYZE TRUE NAME: You learn 1d4+1 facts (statistics or background data) about a creature, whose true name you know. You can analyze a particular name only 2x as you try the name forward and backward. Costs 2 vitality.

ATTRACT BY NAME^M: You utter the true name of a creature within 30 ft and it immediately moves toward you at its maximum speed for 1 round on its turn. If it encounters a dangerous obstacle (chasm, fire, etc) that it cannot safely bypass then it can resist using Will to stop just prior to the obstacle. Costs 2 vitality.

AUGURY^M: You gain insight regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance that you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the

next 10 minutes. Costs 2 vitality.

BOOKWORM: Boost Literacy checks by +10.

CHANNEL THE DIVINE: You inscribe in the air 1 deity's symbol, thereby opening a channel to the deity's magic. On your next turn, you can and must use any 1 basic magic ability (boon) of that deity. Requires Sage Lore and Learn True Name. You must be a sage to use this ability. Costs 5 vitality.

DETECT LORE^M: When you concentrate as a standard action, you note the presence or absence of written media (books and such but not a magic glyph or magic symbol) within a 30-ft cone. When you concentrate on the same area for a second round, you learn in which spaces the lore is located and which one is the oldest.

FLAME RUNES^M: All foes within 15 ft suffer 3d6 fire damage. Alternatively, you can target 1 foe within 90 ft. Costs 2 vitality.

GLYPH OF warding^M: You conjure a glyph over a doorway or similar portal. Any creature that moves through the portal and does not utter a password (selected by you when conjuring the glyph) suffers 1d6 fire damage per 2 levels. The glyph lasts 24 hours or until activated or dispelled by you. Noticing the glyph is a DC 30 Perception check. You can maintain 1 glyph at a time. Costs 2 vitality.

HISTORIAN: Boost History checks by +10.

LOCATE OBJECT^M: You learn the distance and direction to locate a specific familiar object or type of object within 500 ft of you (if such object is present). Costs 2 vitality.

MAGIC CIRCLE^M: You spend 1 minute drawing a stationary 10-ft-diameter circle inscribed with runes. Non-persons cannot pass or break the circle's perimeter for as long as you concentrate as a standard action each round + an additional 1d4 rounds. Exiting the circle ends the effect. Costs 2 vitality.

MAGIC MOUTH^M: You enchant a 5-ft-square wall area or statue such that a face appears and speaks a message up to 25 words when a creature comes within 10 ft of it and either utters a password or matches a specific creature type as set by you. After speaking the message, the face vanishes for at least 5 minutes and until reactivated. You can maintain a number of mouths at once equal to your level. Creating or evoking a magic mouth costs 2 vitality.

MENTAL BARRIER: Apply a permanent +5 bonus to Will.

MINOR SYMBOL^M: You scribe for 10 minutes a potent rune upon a surface. The rune is permanent until it activates when a creature looks at it, touches it, passes over it, or passes through a portal bearing it. Once activated, the rune glows and creatures within 30 ft that fail to resist using Will suffer either fatigue, fear, nausea or sleep for 5 minutes (your choice). You can maintain up to 5 runes at once. Inscribing the rune costs 2 vitality.

MISPRONOUNCE^M: You nastily, tortuously misspeak the true name of a foe within 30 ft, inflicting 1d6 pain damage per level, or ½ damage if Will resists. Requires Learn True Name. Costs 2 vitality.

MONSTER LORE^M: You and allies within 30 ft who hear you enjoy a +1 bonus on attacks and +5 damage for 5 minutes against 1 specific species of creature (orc, medusa, etc) within 60 ft and line of sight. Costs 5 vitality.

NAMED VISION^M: You utter the true name you learned of a creature; from any distance, you each glimpse a still image through the other's eyes. Will resists. Usable up to 3/day total. Costs 2 vitality.

POWER WORD BLIND^M: You target 1 foe within 60 ft. If it has less than 25 vitality, it is blind for 5 minutes. Costs 2 vitality.

REPEL BY NAME: As Attract By Name, but you push the creature away from you. Costs 2 vitality.

SCAN^M: You can read up to 250 words (a page) per round and can read a written work without activating any magic contained within it.

SEPIA SNAKE SIGIL^M: You inscribe a sigil on a touched book. When a creature reads even 1 word from the book, it is paralyzed in an amber field for 4 hours + 1 hour per level. The field shields it from all harm. Once per hour after the first, the creature can attempt to resist using Will to escape the effect. You can maintain up to 5 snake sigils at once. Costs 2 vitality.

SWIFT NAMING: Using Learn True Name is a swift action.

TONGUES^M: You can understand and fluently speak and write a single language for 10 minutes. Costs 2 vitality.

ADVANCED TIER

Sages select from the following advanced abilities.

CONTACT OTHER REALM^M: Once daily, during a 1-hour ritual, you receive a response (yes/no/maybe/irrelevant) from an otherworldly being regarding up to 3 questions phrased in 10 words or less. Costs 3 vitality per question.

CORRESPOND^M: This improves Sending, such that the recipient is allowed to provide a response up to 25 words within 4 hours + 1 hour per your level of hearing you.

DIVERSE DWEOMER: Select 4 basic magic abilities for which you qualify drawn from any classes. You now know these abilities.

GREAT CIRCLE: This improves Magic Circle to be up to 100 ft in diameter provided you spend 10 minutes scribing it. Costs 5 vitality.

GREATER CHANNELING: This improves Channel the Divine. You can and must channel any 1 intermediate divine magic ability (boon). Costs 10 vitality.

INSTANT SUMMONS^M: You magically mark an adjacent ally or held object weighing up to 250 pounds. Any time later as a standard action, you can summon the marked creature (materializes next to you) or object (materializes next to you or in your hand if tiny) by uttering its name. You can dismiss a mark at any time. Erase removes a mark. You can keep up to 3 marks at once. The summons costs 5 vitality.

LOCATE CREATURE^M: You concentrate for 1 minute to locate a specific familiar creature or type of creature within 500 ft. If the creature is present, you learn its distance and direction. Costs 5 vitality.

MINDSIGHT^M: You perceive your environment normally regardless of perceptual impairment (such as blindness or deafness) or natural environmental effects (such as darkness or mist).

POWER WORD STUN^M: You target 1 foe within 60 ft. If it has less than 50 vitality, it is stunned for 1d4+1 rounds. Costs 5 vitality.

RESEARCH TRUE NAME^M: You spend 1 day researching a specific creature. You do not need line of sight or effect, or have even encountered the target. If you succeed on its Lore check and also beat its Will, you learn its true name. Otherwise, you can try again when you reach your next level. Requires Learn True Name.

SCRYING^M: You remotely view a locale using a mirror or crystal ball worth at least 500 gp. Select a specific destination and attempt an Arcana check. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. If you succeed, you see and hear the location for 5 minutes as if you were actually there. Costs 5 vitality.

SENDING^M: You send a message of 25 words or less to a willing creature that you have met before and know by name on the same world or realm of existence as you. Costs 2 vitality.

SYMBOL: This improves Minor Symbol, such that affected targets are either confused, exhausted or frightened (page 228) for 5 minutes (your choice). Costs 5 vitality.

WOUNDING WORD^M: A foe within 60 ft suffers 3d6 wound damage if you beat its Will, or 3 wounds if Will resists. Costs 5 vitality.

PARAGON TIER

Sages select from the following paragon abilities.

FORESIGHT^M: You cannot be surprised and you ignore Sneak Attack damage. Moreover, once daily you may completely ignore 1 attack against you as an immediate action as if you had foreseen the moment. This ability does not work while you are unconscious.

MAJOR SYMBOL: This improves Symbol. Affected targets are stunned, panicked or reduced to -1 wounds and begin dying (your choice). Costs 10 vitality.

MINDBLANK^M: For 5 minutes, you ignore all attacks that allow you to resist using Will or that affect the mind. Costs 5 vitality.

POWER WORD KILL^M: You target 1 creature within 60 ft. If it has less than 100 vitality, it immediately drops to -1 wounds and begins dying. Costs 10 vitality.

WORD OF RECALL^M: You and up to 8 adjacent allies instantly return to your homebase or other location marked earlier by you with a special rune. The homebase may be on another realm or world. You can only have 1 rune like this at a time. Costs 10 vitality.

SHADOWCASTER

A shadowcaster is a stealthy mage of light, dark, and shadow.

BACKGROUND & ADVENTURES

Shadowcasters walk the lines between darkness and light. They can fade from view, bind foes with shadowy ribbons, leap between shadows, sprout shadowy wings, and strangle from a distance, among other feats.

Shadow magic differs from standard magic. A shadowcaster taps into the “shadow of magic”. Some sages believe this is a mere metaphor that inspires mystery. But shadowcasters know their dweomer is unique.

Mysterious whispers, silhouettes of monstrous forms, suggestions of things to come—many shadowcasters adventure to unravel or escape these phenomena. Others flee from those who fear their magic. A few labor for unspoken lieges on odd or evil quests.

Shadowcasters are well-suited to dark places: the urban night or far beneath the surface. Their abilities are most potent in dark and hard to ignore or dispel.

CLASS DETAILS

Shadowcasters have the following statistics.

PRIME ATTRIBUTE: Intelligence.

ATTACK: d20 + ½ class level + Intelligence modifier.

DEFENSES: Will +2.

ARMOR: All Light natural armors such as leather.

WEAPONS: All light blades plus the quarterstaff.

STARTING GOLD: 3d4 x 10 (75 gp).

ALIGNMENT: Any except lawful good.

SPECIAL: Whenever you gain access to a new tier of abilities, you must defeat a shadow or flock of shadows of equal level (see *RADIANCE MASTERS GUIDE*) and drink their essence. Don't worry about finding shadows—they will find you.

TRAINING: 3d4 years.

CORE ABILITIES

Shadowcasters start with the following abilities at 1st level.

NIGHT LORE: Apply a +3 bonus on Arcana and Dungeoneering checks. Also, you speak Undercommon.

NIGHT VISION^M: You enjoy darkvision to see in darkness as easily as in daylight. If you already possess that, you enjoy nethersight instead and are able to see normally even in magical darkness.

SHADOW BOLT^M: You project 1 dark bolt per 2 levels (max 5 bolts). Each bolt unerringly hits a target within 90 ft to deliver 1d6 cold damage.

BASIC TIER

Shadowcasters select from the following basic abilities.

CAVER: Boost Dungeoneering and Perception checks by +5.

CORNER SIGHT^M: You can see around 1 adjacent corner as if looking in a straight line (this grants line of sight). Costs 1 vitality.

DARKMAIL^M: You bolster 1 touched suit of armor or clothing for 1 hour. The wearer enjoys a +5 bonus on Stealth checks and automatically stabilizes when bleeding. Costs 1 vitality.

DAZZLE BOLT^M: A foe within 15 ft suffers 1d4+1 fire damage, or 5d4 fire damage if it is normally harmed by light. Costs 1 vitality.

ENTROPIC WARDING^M: You enjoy concealment for 5 minutes (attacks suffer a 20% miss chance). Costs 1 vitality.

FACELESS FORM^M: Apply a +10 bonus on Disguise checks for 4 hours + 1 hour per level to not be recognized as anyone in particular. Moreover, you enjoy a +5 bonus on saves to resist gaze and blinding attacks while using this ability. Costs 1 vitality.

FADE^M: For 5 minutes you fade into the background to enjoy a +5

bonus on Stealth checks, or +10 while not moving. Costs 1 vitality.

INFILTRATOR: You move quietly and attentively through shadows. Apply a +5 bonus on Perception and Stealth checks.

LIGHT^M: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can dismiss the light as a swift action. You can use this ability at will but you can maintain only 1 light at a time.

LIQUID SHADOW^C: You can create 1 vial per level per day of thick black liquid. A vial of liquid shadow applied to a blade or drink inflicts 1d6 cold damage + 1 point per level (max +5), and the damage resists magical healing if you beat the target's Fortitude. Liquid shadow is destroyed by exposure to sunlight and evaporates after 24 hours in any event.

MESSAGE^M: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

NIGHT BLADE^M: You conjure a shadowy Light melee weapon or a whip that functions in all ways as a real weapon except that it inflicts +2 cold damage in addition to its usual damage. It vanishes if it leaves your hands. Requires Shadow Bolt. Costs 1 vitality to conjure the blade.

RESIST COLD^M: You or a touched ally enjoy +10 DR against cold energy damage for 1 hour. Costs 1 vitality.

SHADOW CAT^M: You shape a shadow into a Tiny nocturnal animal such as a cat or mouse. It remains for 1 hour. It can keep watch, scout, courier notes or entertain a crowd. It can't attack. It has 2 wound points, DR 1, a land speed or fly speed of 30 ft (choose one), and Perception, Stealth and Trick modifiers of +10 + your level. Its vitality and saves equal your own. Costs 1 vitality.

SILENT PORTAL^M: When you open a door, window or other portal, it makes no sound.

STRANGLING GRASP^M: You extend your shadow to strangle a Large or smaller foe within 15 ft. Each round that you concentrate as a standard action, your foe must resist using Fortitude or suffer 1d6 cold damage + 1 point per level. If it fails 3 saves in a row, it falls unconscious for 1d4 rounds. While you attack, it cannot speak. The hand is immune to all attacks except it vanishes when exposed to full illumination. Whenever you stop concentrating, the effect ends. Costs 1 vitality per round of use.

UMBRAL BLADE: As a move action, your light blade bypasses your foe's DR for your next attack. Costs 1 vitality per point of DR ignored. Requires Night Blade.

INTERMEDIATE TIER

Shadowcasters select from the following intermediate abilities.

BLACK OUT^M: An adjacent person or animal falls unconscious for 1 hour, or is dazed for 1 round if Fortitude resists. Costs 2 vitality.

CLOAK DANCE^M: This improves Entropic Warding, such that you can activate it as a move action. Costs 2 vitality.

DARKLIGHT^M: This improves Darkvision, such that allies that stay within 30 ft of you may, if you like, also enjoy the benefits of darkvision.

DARKNESS^M: For 5 minutes, you create total darkness in a stationary 30-ft-radius area around you or an unattended object within 30 ft. The darkness blocks vision including darkvision but not nethersight. Attacks made against or launched by obscured foes fail 50% of the time. You can maintain only 1 area of darkness at a time. Costs 2 vitality.

DARK ABJURATION: As an immediate action while in Darkness, you may ignore 1 magic attack targeting you. Requires Night Lore and Night Vision. Costs 2 vitality.

DAYBLAST^M: You project a luminous ray out to 90 ft that blossoms into a 15-ft-radius ball of daylight. Undead and other creatures in the area that are normally hampered by daylight suffer 1d6 fire damage per level, or ½ damage when Reflex resists. Costs 2 vitality.

FAR-TOUCH^M: As a move action, you gain the ability use melee weapons and touch allies as if your reach were 5 ft longer than normal until the end of your turn.

GLOOM^M: You create shadowy lighting conditions in 120-ft-radius area around an adjacent point. Attempts by others to lighten or darken

the area (using Darkness, Light, etc) fail. The effect lasts 4 hours + 1 hour per level indoors or at night, or 5 minutes outdoors during the day. You can only maintain 1 area of gloom at a time. Costs 5 vitality.

GRAY WASTING^M: One foe within 15 ft permanently ages 1 category, or is dazed for 1 round if Fortitude resists. Multiple attacks do not stack and once the target saves it is immune for the day. Remove Curse reverses the aging. Costs 2 vitality.

SHADOW BINDING^M: Ribbon-like shadows cling to creatures in a 10-ft-square area within 30 ft of you for 1 round. A creature in the area is held fast and unable to move from its square, or it moves with a 5-ft speed if its Reflex resists. Costs 2 vitality.

SHADOW BRIDGE^M: You conjure a shadowy 10-ft-wide bridge or 5-ft-wide ladder for 5 minutes. It is 10 ft long per level as a bridge or 20 ft high per level as a ladder. It ignores all attacks except Ray of Light. You can dismiss it at will and can maintain only 1 at a time. Costs 2 vitality.

SHADOW BLEND^M: You merge with your own shadow for up to 1 round per level, effectively vanishing from sight. You can see and hear in this form but cannot move or use abilities except to end the effect as a move action. Costs 2 vitality.

SHADOW STEP^M: As a standard action, you transport yourself to any open space within 60 ft and line of sight, provided you move from and to a place of shadow or darkness. Costs 2 vitality.

STROBE LIGHT^M: You mix dark and day in rapid succession within a stationary 30-ft-radius area around you, causing creatures with darkvision or nethersight (except you) to be blinded for 5 minutes, or for 1 round if Will resists. Costs 2 vitality.

UNSEEN IN DARKNESS^M: You are undetectable to darkvision as if you were simply not there. Other forms of vision detect you normally. Requires Night Lore and Night Vision.

WHISPERS AND SILHOUETTES^M: Apply a +2 bonus on Perception checks, and once daily as an immediate action you can ignore 1 attack as if you had foreseen it. Requires Night Lore.

YOUR SHADOW'S MAGIC^M: Once daily as a move action you draw upon your shadow's hidden niches and select a single shadowcaster magic ability of a tier you can access except paragon tier. You can and must immediately use the ability or you lose it. You must be a shadowcaster to use this ability.

ADVANCED TIER

Shadowcasters select from the following advanced abilities.

BETWEEN LIFE AND DEATH^M: You do not need to breathe, eat or sleep. Thus, you ignore sleep effects, suffocation, hunger, and poison gas.

BLUR MAGIC^M: For 5 minutes, you enjoy a 20% chance to ignore any magic ability that targets you. Requires Night Lore. Costs 5 vitality.

BREATH OF NIGHT^M: You exhale an inky cloud that causes 1 living foe within 30 ft to fall unconscious for 1 hour, or be dazed for 1d4-1 rounds if Fortitude resists. Costs 5 vitality.

COLD IMMUNITY^M: You are immune to cold energy damage. Requires Resist Cold.

DARK MIASMA^M: You target 1 living, breathing creature within 60 ft. If you beat its Fortitude it is reduced to -1 wounds and begins dying as its lungs choke with shadow. Costs 5 vitality.

DARK WEAVE^M: The Anti-Mage, Counter Spell, and Dispel Magic abilities fail to work against you or your magic. Requires Night Lore and Blur Magic.

EBON EYES^M: You conjure 4 Tiny, bright sensors—each with darkvision, Perception +10, and a 30-ft fly speed—through which you can see. Moving the eyes or seeing through them requires a move action. The eyes cannot make attack rolls or be harmed though they can be dispelled. You can move the eyes independently up

to 500 ft away from you. Costs 1 vitality per minute.

NIGHT WINGS^M: For 1 hour you enjoy small shadowy wings and can fly at speed 30 in areas of shadow or darkness. Natural daylight (but not magical light) ends the effect. You drop gently to the ground if the magic ends while you are airborne. Costs 5 vitality.

RAY OF LIGHT^M: You project a luminous ray that dispels 1 shadow magic effect within 90 ft as specified by you. Costs 5 vitality.

RAY OF OBLIVION^M: You target 1 foe within 60 ft with a black ray that quickly infuses its body. Each round beginning on its next turn for 2 minutes, the target has only a 50% chance to successfully use any magic abilities for that round. Costs 5 vitality.

SHADE RIDER^M: You merge with the natural shadow of an adjacent creature or object for up to 4 hours + 1 hour per level, vanishing from sight and remaining undetectable by any physical means. You see and hear in this form but cannot move on your own or use abilities except to end the effect as a move action. Costs 5 vitality.

SHADOW CRAFTER^M: You conjure up to 1 cubic ft per level of nonmagical, nonliving, unattended items. The items are functional, shadowy and clearly false, and last 4 hours + 1 hour per level or until dismissed by you. Costs 5 vitality.

SHADOW LEAP^M: This improves Shadow Step, such that you can activate it as a move action. Costs 5 vitality.

SHADOW MASTER: Apply a +5 bonus on Acrobatics, Arcana, Perception, and Stealth checks.

STROKE OF MIDNIGHT^M: You mark an adjacent creature. At the stroke of midnight, it falls to -1 wounds and begins dying. It knows its impending fate. Remove Curse ends the effect. Costs 10 vitality.

SUMMON SHADOWS^M: You perform a 1-minute ritual to summon shadows within 30 ft to serve you for 1 hour, after which they vanish. You summon a number of shadow levels up to your level. They obey your telepathic commands. Costs 10 vitality.

UNBREATHE^M: An adjacent living foe suffers 6d6 cold damage. Costs 5 vitality.

UNSEEN^M: Boost your Stealth checks by +20 for 5 minutes. Moving or making an attack roll ends the effect. Costs 5 vitality.

WASTING PLAGUE^M: This improves the Gray Wasting ability, such that it targets all foes within 30 ft of you. Costs 5 vitality.

PARAGON TIER

Shadowcasters select from the following paragon abilities.

BREATHLESS WAKE^M: As Dark Miasma, but usable once daily and targets up to 1 creature per level within 30 ft. Requires Dark Miasma. Costs 10 vitality.

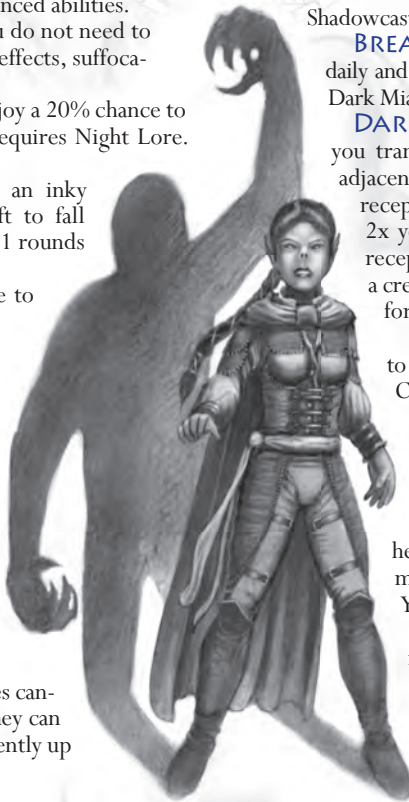
DARK PRISON^M: If you beat an adjacent creature's Will, you transform it into impotent shadow and draw it into an adjacent, held or worn receptacle worth at least 5000 gp. The receptacle holds a number of creature levels at once up to 2x your level. Releasing a creature is a swift action. If the receptacle is destroyed, all creatures are released. Releasing a creature restores it to its normal form. A creature is dazed for 1 round after release. Costs 10 vitality.

DISPLACE MAGIC^M: This improves Blur Magic to a 50% chance to ignore magic abilities that target you. Costs 10 vitality.

ECLIPSE^M: You hamper sunlight such that a 5-square mile area is cloaked in dusky conditions for 1 hour or darkness for 5 minutes. Costs 15 vitality.

FORM OF NIGHT^M: For 5 minutes, you merge with your own shadow and gain +5 DR, fast healing 5, nethersight, immunity to cold and all ailments, and black wings that provide a fly speed of 30. You cast no shadow in this form. Costs 25 vitality.

SHADOW WALK^M: You move up to 1 mile per minute by quickly stepping through shadows. The effect lasts until you cease moving for 1 round or until you move up to 100 miles per level. You can take up to 5 allies with you. Costs 10 vitality + 2 vitality per ally.



SHAMAN

A shaman cavorts with spirits and studies the afterlife.

BACKGROUND & ADVENTURES

A shaman walks the line between the mortal realm and the spirit world with the aid of a personal totem. He is neither friend nor enemy of undead and other unnatural creatures. He is practical and wise in their ways and knows how to deal with them. He can also learn from them and bind their magic to craft useful fetishes.

Shamans learn unusual abilities. They can tune their magic and weapons to pass into ghostly realms with ease and transport their own spirit into an animal or another person. They are adept with herbs, dreams, and voodoo. They bind ghostly spirits into themselves to briefly gain unusual powers.

Shamans do not “adventure”, they go on spiritual quests. The impulse of the quest might be a vision, an encounter with elementals, fey or such, or the search for special materials. Advancing their magic requires tattoos, piercings, and other embellishments that cost time and gold.

Shamans easily deal with odd creatures and matters of life and death. An adventuring party is wise to keep a shaman or consult his services.

CLASS DETAILS

Shamans have the following statistics.

PRIME ATTRIBUTE: Wisdom.

ATTACK: d20 + ½ class level + Wisdom modifier.

DEFENSES: Fortitude +2, Will +2.

ARMOR: All natural armors such as leather, hide, and monsterhide.

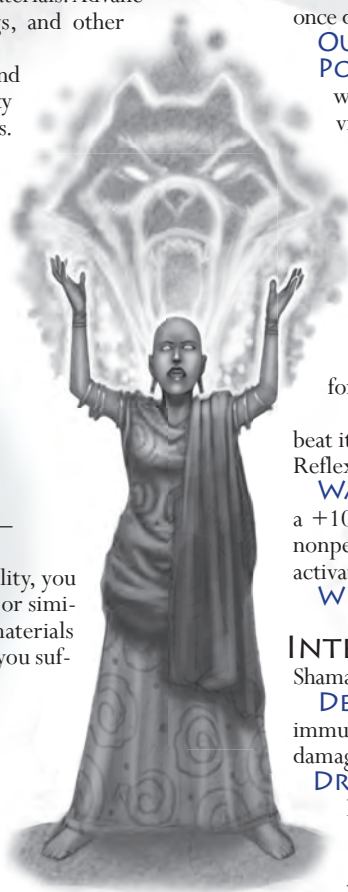
WEAPONS: All light blades plus the quarterstaff.

STARTING GOLD: 1d4 x 10 (25 gp).

ALIGNMENT: Any.

SPECIAL: Whenever you gain a new ability, you must spend 1 hour to add a tattoo, piercing or similar embellishment to yourself using rare materials costing 5 gp. If you miss an embellishment, you suffer a -2 penalty on attack rolls until you do.

TRAINING: 3d4 years.



CORE ABILITIES

Shamans start with the following abilities at 1st level.

SHAMANIC LORE: Apply a +2 bonus on Arcana, Insight, Nature, Religion, and Survival checks.

SPIRIT GUIDE^M: You silently commune with your totem spirit as a swift action to gain insight and resolve. The chance you receive a benefit equals 30% + 2% per level. Success grants you a +5 bonus on your next skill check. Failure grants a +2 bonus. Requires Shamanic Lore. Costs 1 vitality.

SPIRIT POUNCE^M: A fierce intangible apparition of your animal totem appears and pounces on 1 foe within 15 ft. If you beat the target's Will, it suffers 1d4 damage per 2 levels (max 5d4) and is also knocked prone if it is size Medium or smaller.

BASIC TIER

Shamans may select from the following basic abilities.

CEREMONIAL KNIFE^M: One adjacent target suffers 1d3 wound force damage from a ghostly knife. Reflex resists. Costs 1 vitality.

CRAFT FETISH^C: You place a magic ability into a trophy, which is a shrunken head or other small body part. After 25 gp and 4 hours

work, you convert the part into a fetish. During preparation you place any basic magic ability you know into the body part. At any time later, you can hold up the part to deliver the magic as a single-use effect. Afterward, the part crumbles to dust. You pay any vitality cost during preparation.

DETECT SPIRITS^M: You learn whether nonperson creatures with magic abilities are present within a 30-ft cone. Costs 1 vitality.

FIRST AID: Boost Heal checks by +5, or by +10 to halt bleeding. A DC 15 Heal check stabilizes a bleeding character.

GHOST MAGIC^M: By expending a move action, you ensure that the next magic ability you use that round will strike incorporeal or invisible targets without a miss chance. Costs 1 vitality.

GHOST WEAPON^M: For 5 minutes, a touched weapon strikes incorporeal or invisible creatures without a miss chance. Ammunition of a ranged weapon ignores the miss chance. Costs 1 vitality.

HEALER^M: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

KEEN SENSES: Boost Insight and Perception checks by +5.

NATURE'S ALLY: Boost Handle Animal checks by +5, or by +10 once daily.

OUTDOOR ATHLETE: Boost Athletics and Survival checks by +5.

POISON DART^M: One target within 20 ft suffers 1d2 necrotic wound damage from a ghostly dart. Fortitude resists. Costs 1 vitality.

RESIST ENERGY^M: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

RUNEGUARD^M: You inscribe a rune on or around a portal up to 10-ft-square in size. Nonperson creatures with magic abilities cannot open the portal or pass through if they have fewer levels than you do. The rune requires 5 gp worth of gold dust and rare inks and persists for 1 minute per level.

SEE INVISIBILITY^M: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

SOUL SPITE^M: You target 1 creature within 15 ft. If you beat its Will, it suffers a -5 penalty for 5 minutes on either Fortitude, Reflex or Will, as chosen by you. Costs 1 vitality.

WALK AMONGST SPIRITS^M: For 5 minutes you enjoy a +10 bonus on Bluff and Disguise checks to register as a specific nonperson, nonanimal creature type (page 244), as selected when activating this ability. Costs 1 vitality.

WILDSTEP: Boost Nature and Stealth checks by +5.

INTERMEDIATE TIER

Shamans may select from the following intermediate abilities.

DEATH WARD^M: For 2 minutes, you or a touched ally are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for you or 5 vitality for an ally.

DREAD MINION^M: One touched humanoid corpse returns to life for 5 minutes as an animus, demonic host, lingering spirit, swamp rat, wretch or zemic (pages 259-276). It obeys your verbal commands. Afterward, it turns to dust. You are limited to 1 such minion at a time. Costs 5 vitality.

DREAMSIGHT^M: Once daily, you fall asleep and for 10 minutes view a location up to 10 miles away per level that you have previously visited. After that you sleep 6 more hours. Costs 2 vitality.

GHOST EYES^M: You automatically notice incorporeal undead as if they were corporeal. Requires See Invisibility.

GREAT FETISH: This improves Craft Fetish such that you can expend 8 hours and 150 gp to place any 1 intermediate magic ability.

GUIDE SIGHT^M: You close your eyes to see an area from a perspective up to 15 ft away from your actual location, as if you were there. While viewing, you are defenseless. Costs 1 vitality per round.

HERBALIST: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

MENTAL BARRIER: Permanently boost your Will by +5.

MINOR PACT^M: Once daily after a 10-minute ritual, you call into yourself a ghostly spirit of yore to empower you. While bound,

you enjoy a +2 bonus on History checks and know for 24 hours any 1 basic magic ability from any class. The binding lasts 24 hours or until you fail to resist the Exorcism ability. Requires Shamanic Lore. You can take this ability a second time to gain another daily use.

POSSESS ANIMAL^M: You can possess a natural animal's body while shunting its spirit into a 500 gp gem or jar. The animal must be within 120 ft. You do not need line of sight. Initiating possession takes 1 minute. If you beat the animal's Will, your spirit enters its body and gain its statistics except its mental attributes, memories, abilities, and alignment (which are your own). Meanwhile, your body is asleep (unconscious) and the animal's spirit is held in the gem. The effect lasts 1 hour. When the hour expires, or the gem is destroyed, or you or the animal's body dies, then the magic ends and all spirits return to their bodies (or to the afterlife if a body is slain). Costs 2 vitality.

REPEL SPIRITS^M: One specific nonperson creature within 30 ft and line of sight or hearing that fails to resist using Will cannot make attacks against you for 1 hour or until you attack it. Costs 2 vitality.

SHARE POWER^M: One adjacent ally can use 1 basic magic ability you know for 2 minutes. You can still use the ability. Costs 2 vitality.

SPEAK WITH DEAD^M: After a 10-minute rite, you can ask 1 question per 2 levels over the course of 5 minutes from a corpse that you touch. The corpse only knows what the creature did in life, including languages it spoke. If the creature was good, it can resist using Will. The corpse must be mostly intact and have a larynx. You can use this ability up to once weekly on the same corpse. Costs 2 vitality.

SPIRIT WARD^M: For 1 hour, you or a touched ally enjoys a +3 bonus to DR and saves to resist attacks by 1 specific type of nonperson creature. Requires Shamanic Lore. Costs 2 vitality.

TAP ASTRAL REALM^M: Once daily you focus as a move action and select any 1 ability of your race or 1 shaman magic ability of a tier you can access except paragon tier. You can and must immediately use the ability or lose it. You must be a shaman to use this ability.

VOODOO DOLL^C: You construct a tiny doll that incorporates a piece of a target person such as a hair or nail. For each level of the target, the doll costs 5 gp and takes 1 hour to craft. When you are done, the doll acts as a conduit for harm or benefit to the person. The doll lasts 1 day per level before self-destructing. Once daily, you can inflict vitality damage equal to 1d4 + your level (Will negates). Also once daily, you can heal or inflict wound damage equal to 1d4 per 4 levels (round down). To end the effect, the doll must be destroyed, the caster slain, or the target aided by Remove Curse.

ADVANCED TIER

Shamans may select from the following advanced abilities.

DREAM TRAVEL^M: You fall asleep for 6 hours and awaken in a locale up to 100 miles away per level that you have previously visited. Whatever blocks astral travel blocks this ability. Costs 5 vitality.

EXORCISM^M: You target 1 fiend, undead or possessed creature within 15 ft. If you beat its Will, it is destroyed (if undead), banished to its home realm (if a fiend) or freed from possession. Costs 5 vitality.

GHOST STEP^M: You are incorporeal for the rest of your turn. In this form you can pass over or through obstacles and enjoy 90% resistance against mundane attacks, or 50% against magic. You are still visible. Costs 5 vitality.

GHOSTLY SUMMONS^M: You perform a 1-minute ritual to summon 1 or more ghosts to serve you for 1 hour, after which they vanish. They obey your telepathic commands. You summon a number of ghost levels up to your level. Costs 10 vitality.

HAIL OF POISON DARTS: This improves Poison Dart to target all foes within a 60-ft cone. Costs 5 vitality.

HALF LIFE^M: You restore to life a creature that died in the past hour. The creature is alive but moves at ½ speed, suffers a -5 penalty on d20 rolls, can only use basic abilities, and has a maximum of 0 vitality. The spell does not cure damage or remove ailments that caused death, but such ailments don't affect it either. The effect lasts 4 hours + 1 hour per level. The creature dies again when the spell ends. Costs 5 vitality.

HALT SPIRIT^M: One nonperson creature with magic abilities within 30 ft is dazed for 5 minutes. Will negates. Costs 5 vitality.

HERBAL JAUNT^M: For 4 hours, an adjacent allied person is dazed as he sees 1d4+1 images that answer 1 question phrased in 10-words or less. Costs him 5 vitality and you 2 vitality. Requires Herbalism.

IGNORE EXORCISM^M: You ignore the Exorcism ability unless you wish to be affected. Requires Minor Pact.

LINE AGAINST SPIRITS^M: You evoke a 10-ft-diameter circle (or 30-ft straight line) of astral runes. Nonperson creatures with magic abilities cannot pass or break the perimeter (or line), nor can they move under or above it, for as long as you concentrate as a standard action each round + 1d4 rounds. Costs 5 vitality.

MAGIC JAR^M: This improves Possess Animal such that you can target a person or mutant and the gem costs 5000 gp. Costs 5 vitality.

MATERIALIZER^M: You target 1 incorporeal creature within 30 ft. It immediately becomes corporeal and loses access to the Incorporeal ability for 5 minutes, or until the start of its next turn if Will resists. Costs 2 vitality.

PACT MAGIC: This improves Minor Pact, such that you enjoy a +5 bonus on History checks and select 2 basic or 1 intermediate magic ability of your choice.

RAIN DANCE^M: You provoke spirits to induce moderate rain over a 2-mile area for 1 hour. The chance of success equals 70% + 1% per level. Costs 10 vitality.

RECONDUS ANIMA: This improves Dreamsight such that you may visit a destination within 2 miles that you haven't visited before but for which you specify exact coordinates. Costs 5 vitality.

SACRIFICIAL KNIFE: This improves Ceremonial Knife to inflict 3d4 wound damage. Costs 5 vitality.

SEANCE^M: After 1 hour of occult ritual, you receive a response (yes/no/maybe/irrelevant) from a specific deceased person regarding a number of questions up to your level. Questions must be 10 words or less. The spirit knows what it knew in life and can refer to its situation in the afterlife. Requires Speak With Dead. Costs 10 vitality.

SHAMANIC MASTER: Apply a +4 bonus on Arcana, Insight, Nature, Religion, and Survival checks.

SHARED PACT: This improves Minor Pact such that up to 5 allies can benefit if they join you in the ritual. Costs 1 vitality per ally.

SPIRIT FOCUS: Your spirit guide bolsters you. Once daily as a move action, you gain 4d6 vitality points that you must use before the end of your next turn or lose them. Requires Spirit Guide.

SPIRIT STAMPEDE: This improves Spirit Pounce to inflict 1d6 force damage per 2 levels and targets all foes within a 30-ft radius sphere within 90 ft of you. Costs 5 vitality.

PARAGON TIER

Shamans may select from the following paragon abilities.

COMMUNITY PACT: This improves Shared Pact such that you affect up to 5 allies per level within 120 ft and the total cost is 10 vitality regardless of how many benefit.

GHOST FORM^M: This improves Ghost Step to last 5 minutes. Costs 10 vitality.

LASTING MAGIC JAR^M: This improves Magic Jar, such that the swap lasts 4 hours + 1 hour per level. Costs 10 vitality.

MAJOR PACT: This improves Pact Magic, such that you enjoy a +10 bonus on History checks and may select any 3 basic abilities, 1 basic and 1 intermediate ability, or 1 advanced ability of your choice.

MASS DREAM TRAVEL: This improves Dream Travel to move you and up to 5 allies. Costs 5 vitality + 3 vitality per ally.

MONSTROUS VODOO: This improves Voodoo Doll such that you may target any creature type.

RAISE DEAD^M: After a 1-hour ritual, you restore a dead creature to life, full wounds, and 0 vitality. It must have died within the past 1 day per level. The ritual requires 5000 gp in materials. You cannot raise a creature that wishes to not return to life. Costs 10 vitality.

SPIRITUAL ASCENSION^M: This improves Ghost Form, such that it costs 25 vitality, lasts 4 hours + 1 hour per level, grants darkvision, and allows you to use your magic abilities and also emit a wail, screech or howl that causes all creatures within 120 ft to be shaken (or frightened if they are 2nd level or lower) if they fail to resist using Will.

SHIFTER

A shifter can assume the form of a ferocious beast.

BACKGROUND & ADVENTURES

A shifter is a force of nature incarnate. He becomes the beast. Eons past, a cabal of lycanthropes passed their curse to their children, who in turn taught “the blood” to their descendents. Today, shifting is not a mere curse. It is a life path.

Shifters are often bored by urban life and prefer the wilds and dark recesses of the world in order to hunt. They thirst for victories won with their own teeth and claws. Shifter wanderlust also urges them to keep moving.

Shifters can acquire many beastly qualities. The kind of beast form is not so important. It might be a classic werewolf or a unique beast that sports a tail, fins, hooves, hide, ink jets, leonine roar, digging claws, and/or other animal features.

A shifter is a consummate combat brute. There is little finesse or defense and a lot of blood and gore as the shifter leaps into battle. His companions are urged to give him plenty of room as he minces foes.

CLASS DETAILS

Shifters have the following statistics.

PRIME ATTRIBUTE: Constitution.

ATTACK: d20 + ½ class level + Constitution modifier.

DEFENSES: Fortitude +2, Reflex +2.

ARMOR: All natural armors such as leather, hide, and monster-hide.

WEAPONS: All axes, bows, hammers, hand-to-hand weapons, and small projectiles.

STARTING GOLD: 1d4 x 10 (25 gp).

ALIGNMENT: Any neutral.

SPECIAL: Typically, you were bitten or otherwise infected with the blood of another shifter or a lycanthrope. Alternatively, your family bloodline includes a relative who was infected.

TRAINING: 1d4 years.

CORE ABILITIES

Shifters start with the following abilities at 1st level.

NIGHT SENSES: You gain low-light vision, such that you can see 2x normal in shadowy illumination. If you already have that, the range is 5x normal. Also, apply a +5 bonus on Perception checks.

OUTDOOR ATHLETE: Boost Athletics and Survival checks by +5.

WEREFORM^M: As a swift action, for 5 minutes you transform into a tough, snarling animalistic hybrid form. While transformed, you enjoy a +1 bonus to attack rolls and +2 DR. Also, you gain a bite that delivers 1d8 damage and claws that deliver 1d6 damage to an adjacent foe when you beat its Reflex. You may use either attack as a standard action. Add your Strength modifier to the damage dealt. The transformation cannot occur in metal armor. Costs 1 vitality.

BASIC TIER

Shifters select from the following basic abilities.

ACIDIC SPITTLE: One targeted creature within 30 ft suffers 1d6 acid damage per 2 levels (max 5d6), or ½ damage if Reflex resists. Costs 1 vitality.

BEAR'S ENDURANCE: Apply a +5 bonus on Endurance checks. Also, you enjoy a +5 bonus on saves to resist abilities that cause fatigue or exhaustion, and you can sleep in armor without experiencing fatigue the next day.

BULL RUSH: You shove an adjacent target. If you beat its Fortitude, the target is pushed back 1d4 x 5 ft. You must move at least 10 ft in a straight line just prior to using this ability.

CAT FALL^M: As an immediate action, subtract 30 ft from the distance fallen when computing falling damage.

CHARGE: As a swift action, apply +5 damage to your next claw or bite attack. You must move at least 10 ft in a straight line just prior to using this ability.

DARKVISION^M: As a swift action, your eyes turn black and you see in darkness as easily as in daylight. Ending the effect is a swift action.

FAST CLIMBER: Boost Athletics checks by +5. Also, when climbing, you move at your normal speed (rather than ½ speed) and are not defenseless.

FAST SWIMMER: Boost Athletics checks by +5. Also, when swimming, you move at your normal speed (rather than ½) and are not defenseless.

GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

ILL SCENT: You detect if an adjacent living creature, or a person who was in your space up to 1 hour ago, has an ongoing condition.

JUMP^M: You leap outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality.

KEEN FEET: Boost Acrobatics and Perception checks by +5.

LONGSTRIDER: Boost your speed by +10 ft for 1 hour. Costs 1 vitality.

LYCAN LORE: Apply a +5 bonus on Bluff, History, Insight, Nature, and Perception checks when dealing with lycanthropes or recalling lore about lycanthropes. Also, you speak Sylvan.

OFFENSIVE MANEUVER TRAINING: Select 1 of the following abilities: Bull Rush, Charge, Disarm, Feint, Grapple, Overrun, Sunder or Trip. Whenever you use the selected ability, add +5 to your attack roll. Also add +5 to your save when someone else targets you with the ability. You must already possess the selected ability to benefit. You can take this ability more than once. Each time, select a different ability to improve.

OVERRUN: You push through a foe's space as a swift action. If you beat its Fortitude, you can freely pass through its space while maintaining your speed. If not, you stop adjacent to it and do not pass it.

PACK MULE: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

RAVAGE: When using Wereform, you can make a bite attack and a claws attack as a single standard action. You suffer a -2 penalty on all your attack rolls that round.

SPINY DARTS^M: You project a volley of spikes. Creatures along a 60-ft line suffer 1d10 damage + 1 per level if you beat their Reflex. Requires Wereform. Costs 1 vitality.

TOUGHNESS: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

TRACK: Apply a +5 bonus on Survival checks, or +10 when tracking in natural environments.

TRIP: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone.

WILDER: You enjoy a +2 bonus on Handle Animal, Heal, Intimidate, Nature, and Stealth checks.

INTERMEDIATE TIER

Shifters select from the following intermediate abilities.

ACID SPRAY^M: You belch a 30-ft cone of vapor that inflicts 1d6 acid damage per level (max 10d6), or ½ damage if Fortitude resists. Requires Acidic Spittle. Costs 2 vitality.

ALL YOU NEED IS KILL: An adjacent foe suffers 2d6 damage from your bite, claws or melee weapon attack, or is slain outright if it is level 2 or lower.

BEASTHIDE: This improves Wereform to grant a total of +4 DR.

CAMOUFLAGE: Apply a +5 bonus on Stealth checks, or +10 when you remain motionless in an outdoor area. The area must afford places to hide, as normal, and you do not benefit when a creature already notices you.

CLIMB^M: You gain a Climb speed of 30 ft. You enjoy a +10 bonus on Athletics checks while climbing, and you are not defenseless while climbing. Requires Fast Climber.

DIEHARD: When you fall below 0 wound points, you are not unconscious. Instead you are conscious and can continue to take a single move or standard action each round until you die at your usual negative hit points.

FAR JUMP^M: This improves Jump to safely take you out to 90 ft. Costs 2 vitality.

GOAD FOE: One foe within 60 ft and line of sight must resist using Will or break off its current foes (if any) and move to attack you.

GORE ATTACK^M: When you use Large Wereform or Mighty Wereform, you grow horns as a swift action. You can use the horns as a standard action to gore a foe for 3d6 damage +1 point per level.

HORRID WEREFORM: This improves Wereform to offer a +2 attack bonus, 2d8 bite damage, and 2d6 claws damage.

IMPROVED CARRY CAPACITY: You can carry 250 pounds, or 1 Medium or 2 Small creatures, in addition to any other weight normally allowed for you, and not be overloaded, and can drag up to 1,250 pounds or support +8 encumbrance slots. This is equivalent to a donkey. You must have Pack Mule or be size Large or larger, either naturally or by magic, in order to benefit from this ability.

IMPROVED INITIATIVE: You react quickly to attack. Apply a +5 bonus on initiative checks or +2 when over-loaded.

LARGE WEREFORM^M: When using Wereform, you can grow 1 size category (max. size Large). A larger size doubles height, applies a -2 penalty on Reflex, a +2 bonus on damage rolls, a +5 bonus on Athletics checks, +5 wound points, +10 ft speed, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty on Stealth checks, and a 8x weight increase. Activating this ability destroys any nonmagical clothing or armor you wear except pants.

RAPID TRIP: This improves Trip to be usable as a move action.

ROAR: All living foes within 30 ft and hearing range are shaken for 5 minutes, or 1 round if they resist using Will. Costs 2 vitality.

SCENT: You can detect creatures within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

SECOND WIND: Once daily after 1 minute of rest you recover 4d6 vitality. Requires Bear's Endurance.

SHIFTER ACE: You suffer no attack penalty while using Ravage.

SHIFTER BLOOD^M: Once daily, you heal all wound damage. Requires Toughness and Wereform.

SPRINT^M: You can move 10x your normal speed. Requires you know Wereform. Each round costs 2 vitality.

STALKER: You are like a quiet predator. Boost Stealth checks by +5, or by +10 once daily for 5 minutes.

SWIM^M: You gain a Swim speed of 30 ft and a +10 bonus on Athletics checks while swimming. Requires Fast Swimmer.

TAIL SWIPE^M: You grow a tail. The tail is a melee attack with a 10-ft reach. If you hit, your foe suffers 1d6 damage and is knocked prone if you beat its Reflex. Add your Strength modifier to the damage dealt.

WILDING: An adjacent foe suffers 1d6 damage per 2 levels as you apply all your passion and might in a fury of attacks to defeat it. Costs 2 vitality.

WOLF BLADE: When using Wereform, you can make a bite attack and a melee weapon attack as a single standard action. You suffer a -2 penalty on your attack rolls that round.

ADVANCED TIER

Shifters select from the following advanced abilities.

BLINDSENSE: You gain bat-like echolocation.

As a move action, you emit noises that pinpoint locations of creatures within 30 ft in all directions.

Requires Wereform.

CONSTRUCT^M: As a move action, you may inflict 4d6 damage each round while

you maintain the use of Grapple on a foe beginning on the round after achieving the grapple. Requires Grapple, Offensive Maneuver Training, and Wereform.

DEAFENING ROAR: This improves Roar. You target creatures within 60 ft. Affected creatures are also deafened for 5 minutes. Moreover, foes are frightened and flee for 5 minutes if you are 5+ levels above them. Costs 5 vitality.

FAST HEALING: You always stabilize. Also, each round at the end of your turn while using Wereform, you automatically heal 1 wound point. This occurs even if you are unconscious but not dead.

GRAB: When you hit using your Wereform claws attack, you can use Power Grapple as a swift action. Requires Power Grapple.

KEEN SCENT^M: Your Scent ability improves, such that you notice creatures by scent in a 180-ft radius and detect blood in the air or water at ranges of up to 1 mile.

LASH^M: An adjacent foe suffers 3d4 wound damage. Costs 5 vitality.

MOUNTAIN AND RIVER: Apply a +10 bonus on Acrobatics and Athletics checks. Requires Wereform.

ONE WITH NATURE: Apply a +4 bonus on Athletics, Endurance, Nature, Perception, and Survival checks. Requires Wereform.

POWER GRAPPLE: This improves Grapple such that each round as a standard action, you may move a grappled foe 5 ft, either moving at the same time with the foe or repositioning the foe.

POWERFUL CHARGE^M: This improves Charge such that you inflict +15 damage (rather than +5) on your next attack.

RAKING: Up to once per round when you successfully strike a foe using your Wereform bite or claws, apply +1d3 wound damage in addition to other damage dealt. Costs 2 vitality.

RAPACIOUS WEREFORM: This improves Horrid Wereform to offer a +3 attack bonus, 4d8 bite damage, and 4d6 claws damage.

STRETCH^M: As a move action, you elongate a limb to enjoy +5 ft reach for 1 round. Typically, this grants a 10 ft reach for 1 attack. Requires Wereform. Costs 5 vitality.

TRAMPLE: When you use Large Wereform or Mighty Wereform, you can trample all foes in spaces that you move through. Such foes suffer 4d6 damage or ½ damage if Reflex resists.

WEREHIDE: This improves Beasthide to grant a total of +8 DR.

PARAGON TIER

Shifters select from the following paragon abilities.

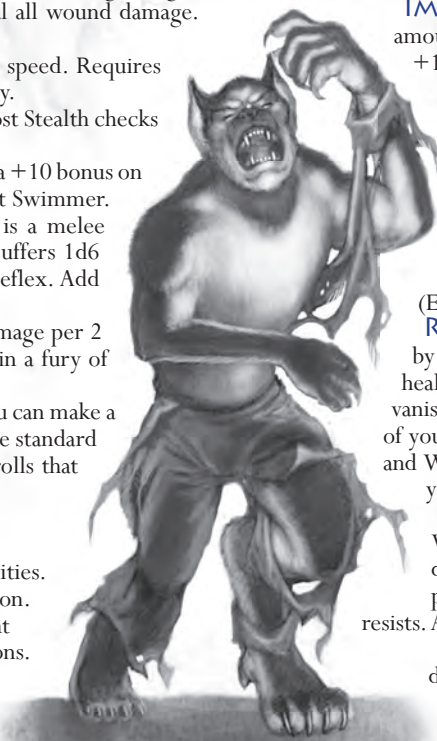
IMPROVED TOUGHNESS: You can absorb huge amounts of damage. Boost your maximum wounds by +10 points. Requires Toughness.

MIGHTY WEREFORM^M: When using Wereform, you can grow 2 size categories (max. Huge size) for 5x normal height, a -5 penalty to Reflex, a +5 bonus on damage rolls, a +10 bonus on Athletics checks, +10 wound points, +20 ft speed, a 15-ft reach, a +10 bonus to resist Bull Rush, Grapple, and Trip attacks, a -10 penalty on Stealth checks, and a 64x weight increase (Ex. 160 pounds becomes 2,000 pounds).

RETURN FROM DEATH^M: Whenever you die by violence, you automatically return to life and full health under the next full moon. Your original corpse vanishes in mist as your new body forms at a locale of your choice that you have visited. Requires Diehard and Wereform. Miracle or Wish blocks 1 instance of your return.

STOMP ATTACK^M: When using Mighty Wereform, you can step on a foe for 2d8 wound damage. You can do this 2x in a round with a -2 penalty on your attack for each stomp. Reflex resists. Add your Strength modifier to the damage dealt.

TREMORSENSE^M: As a swift action, you detect and pinpoint any creature or object within 60 ft that is in contact with the ground or a shared support such as webbing.



SORCERER

A sorcerer studies, imitates, and perhaps worships dragons.

BACKGROUND & ADVENTURES

Over his career, a sorcerer transforms into a dragon. Like a dragon, he gains a breath weapon, a nasty bite and claws, keen senses, resistance to magic, a nose for treasure, and other draconic features.

Like dragons, sorcerers relish gold and other precious treasures including gems, magic, and lore. Many are torn between staying put to build a hoard and exploring the wider world in pursuit of legendary prizes.

Sorcerers are not always welcome. Not quite mortal, not quite dragon—when they show their scales, wings, and other oddities, common folk are more likely to run or attack than they are to perceive a potent ally. Similarly, a sorcerer riding a dragon mount might be just as terrifying as awe-inspiring.

In addition to a terrible breath weapon, a sorcerer has great fortitude, the power of flight, and a subtle influential manner. Though a resilient ally, he is not a front-line warrior and his curiosity can invite trouble.

CLASS DETAILS

Sorcerers have the following statistics.

PRIME ATTRIBUTE: Constitution.

ATTACK: d20 + ½ class level + Constitution modifier.

DEFENSES: Fortitude +2, Will +2.

ARMOR: All natural armors such as leather, hide, and monsterhide.

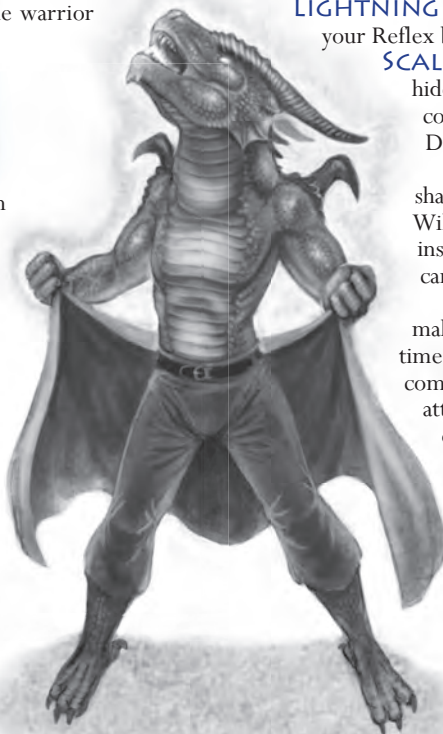
WEAPONS: All light blades and spears plus any 1 weapon group of the characters' choice.

STARTING GOLD: 6d4 x 10 (150 gp).

ALIGNMENT: Any. Most sorcerers are strongly good or evil.

SPECIAL: You do not need implements, vows or other aids. Your magic is innate.

TRAINING: 1d4 years.



CORE ABILITIES

Sorcerers start with the following abilities at 1st level.

BREATH WEAPON^M: You have a breath weapon. When you select this ability, select an energy type: acid, cold, electrical, fire or sonic. Your breath weapon inflicts 1d6 damage of that energy type + 1 point per level (max +5), or ½ damage if Reflex resists to creatures within a 15-ft cone or 30-ft line, as you like. Requires Draconic Resistances. Costs 1 vitality.

DRACONIC HERITAGE: Select 1 type of dragon. That dragon's blood flows in your veins such that you enjoy a +2 bonus on Appraise, Arcana, Athletics, Intimidate, and Perception checks.

DRACONIC RESISTANCES^M: Apply a +5 bonus to resist sleep effects and +5 DR against the energy type associated with your breath weapon.

BASIC TIER

Sorcerers select from the following basic abilities.

AGGRESSIVE: Boost Athletics and Intimidate checks by +5.

DARKVISION^M: As a swift action, your eyes turn black and you see in darkness as easily as in daylight. Ending the effect is a swift action.

DETECT TREASURE^M: When you concentrate as a standard action, you note the presence or absence of gold coins, precious gems, magic items, quality artwork and similar treasure around you

within a 5-ft radius per level. When you concentrate again in the same area, you learn the distance and direction to the most valuable of treasure. Requires Draconic Heritage.

DRACONIC LORE: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with a dragon or recalling lore about dragons. Moreover, you speak Draconic.

DRAGON WARBLADE: You are trained for war. You are proficient with Medium armor and 1 martial melee weapon of your choice. Also, you enjoy a +1 bonus on attack rolls when using the selected weapon.

FLIT^M: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Costs 1 vitality.

GREAT FORTITUDE: You are physically resilient. Boost your Fortitude by +2.

KEEN SENSES: Boost Insight and Perception checks by +5.

HOARDMAKER: You are obsessed with magical treasure. Apply a +5 bonus on Appraise and Arcana checks.

IRON WILL: You are mentally resilient. Boost your Will by +2.

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

SCALE HIDE^M: As a swift action, you can show or hide draconic scales that grant +1 DR. The scale color matches your draconic heritage. Requires Draconic Heritage.

SCARE^M: One living creature within 15 ft is shaken for 5 minutes, or 1 round if it resists using Will. If it is 5+ levels below you, it is frightened instead, fleeing the best it can or cowering if it cannot flee. Costs 1 vitality.

SORCEROUS MULTI-ATTACK: You can make a bite attack and a claws attack at the same time as a standard action. Alternatively, you can combine a melee weapon attack with a bite or claws attack. Either way, you suffer only a -2 penalty on your attack rolls made that round. Requires Teeth and Claws.

TEETH AND CLAWS^M: As a swift action, you grow a dragon-like snout and rapacious claws. Thereafter each round, as a standard action against an adjacent foe, you can either bite for 1d8 damage or use the claws for 1d6 damage when you beat the foe's Reflex. Add your Strength modifier to the damage rolls. The effect lasts 1 hour. Requires Draconic Heritage. Costs 1 vitality.

INTERMEDIATE TIER

Sorcerers select from the following intermediate abilities.

AERIAL ACROBAT: You are an adept flyer. Boost Acrobatics checks by +5, or by +10 once daily for 5 minutes while flying.

AQUATIC ADAPTATION^M: As a swift action, you gain draconic gills for 5 minutes. You also gain a swim speed equal to your land speed (typically 30 ft) and can breathe water as easily as you breathe air. If your Breath Weapon type is fire, you breathe scalding steam underwater. Requires Draconic Heritage. Costs 2 vitality.

ARCANE CLAWS: This improves Teeth and Claws, such that your bite attack and claws attack count as magical weapons.

CHARGE: As a swift action, apply +5 damage to your next melee weapon attack. You must move at least 10 ft in a straight line just prior to using this ability.

DAZING BREATH WEAPON^M: Creatures affected by your Breath Weapon ability must resist using Will or be dazed for 1 round.

DRACONIC MUSE: Dragons are gifted artists and revel in entertainment. Boost Craft, Literacy, and Music checks by +5.

DRACONIC TONGUE: Dragons are cunning. You enjoy a +5 bonus on Bluff, Diplomacy, and Trick checks.

DRAKE HIDE: This improves Scale Hide to grant +3 DR total.

FEAR^M: This improves Scare to target all living creatures in a 30-ft cone. Costs 2 vitality.

IMPROVED BREATH WEAPON: This improves your Breath Weapon to deliver 1d6 damage per 2 levels to creatures along a 60 ft line or 30 ft cone, as you like. Costs 2 vitality.

HEALING BLOOD: You automatically heal 1 wound point per round for 1d8 rounds + 1 round per level. Costs 2 vitality.

HYBRID FORM^M: When using Teeth and Claws, you can grow by 1 size category for 5 minutes. A larger size doubles height, applies a -2 penalty to Reflex, a +2 bonus to damage rolls, a +5 bonus on Athletics checks, +3 wound points, +10 ft speed, a 10-ft space and reach, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty on Stealth checks, and a 8x weight increase. Your bite now delivers 2d8 damage and your claws attack delivers 2d6 damage. Costs 2 vitality.

KNIGHT OF THE DRAGON HOARD: You are proficient with Heavy armor. Also, apply +5 damage using the Teeth and Claws ability. Finally, you enjoy a +5 bonus on saves to resist fear effects. Requires Dragon Warblade as well as Teeth and Claws.

LOCATE MAGIC ITEM^M: You learn the distance and direction to locate a specific familiar magic item, a type of magic item, or the most powerful magic item present within 500 ft of you (if such object is present). Costs 2 vitality.

MAGIC'S MASTER: You are drawn to magic. Apply a +10 bonus on Arcana checks.

REND: This improves Sorcerous Multi-Attack, such that when both attacks hit, apply +5 damage to each attack.

RESIST MAGIC: Boost saves by +2 to resist magic abilities.

SORCEROUS TALENT: Select 2 basic magic abilities for which you qualify from the bard, witch or wizard class. You learn these abilities.

STAND TALL^M: You cannot be knocked prone.

SUMMON DRAGONETTE: You gain a dragonette as a permanent loyal companion. Its level equals ½ of your own. If you lose it, you may acquire another after 1 month and a 25 gp cost.

SWIFT FLIGHT^M: This improves Flit, such that you may activate it as a swift action at no cost when you use a magic ability.

ADVANCED TIER

Sorcerers select from the following advanced abilities.

AURA OF FEAR: Apply a +5 bonus on Intimidate checks. Also, whenever you use your Breath Weapon ability, all creatures within 120 ft that notice you must resist using Will or be shaken for 5 minutes. You also gain a +5 bonus to resist fear effects caused by dragons.

BURROW^M: You can burrow through earth and loose rock (but not solid stone) for 5 minutes at speed 10 ft. You must know and use Teeth and Claws to use this ability. Costs 5 vitality.

CRAFT DRAGONSTONE^C: You can place a draconic rune on a gem. The rune corresponds to any basic magic ability, even an ability you don't know. After keeping the gem for 24 hours, its owner knows and can use that ability as long as he keeps the gem. Crafting a dragonstone takes 1 day and requires a gem worth at least 1,000 gp. The market price equals 2x the craft cost. A particular creature can benefit from a maximum of 3 dragonstones at a time.

DRACONIC BLOOD^M: Once daily you heal all wound damage plus 4d6 vitality. Requires Draconic Heritage and Great Fortitude.

DRACONIC IMMUNITIES^M: This improves Draconic Resistance such that you are immune to Sleep and Slumber and the energy type associated with your breath weapon.

DRAGON HIDE: This improves Drake Hide by +4 to grant a total bonus of +7 DR.

DRAKE STEED: You gain a drake as a mount. It must be the same kind of dragon as you selected for Draconic Heritage. Its level starts equal to your level - 2. As you advance, its level advances at the same rate. As an intelligent mount, it values its life. Although friendly and loyal to you, it may choose its own actions as decided by the GM.

FLY-BY ATTACK: While using Winged Flight and attacking

using natural weapons, you may move both before and after the attack, provided that your total distance moved is not greater than your fly speed.

GREATER BREATH WEAPON: This enhances Improved Breath Weapon, such that it inflicts 1d6 damage per level to creatures along a 120 ft line or 60 ft cone, as you like. Costs 5 vitality.

HIBERNATE^M: You quiet yourself so that you require no air, food or other metabolic needs, with +5 DR to all energy types. You can remain in this state, aware, unable to act, and not aging, for up to 1 month per level. You awaken hungry with ½ normal vitality and you must wait 1 week between each use of this ability.

HOARDKEEPER: Like a dragon, your senses are attuned to treasure and opportunities for gain. Apply a +10 bonus on Appraise and Perception checks. Requires Hoardmaker.

HOVER: While using Winged Flight, you can halt your forward motion and hover in place as a move action. You can then fly in any direction including straight up or straight down at ½ speed. If you begin your turn hovering, you can use your entire turn to engage in other actions. Without this ability, you must keep flying at all times while airborne or you must land.

LASTING YOUTH: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

MAGIC RESISTANCE: You enjoy a +5 bonus on saves to resist magic abilities. Also, when you are targeted by a magic ability that does not allow a save, your foe must beat your Fortitude anyway, and if you save then the magic has no effect. Requires Draconic Heritage, Magic's Master, and Resist Magic.

NOTICE INVISIBILITY^M: As a move action, you clearly notice for 1 round any invisible, astral, and/or incorporeal creatures within 30 ft. You see such beings as almost solid with a slight glow.

QUICK SENSE: You make Perception checks as a move action without penalty, rather than as a standard action.

RESILIENT BODY: You cannot be dazed. When you take this ability a second time, you cannot be stunned either.

SCENT: You can detect the presence or absence of creatures within 30 ft provided they have a scent. The ability functions out to a distance of 45 ft when you are downwind and 15 ft when you are upwind.

SLEEPING SIGHT^M: You cannot be surprised, and you enjoy a +20 bonus on Bluff checks to appear awake when asleep and to appear asleep when you are awake.

SORCEROUS GIFT: Select 2 intermediate magic abilities for which you qualify from the bard, witch or wizard class. You learn these abilities.

STRENGTH OF THE WYRM KING: You enjoy a dragon's great strength. Apply a +5 bonus when initiating or resisting the Charge, Bull Rush, Grapple, and Overrun abilities.

WINGED FLIGHT^M: You show or hide dragon wings as a standard action. The wings grant fly speed of 30 ft. Requires Swift Flight.

WYRM KING'S BLOOD: Boost History and Nobility checks by +10.

PARAGON TIER

Sorcerers select from the following paragon abilities.

BLINDSIGHT^M: You notice creatures within 30 ft concealed by invisibility, darkness or other effects as easily as if they stood unaided in broad daylight. This ability draws upon myriad natural clues such as scent and vibration but it is also magical in nature. Requires Scent.

DRACONIC FORM^M: You can take the form of a dragon with a breath weapon that is the same energy type as your own. The dragon's level equals your level. All your equipment melds into the new form and you use its statistics except that you retain your Intelligence, alignment, and vitality points. The effect lasts 5 minutes. Costs 10 vitality.

FAST FLIGHT: This boosts Winged Flight to grant a 90 ft speed.

STUNNING BREATH WEAPON: Creatures affected by your Breath Weapon ability must resist using Will or be stunned for 1 round. Costs 10 vitality.

WARLOCK

A warlock is a conduit for vile powers and fiendish plans.

BACKGROUND & ADVENTURES

A warlock can climb like a spider, sew shut a foe's eyes, lash out with a fiery frog tongue, evoke tentacles from the earth, summon a fiendish spirit to gain a secret power, and corrupt souls into darkness.

No good comes from a warlock's powers. He has broken away from his humanity and relinquished his soul to fiends in exchange for quick and terrible magic and the promise of power in the afterlife.

A warlock begins his career with a pact and a vile sacrifice. He must offer additional living sacrifices to gain more power. Alas, his mortal frame can channel only so much energy.

Warlocks rarely face foes in the open. They prefer to work at the back of a party, or move with stealth to ambush stragglers. In combat, a warlock easily controls movement over the battlefield and dispatches masses of weak foes with ease.

CLASS DETAILS

Warlocks have the following statistics.

PRIME ATTRIBUTE: Constitution.

ATTACK: d20 + ½ class level + Constitution modifier.

DEFENSES: Will +2.

ARMOR: All Light armors such as leather.

WEAPONS: All light blades and spears plus the garrote, quarterstaff, whip, and barbed whip.

STARTING GOLD: 4d4 x 10 (100 gp).

ALIGNMENT: Any evil.

SPECIAL: Whenever you become eligible to access a new tier of abilities, you must sacrifice a sentient good creature in a 1-hour ritual in order to advance. The sacrifice's level must equal or exceed your current level. You made such a sacrifice in order to enter this class.

TRAINING: 1d6 years.

CORE ABILITIES

Warlocks start with the following abilities at 1st level.

ARCANE LIAR: Boost Arcana and Bluff checks by +5.

BLACK LIGHTNING^M: One foe within 15 ft suffers 1d4 vile damage per 2 levels (max 5d4). Also, if you beat its Will, it cannot move from its space for 1 round.

PROFANE LORE: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with a fiend or recalling lore about fiends. Also, you speak Abyssal and Infernal and have a permanent fiendish sigil on your body.

BASIC TIER

Warlocks select from the following basic abilities.

ACID TONGUE^M: Your frog-like tongue lashes out at a single target within 30 ft. If you beat the target's Reflex, it suffers 1d6 acid damage per 2 levels (max 5d6). Costs 1 vitality.

COVETOUS: Boost Appraise and Trick checks by +5.

DARKVISION^M: As a swift action, your eyes turn black and you see in darkness as easily as in daylight. Ending the effect is a swift action.

DECEITFUL: Boost Bluff checks by +5, or by +10 once daily.

GREASE^M: Your glare coats a single object or 10-ft-square area within 30 ft with slippery, flammable grease for 5 minutes. Creatures that attempt to hold or use a greased object drop the object if you beat their Reflex. Similarly, creatures that attempt to pass through a greased area fall prone if you beat their Reflex. A creature that runs

or uses Bull Rush or Charge in the area suffers a -5 penalty on its save. An inclined area inflicts a -5 penalty. Using Grease on manacles grants a +10 bonus on Acrobatics checks to escape. Magical flame lights a greased area and inflicts 1d6 fire damage per round. Costs 1 vitality.

GUISES: Boost Disguise checks by +5, or by +10 once daily.

HELL'S WRATH^M: One nonvile foe within 15 ft suffers 4d6 vile damage, or ½ damage if Will resists. Costs 2 vitality.

INFILTRATOR: Boost Perception and Stealth checks by +5.

LOCATE EVIL^M: Once weekly, you learn the distance and direction to the most powerful fiend, if any, within 2 miles of you.

NETHERSIGHT^M: Your Darkvision improves. You can see in magical darkness as well as normal darkness.

RESIST ENERGY^M: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or a +2 bonus versus all energy types. Costs 1 vitality.

SEALING CURSE^M: Iron threads sprout and sew shut the mouth, eyes or ears (you decide) of 1 person within 30 ft if you beat his Fortitude. This inflicts 1 wound damage and either mutes, blinds or deafens him for 5 minutes, as appropriate. Costs 1 vitality.

SHATTER^M: You speak a dread word that causes 1d6 sonic damage per level (max 5d6) to all objects, constructs and corporeal undead in a 15-ft cone. Typically, this shatters nonmagical objects, sunders a single nonmagical object weighing up to 100 pounds, or helps open a 5-ft-square hole in a fence or wooden wall. Living creatures are unaffected. Costs 2 vitality.

SPIDER CLIMB^M: You gain a climb speed of 30 ft for 5 minutes. While climbing, you are not defenseless and you enjoy a +5 bonus on Athletics and Acrobatics checks. Costs 1 vitality.

STOLEN VISAGE^M: You acquire the appearance of 1 touched corpse of a person or mutant, granting you a +15 bonus on Disguise checks to look like that target for 1 hour. Costs 1 vitality.

INTERMEDIATE TIER

Warlocks select from the following intermediate abilities.

BLINK^M: As a move action, you briefly vanish and then reappear up to 15 ft away in an empty space of your choice. Requires Profane Lore. Costs 2 vitality.

DARKNESS^M: You create total darkness in a stationary 15-ft-radius area around you or an unattended object within 30 ft. The darkness lasts 5 minutes and blocks vision including darkvision but not nethersight. Attacks made against or launched by obscured foes fail 50% of the time. You can maintain only 1 area of darkness at a time. Costs 2 vitality.

DEMONIC WEBS: You can use Summon Swarm as a swift action when you use Web such that vermin immediately assault any stuck targets in the web. You must already know both of these abilities.

FIENDISH RITUAL^M: Once daily you may conduct a 1-minute ritual to summon a fiendish spirit and tap its powers. Select a single warlock magic ability of a tier you can access except paragon tier. The ability is available to you for 24 hours. Requires Profane Lore.

FOUL SIGIL^M: An adjacent foe must resist using Will or be marked with a fiendish sigil. Fiends normally barred from attacking mortals may attack the foe. Remove Curse cancels the sigil.

GIANT VERMIN^M: You can conjure 1 demonic rat, giant snake or giant spider in an empty space of your choice within 30 ft. It obeys your mental commands and remains for 5 minutes or until you dismiss it. You can only maintain 1 vermin at a time. Costs 2 vitality.

HEART RIPPER^M: An adjacent foe suffers 2d6 damage, or is slain outright if it is level 2 or lower. Costs 2 vitality.

IMPISH FORM^M: As a swift action, you transform into a Tiny raven, rat, snake or spider. In raven form, you can fly at a speed of 60 ft. In rat form, your land speed is 60 ft. In snake form, you can swim at speed 30 ft. In spider form, you can climb at speed 30 ft. You return to your normal form at the end of your turn. You cannot attack in this form. Costs 2 vitality.

PROFANE REGENERATION^M: When you deliver a killing blow against a foe, you heal 1d8 wound points + 1 point per level of the foe. Requires Profane Lore.

PROTECTIVE SLIME^M: You coat your skin with a slimy red jelly for 5 minutes. Nonmagical manufactured weapons that touch you are destroyed unless the wielder's Reflex resists. Costs 2 vitality.

SCORCHING RAYS^M: You target up to 4 foes within 60 ft with ruby red rays. Each foe suffers 1d6 fire damage per 2 levels (max 5d6), or ½ that amount when Reflex resists. Costs 2 vitality.

SPORES^M: You release a cloud of spores. Adjacent foes suffer 1d4 damage per round for 2 minutes as the spores burrow into their skin. After 2 minutes, the growths fall off. Cure Ailment or a DC 22 Heal check ends the effect. Costs 2 vitality.

SUMMON FAMILIAR^M: You gain an imp as a permanent companion. Its level equals ½ your own. If you lose it, you may acquire another after 1 month and a 25 gp cost. Imps only obey evil masters.

SUMMON SWARM^M: A dark swirl vomits a mass of vermin that occupies a pair of adjacent 5-ft spaces within 30 ft. The vermin are bats, spiders, rats, beetles or such as you imagine. Living creatures in the affected spaces immediately suffer 1d4 damage per round (no save) and must resist using Fortitude or be dazed for 1 round. The swarm lasts while you concentrate + 2 rounds. Costs 2 vitality.

TAINT^M: An adjacent person must resist using Will or gain 1 point of taint. When a person's taint exceeds his Wisdom score, he goes insane.

VILE SKIN^M: You gain an inky green, blue or red hide that grants a +2 bonus to DR. The effect lasts 24 hours, and you can hide or show the skin as a swift action. Requires Profane Lore and an evil alignment.

WEB^M: You shoot a sticky web that covers a 10-ft-square area out to 60 ft. Creatures in the webbed area are instantly held fast. Each round beginning on its turn, a stuck creature can attempt a DC 20 Acrobatics or Athletics check to move out of the web. The web remains for 5 minutes or until you dismiss it or it suffers 40 points of fire damage (10 fire damage destroys 1 5-ft-square space). Costs 2 vitality.

ADVANCED TIER

Warlocks select from the following advanced abilities.

BALOR NIMBUS^M: You wreath yourself in greenish blistering flames for 5 minutes. Whenever a creature starts its turn adjacent to you, it suffers 1d6 fire damage per 2 levels. Costs 5 vitality.

BLACK TENTACLES^M: You conjure noxious freezing tentacles in a 15-ft-square area around a point up to 60 ft away. Each round, creatures in the area suffer 3d6 acid damage and 3d6 cold damage. Also, those who fail to resist using Reflex are held tightly and dazed. All others move at a 5-ft speed and suffer a -2 penalty on d20 rolls while they remain in the area. The effect lasts 5 minutes. You can maintain 1 set of tentacles at a time. Costs 5 vitality.

CLOUDKILL^M: You conjure a noxious 30-ft-radius cloud within 90 ft of you. Each round a creature is in the area, it suffers 1d4 acid wound damage, is blinded, and is reduced to a 5 ft speed. The cloud remains for 2 minutes or until you dismiss it. You can only maintain 1 cloud at a time. Costs 5 vitality.

COMMAND FIEND^M: You target 1 fiendish creature within 30 ft. If you beat its Will, it obeys all your verbal commands spoken in Infernal for the next 5 minutes and is neutral to you (ignores you) thereafter for 4 hours + 1 hour per level. Costs 5 vitality.

CONTAGION^M: You induce a magical disease in an adjacent creature. You select the symptoms, which can vary from excessive sweating to boils to bleeding from all orifices. The disease leaves the target permanently fatigued, belays mundane healing, and inflicts 1d6 vitality damage and 1 wound damage per day until the creature is healed using Cure Ailment and Remove Curse. Costs 5 vitality.

DANCE OF RUIN^M: You briefly dance and chant to evoke a wave of crackling energy that flashes outward in a 90-ft radius. All nonevil creatures in the area suffer 1d6 vile damage per level, or ½ damage if Reflex resists. Costs 5 vitality.

DARK STAR^M: This improves Black Lightning to injure all foes within 15 ft for 1d6 vile damage per 2 levels. Costs 5 vitality.

DESECRATE^M: You can fill a stationary 30-ft-square area around you with vile energy that lasts 4 hours + 1 hour per level. Celestials cannot be conjured into the area and fiends cannot be banished from it. If there is an unholy altar present, then celestials cannot even enter the area. This ability negates the effects of Consecrate (used by clerics). Costs 10 vitality.

DEVIL'S INSIGHT: You study infernal mysteries and enjoy a +4 bonus on Arcana, Bluff, Disguise, Intimidate, and Warcraft checks.

FIENDISH RETURN^M: You whisper a bargain to an adjacent corpse of a person who has died in the past 5 minutes. You restore it to life with 1 vitality and no ailments but mark it with a fiendish sigil, such that each day it must kill 1 person before dawn or it dies again. Good creatures may resist using Will. Costs 5 vitality.

LASH^M: An adjacent foe suffers 3d4 wound damage. Costs 5 vitality.

LASTING GUISE: Your Impish Form lasts up to 4 hours + 1 hour per level. Costs 5 vitality.

PARIAH: Boost Bluff, Disguise, Stealth, and Trick checks by +5.

PETRIFYING GAZE^M: A target within 30 ft and line of sight must resist using Will or begin turning into stone. Each round on its turn, it has a 25% chance to end the effect. On the first failed try, it is limited to a single move or standard action. On the second failed try, it cannot act but it can still defend itself. On the third failed try it turns to stone. Three successful tries ends the magic. Dispel Magic halts the progress but only Remove Curse, Miracle or Wish reverses the final effect. You may reverse the effect at any time. Costs 5 vitality.

POISON^M: As a move action, you poison 1 weapon or cup of liquid in your possession. When a creature is struck by the weapon or ingests the liquid, it immediately suffers 1d10 vile wound damage with a 50% chance to suffer an additional 1d10 vile wound damage 5 minute later. Unused poison dissipates after 5 minutes. Costs 5 vitality.

STUNNING SCREECH^M: Your screech stuns all nonevil creatures within 30 ft for 1 round, or dazes them if Will resists. Creatures that cannot hear are unaffected. Costs 5 vitality.

SUMMON FIENDS^M: You perform a 1-minute ritual to summon 1 or more fiends such as demons or devils within 30 ft. Their total levels cannot exceed your level. These fiends immediately obey commands you communicate to them in Abyssal or Infernal but will seek to pervert your instructions whenever possible. They serve you for 1 hour and then vanish. Costs 10 vitality.

PARAGON TIER

Warlocks select from the following paragon abilities.

CORRUPTING URGE^M: You cause an adjacent person to slowly become evil. Each day, it feels an evil urge and must resist using its Will or commit an evil act. After it commits more evil acts than it has levels, its alignment permanently changes to evil. Miracle or Wish negates the effect. Costs 10 vitality.

DECIMATE^M: This improves Dark Star to injure all foes within 60 ft for 1d8 vile damage per 2 levels. Costs 10 vitality.

FIENDISH GUIDANCE^M: After 1 hour of occult ritual, you receive a response (yes/no/maybe/irrelevant) from a powerful fiend regarding a number of questions up to your level. Questions must be 10 words or less. Costs 10 vitality.

HELL MOUTH^M: You open a gateway within 30 ft to an evil realm such as Hell or Abyss. For 2 minutes, creatures within 30 ft of the gateway must resist using Will or fall in and appear in that realm. You choose whether to enter or not. Costs 10 vitality.

SOUL TRAP^M: An adjacent person who fails to resist using Will is permanently turned into a Tiny trinket such as a doll, kettle or bell that has the person's likeness. The target can speak and think but is otherwise dazed and cannot use abilities. You can maintain a number of levels worth of creatures as trinkets equal to 2x your level at 1 time. Damage to the trinket or a Remove Curse has a 50% chance to end the effect. You can target a creature that died in the past 3 rounds, restoring it to life as a trinket, but the creature dies again if the effect ends. Costs 10 vitality.

VILE DESCENT^M: Once daily for 5 minutes, you gain +5 DR, fast healing 5, nethersight, immunity to fire and poison, and black wings that provide a fly speed of 30 ft. Costs 25 vitality.

WITCH

A witch is a charming enchanter, illusionist, and diviner.

BACKGROUND & ADVENTURES

The witch is a child of the faerie world. Like fey magic, his spells rarely cause direct harm. Instead, he misleads, charms, and scribes on foes. He sees through others eyes, puts them to sleep, or changes their race and sex.

Some witches are reclusive, using their dweomer to keep away intruders. Others enjoy exploration and adventure—more to enjoy companionship than to gain treasure. Though what witch says no to a beautiful magic item?

A witch's spells are hard to detect. He sits with an innocent smile—perhaps stroking a cat—while kings fall into madness, courts fall asleep, and wizards are fooled. Every witch, however, depends upon a keepsake that is his strength and weakness.

Witches tend to be nonviolent. They lack the flashy and lethal magic of necromancers, warlocks, and wizards. They excel in social situations and in subduing or misleading foes that are too powerful to take down through force.

CLASS DETAILS

Witches have the following statistics.

PRIME ATTRIBUTE: Charisma.
ATTACK: d20 + ½ class level + Charisma modifier.
DEFENSES: Reflex +2, Will +2.

ARMOR: None.
WEAPONS: All light blades.
STARTING GOLD: 5d4 x 10 (125 gp).

ALIGNMENT: Any.
SPECIAL: You derive magic from a piece of jewelry or article of clothing. You are fatigued when you go more than 1 day without contact with the item. After 3 such days, you lose your non-core witch magic abilities. A replacement item costs 10 gp.
TRAINING: 1d4 years.

CORE ABILITIES

Witches start with the following abilities at 1st level.

CHARM PERSON^M: A targeted person within 15 ft is friendly to you for 5 minutes if you beat his Will. While charmed, he will not act in a way that brings harm to you, himself or his allies. Otherwise, he will follow you and respond aggressively to creatures that threaten you. He will take you to safety if you are incapacitated. You can dismiss the charm as a swift action. If you treat the person well, he may remain friendly after the charm wears off. This ability does not grant a shared language or alter a person's alignment. Costs 1 vitality.

CURSE^M: A foe within 15 ft suffers a -2 penalty on d20 rolls, damage rolls, and saves. Or it suffers blindness, deafness, impotence, muteness or an illusory change of appearance (age, race or sex). The duration is 2 minutes. You cannot curse yourself or an ally. Remove Curse ends the effect. You can affect a particular creature once in a 24 hour period. Foes level 5+ may resist using Will. Costs 1 vitality.

STEALTHY MAGIC: You enjoy a +3 bonus on Arcana and Trick checks. Also, a successful Trick check made as a swift action while using a magic ability ensures that nobody notices you use that ability. The Trick DC equals 10 + 5 per tier (max DC 30 for paragon tier).

BASIC TIER

Witches select from the following basic abilities.

BREW POTION^C: You place an ability that you or an adjacent ally knows into a potion, salve, oil, pill or similar mix that delivers a single-use effect to a creature or object. The cost and time equal 50 gp and 1 hour for a basic ability or 300 gp and 2 hours for an intermedi-

ate ability. You or an adjacent ally pay any vitality cost when brewing the potion. See page 196 for details and example potions.

CHARM ANIMAL^M: As Charm Person, but affects animals instead and lasts 1 hour. The animal does not gain extra intelligence or special knowledge. Costs 1 vitality.

COLOR SPRAY^M: A startling melange of colors strikes all creatures in a 15-ft cone. A creature is dazed for 1 round and blinded for 2d4 rounds if you beat its Will. Costs 1 vitality.

COURTLY RUSE: Boost your Bluff and Nobility checks by +5.

CREATIVE: Boost Craft, Literacy, and Music checks by +3.

DISGUISE SELF^M: Your surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points. Costs 1 vitality.

DOMINATRIX: You are proficient with leather armor, light blades, and the whip and barbed whip.

ENSORCELL MASK^C: You place a magic ability that you know into a masterwork mask (100 gp cost) that delivers a single-use effect when worn. The cost and time equal 25 gp and 1 hour for a basic ability, 150 gp and 2 hours for an intermediate ability, or 325 gp and 4 hours for an advanced ability. If the ability expends vitality, you spend vitality when ensorcelling the mark. A mark can hold 1 ability at a time and be reused in the future.

FAERIE FIRE^M: You target a 10-ft-square area up to 30 ft away. All creatures in the area glow brightly for 5 minutes. The glow moves with them and betrays their location even if they are invisible. Costs 1 vitality.

HEALER^M: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

ILLUSIONIST^M: You conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

INSTANT POTION^M: Once daily, you conjure a potion of any basic ability you know for 0 gp after 1 minute of work. The potion only lasts 3 rounds if not used before decaying. Costs 5 vitality.

INVISIBLE STEP^M: You are invisible for the remainder of your turn, during which you enjoy a +10 bonus on Stealth checks and avoid line of sight. Any attack by you ends the effect. Costs 1 vitality.

KEEN SENSES: Boost Insight and Perception checks by +5

LINGUIST: You are fluent in 3 languages of your choice.

ROMANTIC: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

SLEEP^M: One person or animal within 15 ft falls asleep for 5 minutes. Will resists. Apply -5 on your attack if the target is above 5th level. A sleeping creature's allies can use a standard action to wake him. Costs 1 vitality.

INTERMEDIATE TIER

Witches select from the following intermediate abilities.

BEAUTY: Boost your comeliness by +4.

CHARM MONSTER^M: This works like Charm Person except you affect any kind of creature. You must still be able to speak its language or otherwise communicate with it. Costs 2 vitality.

CLAIRAUDIENCE/CLAIRVOYANCE^M: After 1 minute of preparation, you can see or hear (but not both) events in a 10 ft radius around a point up to 500 ft away. You do not need to have line of sight. The effect lasts 5 minutes. Costs 2 vitality.

DETECT THOUGHTS^M: You note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, you learn the number of thinking minds and the Intelligence of each. After concentrating for a third round, you "hear" the current surface thoughts of 1 creature of your choice within range for 2 minutes if you beat its Will. Costs 2 vitality.

FOG^M: A misty vapor rises from the ground in a 15-ft radius sphere around a point within 90 ft of you. The vapor obscures all sight including darkvision beyond 5 ft. Creatures more than 5 ft from each other have concealment (50% miss chance). The fog is unnatural and resists normal wind, though Gust of Wind disperses it imme-

diately. This ability does not work underwater. Costs 2 vitality.

GUST OF WIND^M: You project a 60-ft line of forceful wind. Medium and smaller creatures cannot move toward you for 1 round. If you beat their Reflex, they are also knocked prone (or are pushed back 1d6 x 10 ft if flying). The wind grants a sailed ship standard speed for 1 round. Costs 2 vitality.

HERBALIST: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

INVISIBILITY^M: You or a touched ally turn invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

KISS^M: Once daily, after 1 minute spent kissing an adjacent ally, you both recover 2d6 vitality.

LOVE SPELL^M: A person within 30 ft who fails to resist using Will falls madly in love with you or another person within 30 ft. The love-struck target is friendly with overt gestures of passion. The effect lasts until the love is consummated or the target of desire is slain. If you have a belonging or piece of the target, apply a +2 bonus to your attack. This is a curse. Costs 2 vitality.

MIND BENDER: Apply a +3 bonus on your attack rolls against Will. Requires Detect Thoughts and Suggestion.

NONDETECTION^M: For 1 hour you cannot be targeted by the following abilities: Detect Alignment, Detect Magic, Detect Magic User, Detect Thoughts, Far Sight, Forced Sense Link, Learn True Name, Locate Creature, Probe Thoughts, Scrying, and See Invisibility. These abilities detect nothing about you. This ability protects you even when you are unconscious. Requires you know Invisibility. Costs 2 vitality.

REMOVE CURSE^M: You negate 1 curse affiliating the touched creature. A creature can benefit only once daily. Costs 2 vitality.

SLUMBER: This improves the Sleep ability, such that it affects up to 1 living creature per level within 30 ft. Costs 2 vitality.

SUGGESTION^M: If you beat the Will of a person within 30 ft, he does his best over a 1-hour period to complete a task that you phrase in 10 words or less. The person will not deliberately harm himself and the effect has a 50% chance to end each round that his life or any of his allies' lives are in danger. Costs 2 vitality.

SUMMON FAMILIAR^M: You gain a dragonette or sprite as a permanent loyal companion. Its level equals ½ your own. If you lose it, you may acquire another after 1 month and a 25 gp cost.

WHISPERING WIND^M: You send a 25-word message via the wind. You designate a location up to 5 miles away. The message travels 2 minutes per mile. When it arrives, anyone within 30 ft of the target destination hears the message. Costs 2 vitality.

ADVANCED TIER

Witches select from the following advanced abilities.

BEGUILE^M: This improves Charm Person to last 24 hours. Costs 5 vitality.

CLOUD: This boosts Fog to fill a 60-ft-radius sphere.

DREAM^M: As Suggestion, but you target a sleeping person within 5 miles. You don't need line of sight but you must know the target's full name, birthday, and approximate locale. Once affected, the person wakes, performs the task, returns to sleep (if possible), and does not recall his actions. Costs 5 vitality.

FALSE VISION^M: Each day, you can specify a scene to show when someone views you with Clairaudience/Clairvoyance or Scry. The scene repeats in 5 minute loops. You are instantly aware when the scene activates, though you learn no other information. Costs 2 vitality.

FIGMENT^M: As Mirage (see paragon ability below), but only visual and auditory elements. A creature that touches the illusion has a 50% chance to notice the ruse. Costs 5 vitality.

FINAL CURSE^M: As Lasting Curse except it is usable once daily, costs 0 vitality, is usable as an immediate action, and continues after you die.

FLY^M: You can fly at speed 30 ft. You drop gently to the ground in 1 round if the magic ends while airborne. Costs 1 vitality per minute.

HIDDEN MAGIC: Apply a +10 bonus on Arcana and Trick checks. Requires Stealthy Magic.

INVISIBILITY SPHERE^M: As Invisibility, but affects up to 8 allies who remain within 15 ft of you. The effect ends for an ally if it steps outside the area or makes an attack roll. Costs 5 vitality.

LASTING CURSE: This improves Curse, such that the effect is permanent if you beat the target's Will or until ended by you, your death or Remove Curse. Costs 5 vitality.

LOVE'S SACRIFICE^M: You touch a corpse and also a helpless or willing person. The corpse is restored to full life and health and the person dies. Slaying an unwilling person is never a good act even if that person is evil. Costs 5 vitality.

LYCANTHROPY^M: You afflict an adjacent person with lycanthropy. Every midnight under a full moon, the victim transforms into a werebeast or lycan (page 266). See RADIANCE MASTERS GUIDE for details. Remove Curse ends lycanthropy. Costs 5 vitality.

MASS CURSE: This improves Curse to target all foes within 30 ft. Costs 5 vitality.

ONE THOUSAND FACES^M: This ability improves Disguise Self, such that it is usable as a swift action, lasts 4 hours + 1 hour per level, and grants a +20 bonus on Disguise checks.

QUICK INVISIBILITY: You can activate Invisibility, Invisibility Sphere, Improved Invisibility or Vanishing Space as a move action.

REPLENISHING ROMANCE: Once daily, you spend 1 hour in intimate romance with a person, after which both of you recover to full vitality.

SEEMING^M: As Disguise Self, but affects up to 1 ally per level who start within 30 ft of you. Requires Disguise Self. Costs 5 vitality.

VANISHING SPACE^M: You make invisible a building, ship or similar structure or set-up of up to 1 10-ft cube per level for 4 hours + 1 hour per level. The target must be within 500 ft. Costs 5 vitality.

PARAGON TIER

Witches select from the following paragon abilities.

BALEFUL POLYMORPH^M: A target within 30 ft turns into a harmless Tiny animal. It uses the animal's statistics except it retains its Intelligence, alignment, saves, and vitality. On its next turn, you assault its Will. If it resists, it returns to normal. If it fails, it remains in animal form for 24 hours before you try a final attack. If you beat its Will again, it permanently acquires the form and only you, or a Miracle or Wish, can end the effect. Costs 10 vitality.

IMPROVED INVISIBILITY: This improves Invisibility, such that attacking does not end the effect. Costs 10 vitality.

LASTING FLY: This ability improves Fly to cost only 5 vitality per hour of use.

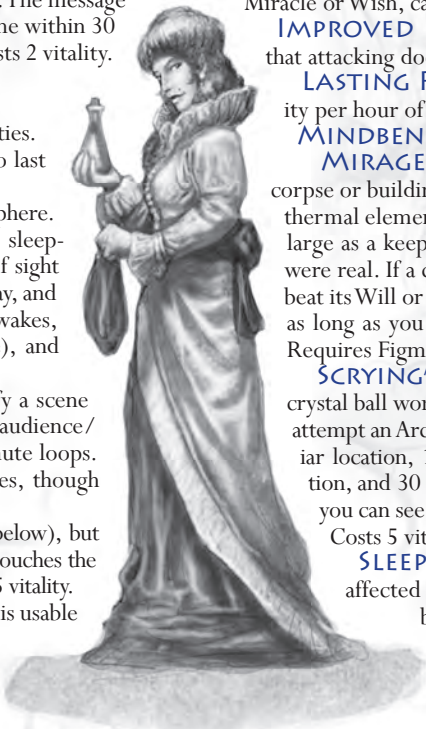
MINDBEND: This improves Suggestion to target any creature.

MIRAGE^M: You create an illusion of 1 creature, object, corpse or building with full auditory, visual, tactile, olfactory, and thermal elements. The illusion can be as small as a house fly or as large as a keep or ancient dragon. The illusion functions as if it were real. If a creature actively attempts to disbelieve, you must beat its Will or the effect ends for that creature. The illusion lasts as long as you concentrate as a standard action + 1d4 rounds. Requires Figment. Costs 10 vitality.

SCRYING^M: You remotely view a locale using a mirror or crystal ball worth at least 500 gp. Select a specific destination and attempt an Arcana or History check. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. If you succeed, you can see and hear the location as if you were actually there.

Costs 5 vitality to activate + 1 vitality per minute of viewing.

SLEEP OF AGES^M: This improves Slumber such that affected creatures doze for up to 1 day per level, cannot be wakened except by Remove Curse, and awaken ravenously hungry and thirsty with 0 vitality. Costs 10 vitality.



WIZARD

A wizard is the classic student of magic and an arcane explorer.

BACKGROUND & ADVENTURES

A wizard excels at practical magic. He blasts with fire, turns invisible, dazes monsters, levitates, deciphers ancient dweomer, travels realms of existence, and much more.

Some wizards are reclusive, but many others adventure in search of new magic to add to their spell books. A wizard is also a boon to any band of explorers. His abilities aid travel, repulse aggressors, bypass traps, and help locate treasure.

More than other classes, a wizard has daily flexibility regarding which abilities he has ready to use. Upon leaving his apprenticeship (whether at an arcane college or a hedge wizard's tower), he owns a spellbook from which he can choose an extra ability each day in addition to ones he knows by heart. Over time, he adds to his spellbook.

Wizards rely on magic and are poor in melee. A sensible wizard encourages his more-puissant allies to take the lead when exploring. From a safe vantage point, he is adept at raining fire, electricity, and ice upon hordes of foes.

CLASS DETAILS

Wizards have the following statistics.

PRIME ATTRIBUTE: Intelligence.

ATTACK: d20 + ½ class level + Intelligence modifier.

DEFENSES: Will +2.

ARMOR: None.

WEAPONS: All light blades plus the quarterstaff.

STARTING GOLD: 3d4 x 10 (75 gp).

ALIGNMENT: Any.

SPECIAL: Select an implement (amulet, orb, spell pouch, staff, tome or wand). Abilities marked with an ^M require you hold your implement. When you do not, apply a -2 penalty to your attack rolls.

TRAINING: 3d4 years.

CORE ABILITIES

Wizards start with the following abilities at 1st level.

ARCANE TRAINING: Apply a +3 bonus on Arcana and Literacy checks.

You can read magic scrolls. Also, you speak Draconic.

MAGIC MISSILE^M: You project 1 bolt per 2 levels (max 5 bolts). Each bolt unerringly hits a target within 90 ft for 1d4+1 force damage. Multiple bolts against 1 target count as 1 big bolt.

SPELLBOOK: You use a spellbook that provides daily flexibility. Each day, after you study your spellbook and incant for 10 minutes, you can use for 24 hours 1 extra wizard magic ability of any tier that you can access except paragon tier. This grants access to abilities you haven't mastered. Requires Arcane Training.

BASIC TIER

Wizards select from the following basic abilities.

ALARM^M: You set an alarm with a stationary square perimeter around you of up to 10 ft per level. Any creature not specified by you that crosses the perimeter evokes either an audible or silent alarm, as you desire. The alarm remains up to 24 hours or until dismissed. You can use this ability at will but may maintain only 1 alarm at a time.

BURNING HANDS^M: Creatures within a 15-ft cone suffer

1d4 fire damage per level (max 5d4) or ½ damage when Reflex resists. Costs 1 vitality.

DARK LORE: Boost Arcana and Dungeoneering checks by +5.

DETECT SECRET DOORS^M: By concentrating as a standard action, you detect the presence or absence of secret and concealed doors within a 15-ft cone.

DETECT MAGIC^M: You learn whether magic is present or absent within a 15-ft cone. The next time you scan the same area, you learn the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

ENLARGE^M: You or a touched ally grow 1 size category (max. size Large) for 5 minutes. A larger size doubles height, applies a -2 penalty to Reflex, a +2 bonus to damage rolls, a +5 bonus on Athletics checks, +3 wound points, +10 ft speed, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty on Stealth checks, and a 8x weight increase. Costs 1 vitality.

FEATHER FALL^M: As an immediate action, you or 1 ally within 120 ft descends gently to the ground rather than falls. Costs 1 vitality.

FIRE BOLT^M: One target within 30 ft suffers 1d6 fire damage per 2 levels (max 5d6) plus ½ that amount on its next turn unless it expends a standard action to extinguish the flames. Reflex negates. Costs 1 vitality.

IDENTIFY: Apply a +5 bonus on Appraise checks. Also, after expending 1 hour of study and 1 vitality, you determine all properties of an adjacent magic item within view. You don't need to touch it.

LIGHT^M: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can use and dismiss this ability at will but you can maintain only 1 light at a time.

MAGE ARMOR^M: A shimmering field grants you +4 DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

MAGE HAND^M: You telekinesis a single unattended object weighing up to 5 pounds and within 30 ft. You can telekinesis the object up to 10 ft.

MANA SURGE: Once daily as a move action you regain 1d6 vitality that you must use before the end of your next turn or you lose the points.

MESSAGE^M: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

REDUCE^M: You or a touched ally shrink 1 size category for 5 minutes. The smaller size halves height, grants a +2 bonus to Reflex, a -1 penalty to damage rolls, a -5 penalty on Athletics checks, a -3 penalty to maximum normal wound points, a +5 bonus on Stealth checks, -10 ft speed, and a 7/8ths weight reduction. Costs 1 vitality.

RESIST ENERGY^M: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or a +2 bonus versus all energy types. Costs 1 vitality.

SCRIBE SCROLL^C: You place a magic ability that you or an adjacent ally know into a scroll or similar single-use media that a character with this ability or with Arcane Training, Artificer Training or such can use. The cost and time equal 25 gp and 1 hour for a basic ability; or 150 gp and 2 hours, 325 gp and 4 hours, or 750 gp and 8 hours for an intermediate, advanced or paragon ability, respectively.

SHOCKING GRASP^M: One adjacent foe suffers 1d6 electrical damage per level (max 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on your attack against metal-clad foes. Costs 1 vitality.

SPELL READY: Boost Arcana and Perception checks by +5.

INTERMEDIATE TIER

Wizards select from the following intermediate abilities.

ARCANE LOCK^M: You add a layer of magical protection to a portal or container. You specify a password to bypass a layer. A DC 25 Athletics check or a DC 25 Mechanics check defeats 1 layer. You



can maintain a number of Arcane Locks at once equal to your level.

COUNTER SPELL^M: As an immediate action, you target 1 person within 30 ft who is activating a magic ability. If you beat his Will, you negate his magic. Requires Arcane Training or Dark Lore. Costs 1 vitality + the countered ability's vitality cost, if any.

DAZE MONSTER^M: One creature within 60 ft is dazed for 1 round if you beat its Will. Costs 2 vitality.

DETECT TRAPS^M: You try to cause traps within 15 ft to glow for 1 round, revealing spaces the traps would affect when triggered. The chance of success equals 70% + 1% per level. Costs 2 vitality.

FIREBALL^M: You project a red ray out to 90 ft that blossoms into a 15-ft-radius ball of fire. Creatures in the area suffer 1d6 fire damage per level (max 10d6), or ½ damage when Reflex resists. Costs 2 vitality.

INSTANT PIT^M: You open a permanent 10-ft-deep pit or tunnel in an unoccupied 5-ft-square plot of earth (but not stone or worked material) within 30 ft. Costs 2 vitality.

INVISIBILITY^M: You or a touched ally turn invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and refuses line of sight. Costs 2 vitality.

KNOCK^M: You open 1 mundane lock or negate 1 Arcane Lock effect. Costs 2 vitality.

LEVITATE^M: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature or an unattended object out to a distance of 60 ft. Costs 2 vitality.

LIGHTNING BOLTS^M: You inflict 1d6 electrical damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as you desire. Apply ½ damage if Reflex resists. Targets that don't resist are also dazed for 1 round. Costs 2 vitality.

LOCATE OBJECT^M: You learn the distance and direction to locate a specific familiar object or type of object within 500 ft of you (if such object is present). Costs 2 vitality.

SECRET CHAMBER^M: You create an invisible 5-ft-wide, 10-ft-high magic portal directly in front of you. All who enter the portal move into a 15-ft-cube extradimensional chamber (it exists in the Astral Realm). Only creatures (not unattended objects or natural phenomena such as wind) may pass through the portal with your permission. The chamber holds comfortably up to 8 Medium creatures and lasts for 4 hours + 1 hour per level. Creatures caught in the chamber when the magic ends are dumped at its entrance. You can only maintain 1 secret chamber at a time. Costs 5 vitality.

SEE INVISIBILITY^M: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

SUMMON FAMILIAR^M: You gain a dragonette or homunculus as a permanent companion. Its level equals ½ your own. If you lose it, you may acquire another after 1 month and a 25 gp cost.

WALL OF STONE^M: You conjure a 1-ft-thick stone slab that is 5 ft x 20 ft or 10 ft x 10 ft. The slab appears within 30 ft of you in any spot where it can anchor (meld) into existing voluminous stone or dense earth on at least 1 side. The wall has DR 10 and 120 hit points per 5-square-ft area. It lasts 5 minutes. Costs 2 vitality.

ADVANCED TIER

Wizards select from the following advanced abilities.

ARCANE SAGE: Apply a +10 bonus on Arcana and Literacy checks. Requires Arcane Training.

CONE OF COLD^M: You inflict 1d6 cold damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

DIMENSION DOOR^M: You vanish and reappear in any unoccupied space up to 500 ft away, even if unseen, and may take 1 adjacent Large or smaller creature or object with you. You arrive dazed for the rest of your turn, and if the destination is occupied, you suffer 1d6 wound damage and appear in the nearest open space. Costs 5 vitality.

DISPEL MAGIC^M: You target 1 magical effect within 30 ft. You can end an area effect, magic on an item or magic on a creature, as you desire. If the magic is permanent, then you suppress it for 5 minutes. If it has a duration, the magic ends. Requires Arcane Sage. Costs 5 vitality.

DIVERSE DWEOMER: Select 4 basic magic abilities for which you qualify drawn from any classes. You now know these abilities.

FLY^M: You can fly at speed 30 ft. You drop gently to the ground in 1 round if the magic ends while airborne. Costs 1 vitality per minute.

FORCE MANTLE^M: As an immediate action, you erect a 15-ft-square invisible field directly in front of, behind, above or below you. The field blocks movement and attacks from both sides and lasts until the start of your next turn. Costs 5 vitality.

GREATER COUNTER SPELL: This improves Counter Spell to halt the magic use of any creature type, not just persons.

MANA FOCUS: Once daily as a move action, you gain 4d6 vitality that you must use before the end of your next turn or you lose them.

MNEMONIC ENHANCER: Each day, you can select and use for 24 hours 2 basic wizard magic abilities and 1 intermediate wizard magic ability of your choice in addition to abilities normally available to you. Requires Spellbook and Intelligence 15+.

PASS WALL^M: You and up to 5 allies move through a 10-ft-square x 5-ft-thick adjacent solid mass of any material except lead or adamantite. If the mass is more than 5 ft thick then the magic fails and you each suffer 1d6 damage. Costs 5 vitality.

POLYMORPH^M: For 2 minutes, you acquire the appearance and statistics of any creature (without class levels) with a level up to ½ your own. You retain your Intelligence, alignment, vitality points, and magic abilities. You can end the effect as a swift action and regain 1d4 wounds when doing so. If you fall unconscious or die, you return to your normal form. Costs 10 vitality.

RESILIENT SPHERE^M: A shimmering globe of force encloses you or a Large or smaller target within 30 ft for 10 minutes or until dismissed by you if you beat the target's Reflex. Nothing physical can move or pass in or out of the sphere, though Dimension Door and Teleport work normally. Costs 5 vitality if the target fails to resist.

SECRET CHEST^M: You can craft a magic chest costing a minimum of 5000 gp. It holds up to 1 cubic ft of material per level. When not in use, it resides safely in an extradimensional space (in the Astral Realm) that you can call from anywhere. You can summon or stow the chest as a standard action.

SENDING^M: You send a message of 25 words or less to a willing creature that you have met before and know by name on the same world or realm of existence as you. Costs 2 vitality.

TRUE SIGHT^M: You see through all illusions, disguises, and concealments for 1 round. This reveals secret doors and invisibility. It also bypasses the Nondetection ability. Costs 5 vitality.

PARAGON TIER

Wizards select from the following paragon abilities.

DISINTEGRATE^M: You target a single 10-ft-cube volume or 1 creature within 120 ft. If you target a volume, unattended mundane material and force effects (such as Wall of Force) vanish. If you target a foe and beat its Fortitude, it suffers 4d6 wound damage and vanishes if it dies. Miracle or Wish restores disintegrated items and creatures. Costs 10 vitality.

GLOBE OF INVULNERABILITY^M: For 5 minutes you ignore the effects of basic and intermediate magic abilities that target you or activate in an area that includes you. Costs 10 vitality.

REALM SHIFT^M: This improves Teleport such that you and allies may move to another world or realm of existence, and you may reverse the trip to return home with no vitality cost after 24 hours.

TELEPORT^M: You and up to 5 allies or 1000 pounds of gear move to a location up to 100 miles away per level. The trip is 1 way. You must have a specific destination in mind, and you must succeed on an Arcana check to arrive there. The DC for the location equals 5 if familiar, 10 if visited, 20 if described, or 30 if known in name only. A failed check means you arrive 1d6 miles away from your desired destination, possibly in a dangerous locale. You are always shunted from solid material to the nearest open space. Costs 10 vitality + 2 vitality for each ally or 250 pounds of gear to a maximum of 20 vitality.

WALL OF FORCE^M: You conjure an invisible force field with a surface area up to 1 10-ft square per level. The field can be a flat contiguous plane or a hollow cube, hemisphere or sphere. Nothing, not even incorporeal creatures, can pass through it. Dispel Magic does not end it. Costs 2 vitality per round.

CHAPTER 5

skills

Whenever a character attempts an everyday action such as climbing a ladder or hiding from guards, he refers to an appropriate skill such as Athletics or Stealth to determine success or failure.

USING SKILLS

Every task has a Difficulty Class (abbreviated DC) that is set by the GM. Everyday tasks vary on a scale of difficulty from 1 to 20, with 1 as essentially automatic and 20 as fairly hard. Unusual tasks that require expertise may have a Difficulty Class of 30, 40 or higher.

To adjudicate a task, determine the task's Difficulty Class and which skill best covers the task. The GM determines the DC, using the skill descriptions on pages 104 though 107 as guidelines.

For example, the Acrobatics skill includes such actions as balancing, dancing, tumbling, escaping bonds, making a soft landing, and flying in a precise way. The soft-landing option reads: "You can reduce the damage delivered by falling by 10 ft on a successful DC 15 Acrobatics check."

Talos wishes to jump down a steeply sloping rooftop in the dark. This is ground some 20 ft below the roof line. He is in no rush and willing to proceed carefully, lowering himself and then letting go. However, he cannot see there is debris on the ground that may disrupt his landing. The GM decides that his care cancels out the effect of debris, leaving it DC 15.

When unsure, refer to Table 5-1: Skill Difficulty to adjudicate a skill's DC.

TABLE 5-1: SKILL DIFFICULTY

Difficulty Class	Meaning	Example
5	Trivial	Overhear people talk normally a few ft away from you.
10	Easy	Hear an armored person walk slowly to avoid making noise.
15	Average	Hear an unarmored person walk slowly to avoid making noise.
20	Hard	Hear a thief sneak down a hall or overhear people as they talk in the next room.
30	Very Hard	Hear a house cat.
45	Paragon	Hear a house cat stalk prey or an owl glide.
60	Epic	Hear a snail moving or the rustle of a single hair.
90	God-like	Hear the beat of a single cell.

Ideally, the GM keeps DCs to himself, to help maintain suspense. However, a player and GM may wish to work together when the character spends time (1 minute or more) assessing the risks present in a situation.

SKILL CHECKS

Typically, you attempt a skill check on your turn as a standard action. In a few situations, you make a skill check as a move action or as a swift action. To make a check:

= D20 + ATTRIBUTE MODIFIER + OTHER MODIFIERS, IF ANY, DUE TO ABILITIES

If you pass a skill check, you achieve your goal. When you succeed by 10 or more, the GM may give you an extra benefit. Conversely, if you fail a skill check, you fail to meet your goal. Depending on what you are attempting, you may receive a wrong result, no result or an



"Our pilot skillfully maneuvered our fine dirigible, 'Queens Keep', up above the riot of buildings, granting us a splendid view of Gaigra's factories."

opposite result particularly if you fail by 10 or more.

EXAMPLE: Talos wishes to swim across a narrow, placid-looking river. Normally, this might be a DC 10 Athletics check. Unknown to Talos, however, the river has a dangerously strong current—he must pass a DC 15 Athletics check. His Strength is 18, giving him a +4 bonus on his check. Also, he has the Seafarer ability which grants an additional +3 bonus. Thus, his check:

$$= d20 + 7$$

He rolls 8 and adds +7, for 15 total. He barely fords the river.

Later, Talos comes to another river. He wonders if it is safe and attempts a Nature check, recalling facts about rivers and logical deductions he can make. The Nature skill is based on Intelligence. Talos has a 10 Intelligence, which is +0 modifier. Happily, the GM applies a +2 bonus due to favorable circumstances (Talos just crossed a similar river). Also, Seafarer grants a +3 bonus here too. However, the GM decides that the Nature DC is 15, since determining a river's current by just looking at it can be quite challenging. Talos's check:

$$= d20 + 5$$

He rolls a 4 and adds 5, for 9 total. The GM reports that Talos figures the river is safe (which he will soon discover is incorrect).

TAKING 10

A character may "take 10". Instead of rolling d20, assume an average result of 10. This adds predictability though it does not assure success.

RUSHED CHECKS

Rather than a standard action, you can rush a skill check as a move action or swift action and suffer a -10 or -20 penalty, respectively.

AID ANOTHER

Why go it alone? A character can receive aid from up to 3 allies. In order to help, an ally must pass a check of 15+ for that skill. Each ally that can help supplies a +2 bonus to the skill check, to a maximum benefit of +6. Aiding another character requires that the helpers be adjacent to each other and the ally providing aid must provide his complete attention and forfeit any other actions that round.

MULTIPLE SKILL CHECKS

Many tasks involve multiple skills or repeated use of the same skill. Perhaps Talos has to jump over rocks and climb a tree as part of crossing a very wide river. Or perhaps he has to ford a river that is 300 ft wide.

An easy way to resolve a skill challenge is to check each task separately. Talos makes an Athletics check to tackle the tree, 2 more Athletics checks to leap between rocks, and a final Athletics check to reach the opposite bank.

SKILL CHALLENGES

Another way to handle multiple skill checks involves 6 skill checks in a row, each with a DC 5 lower than the usual DC. The task succeeds if at least 4 checks succeed. This approach allows for a gradation of results.

For example, Talos has the opportunity to romance a princess who is to be married in a week to a scoundrel named Rolan. If she doesn't marry Rolan, her father and his both may break their political alliance and plunge their countries into war.

Romance falls under the Diplomacy skill and the GM decides on a DC of 20. Under normal circumstances, the princess could not be swayed but she isn't marrying for love and is open to a way out. However, a man with sufficient charm and skill might be capable. Fortunately, Talos is charismatic. His 14 Charisma grants a +2 bonus on his skill check, which is hardly promising since $d20+2$ will rarely be 20 or above. Instead of trying a single roll, the GM reduces the DC to 15 and allows Talos to try 6 checks. Fortunately for Talos, he rolls 13, 7, 19, 11, 17, and 20. With a +2 bonus, he makes 4 of the rolls and successfully sways the princess to delay the marriage.

Other results were possible. Had Talos passed all 6 checks, the

princess would have eloped with him instead! Had he succeeded on only 3 checks, she would have politely said no. Success on only 1 or 2 checks would have resulted in rebuke and possible expulsion. Had he failed all the checks, she might have demanded his arrest!

OPPOSED SKILL CHECKS

A few skills work using opposed checks. You and your foe both attempt a skill check, and the party with the highest result succeeds.

For example, Bluff is opposed by Insight. If Talos wishes to bluff a guard that he is a friend of the prince, he attempts a Bluff check while the guard attempts an Insight check. If Talos is wearing noble clothing and sports his coin purse, then his chances may increase. If Talos gets the higher result, the guard believes him and lets him in. Otherwise, the guard refuses entrance.

Resolve a tie by rolling again.

RETRYING CHECKS

You can retry an unsatisfactory check for skills based on Strength, Dexterity or Wisdom after suffering the results of failure.

When you fail a Constitution-based or Wisdom-based skill, you must wait 5 minutes before trying again. You must wait 24 hours before retrying an Intelligence-based skill check.

SKILLS IN COMBAT

Combat is hectic. During combat, a character is considered rushed—that is, he finds it challenging to concentrate. A character cannot "take 10" in combat. He suffers a -10 penalty on Intelligence-based skill checks except for the spellcraft option under the Arcana skill.

WHICH SKILL NOW?

Sometimes a player wants to try an action for which there is no single applicable skill. For example, Talos tries to learn whether there are hidden messages in a book written by an old friend, a king. Is this Literacy, Insight, Nobility or what? The character checks the skill with which he is most adept.

EARNING A LIVING

A character can apply his skills to earn a decent living. There are many options. Each week, roll checks for 3 skills. For example, a character might use Acrobatics, Bluff and Trick while working as a stage performer. Or he might use Appraise, Craft, and Mechanics while working as a tinkerer merchant. Each check result indicates how much the character earns:

- » Result 4 or less: no earnings.
- » Result of 5 to 14 grants 3 sp.
- » Result of 15 to 24 grants 3 gp.
- » Result of 25 to 34 grants 12 gp.
- » A result of 35+ grants 30 gp.

Total the earnings for all 3 skill checks. A character can make up to 90 gp a week. Earnings are usually spent on monthly upkeep (page 153). These earnings assume the character works in a community that offers jobs and wealth.

BEHIND THE MATH

A d20 skill check produces numbers from 1 to 20. However, characters gain modifiers from several sources. A character will enjoy a bonus for skill checks based on his attributes. Also, abilities may grant +2, +5, +10 or rarely even better. For example, the Arcane Training ability for wizards grants a +5 bonus on Arcana and Literacy checks. Both skills are Intelligence-based. Thus, a wizard with 16 Intelligence enjoys a +8 bonus. His average check result is an 18! If he takes 10, he is reasonably sure to succeed at hard tasks related to analyzing arcana and deciphering ancient texts. On a good day, he functions as a true expert. At the end of his career, the best result might be a 45, amazing but not godlike.

SKILL DESCRIPTIONS

Here are skills commonly used by adventurers. If you cannot find a particular skill, use the closest approximation.

ACROBATICS (DEX)

Acrobatics includes the following uses.

BALANCE: Moving at $\frac{1}{4}$ your normal speed along a narrow dry, even beam is a DC 10 Balance check. Add +5 if you move at half-speed or +10 if you move at full speed. Add +5 if the beam is uneven and +10 if the beam is wet.

DANCE: Performing an easy dance without errors or a hard dance with minor errors is a DC 15 check. Lack of space, fatigue, and a poor partner each add +5 to the DC. This skill assumes prior rehearsal. Without rehearsal, increase the DC by +10.

ESCAPE: You free yourself from constraints against a DC equal to the rope-tyer's Trick check. You shimmy through a narrow space (typically, $2\frac{1}{2}$ ft for a Medium creature or 2 ft for a Small creature) on a DC 15 check.

PRECISION FLIGHT: Performing fun physical tricks such as somersaults or operating a device while flying is a DC 12 check. Performing tricks in strong wind or while under duress is DC 18.

SOFT LANDING: On a successful DC 15 check, you reduce damage delivered by falling by 10 ft, or jump an extra 5 ft with an agile running start.

TRIP: On an opposed Acrobatics check, you cause an adjacent foe of your size or 1 size smaller or larger than you to fall prone.

TUMBLE: You can pass through a space occupied by a foe by succeeding on a DC 15 Acrobatics check and moving at $\frac{1}{2}$ your normal speed. Increase the DC by +10 if you attempt to move at your full normal speed.

APPRAISE (INT)

Appraise includes the following uses.

APPRAISE ITEM: You correctly estimate the value of a commonly available item on a DC 10 check. Use DC 15 if the item is uncommon and DC 20 if the item is rare. For a unique or magical item, use DC 25.

APPRAISE PERSONAL WORTH: On a successful DC 18 check, you correctly evaluate the total value of a person's items, properties, and other holdings, assuming you have viewed or heard about these properties. This helps you to estimate their level and social standing.

IDENTIFY MAGIC ITEM: You correctly learn the functions of a magic item on a DC 15 check without using the item. For example, you learn the likely effect of a drinking a potion or reading a scroll. Inspecting an item by observation without touch contact inflicts a -5 penalty on your check. A successful DC 25 check reveals a magical item's activation word.

ARCANA (INT)

Arcana includes the following uses.

ARCANE LORE: You correctly recall facts about magic, famous magic users, and well-known magical locations on a DC 10 check. Uncommon information is DC 15. Obscure information is DC 20 or higher.

REALMS LORE: You recall facts about realms of the multiverse. The Mortal Realm is a DC 10 check. The Astral Realm is a DC 15 check. The various divine realms are DC 20 checks. Any other realms are DC 25 or higher. A successful check reveals the answer to 1 question.

SPELLCRAFT: As a swift action, you can learn the name of a magic ability being initiated or in effect on a successful DC 10 check for a basic ability, DC 15 for an intermediate ability, DC 20 for an advanced ability, and DC 25 for a paragon ability.

USE MAGIC DEVICE: A successful DC 25 check lets you activate a magic item that is unfamiliar (you have not yet analyzed it) or you cannot normally use. You can retry every round to activate a device.

ATHLETICS (STR)

Athletics includes the following uses.

BEND BARS: You bend poor metal bars on a DC 20 check, good bars on DC 25, and masterwork bars on DC 30. If you have leverage, the bars are mostly rusty, or you apply acid, lower the DC by 5. If the bars are made of mithral or adamantite, or are extra close or thick, increase the DC by +5.

CLIMB: You can climb a ladder at $\frac{1}{4}$ your normal speed at DC 10 (typically, $7\frac{1}{2}$ ft in 3 seconds). Creatures without innate climbing ability suffer a -5 penalty on attack rolls, skill checks, and saves while climbing, and are also defenseless (foes enjoy a +5 bonus on attack rolls against the climber). In contrast, creatures with an innate climb speed such as monkeys and spiders enjoy a +10 bonus on Athletics checks and suffer no penalties.

FLY: Tight turns in combat succeed on a DC 15 check. Completing a maneuver in a strong wind (50+ mph) requires a DC 20 check.

HOLD: You hold an adjacent foe of your size or smaller for 1 round if you win an opposed check. Neither you nor the held foe can move, and you both can only use Light weapons already in-hand. The held foe can earn release by trying and winning an opposed check.

JUMP: A running jump across a 5 ft distance equals DC 5. Add +5 to the DC for every 5 additional ft. A running jump requires a minimum of 20 ft leading into the jump. Add +10 to the DC when attempting a standing jump.

SWIM: A land-bound creature swims in a placid water body at $\frac{1}{2}$ its normal speed on a successful DC 10 check (typically, 15 ft in 3 seconds). It suffers a -5 penalty on d20 rolls and saves while swimming and is defenseless (foes enjoy a +5 bonus on attacks against it). In contrast, creatures with an innate swim speed enjoy a +10 bonus on Athletics checks and suffer no penalties.

BLUFF (CHA)

Bluff includes the following uses.

ACT: Performing a simple stage role without errors or a hard role with minor errors is a DC 15 check. Lack of props, fatigue, and an unfriendly audience each add +5 to the DC. This skill assumes prior rehearsal. Without rehearsal, increase the DC by +10.

DECEPTION: You convince a creature of a falsehood if you succeed against its Insight check. If the deception is implausible or there is evidence to the contrary, increase the DC by +5 or even +10. If you have false evidence or a false witness, adjust the DC by -5.

DISTRACTION: You can distract a foe or set of foes within 30 ft, inflicting a -5 penalty on their Perception checks, for 1 round on a successful DC 12 check. A result of 20 or higher results in distraction for 5 minutes.

FALSE VOICE: You disguise or throw your voice on a successful DC 15 check. Use DC20 when the voice is of a different sex or creature type.

INNUENDO: You can suggest a course of action without explicitly stating it. With a foe, you can suggest harm. With an ally, you can communicate information tacitly in front of others. A successful Insight check deciphers innuendo. If you are speaking in a different language or are a different race, then increase the DC by +5 to understand the innuendo.

CRAFT (INT)

Craft includes the following uses.

CRAFTS: You can craft a simple nonmagical, nonmechanical item worth 5 gp or less on a DC 10 check. Items costing 6 to 100 gp have a DC 15. Items costing 101+ gp have a DC 20. Add +10 to the DC for masterwork items, +5 for items with moving parts, and +5 for huge or tiny items. Craft time is 1 day per 100 gp.

FINE ARTS: This includes drawing, painting, sculpture, and woodworking. Producing a good work is a DC 20 check and requires 1 day for each 1-ft-cube of composition. A result of 30+ indicates a work of exceptional beauty.

MENDING: After 1 hour of work, you repair 1 hit point of damage to a damaged nonmagical, nonmechanical item per point above a DC 15 check. Add +5 to the DC if the harm was caused by magic.

DIPLOMACY (CHA)

Diplomacy includes the following uses.

PERSUADE: Outside of combat, after 1 minute of face-to-face interaction with a sentient creature, you convince it of the value of your course of action by succeeding on a DC equal to 10 + 2x its level. While the effect is more genuine than Intimidate, the creature may change its mind later and/or not act immediately. Apply a +5 bonus if you both share the same alignment.

ROMANCE: Outside of combat, you gain another character's romantic attention for 30 minutes on a DC 15 check. An unlikely pairing, presence of other possible partners, and unpleasant presentation (dirty, armed, etc) each add +5 to the DC. You gain a kiss if you succeed by 5 or more, and intimate relations if you succeed by 10 or more. If you fail, you can try again a number of times up to your Charisma bonus (if any). Failure by 10 or more means the target is unfriendly.

DISGUISE (CHA)

Disguise includes the following uses.

CAMOUFLAGE: You successfully disguise a large object, vehicle or small building on a DC 12 check if you have supplies, otherwise use DC 24.

DISGUISE: You fool others with a conniving disguise if you succeed against a foe's Insight check. If you are trying to imitate the appearance of someone that your foe is highly familiar with, increase the DC by +10.

For an asimar, atlan, elf, half-elf, or halfling to appear human, use DC 10. Warmech use DC 25. All other races use DC 15. Small races often look like kids of larger races.

DUNGEONEERING (INT)

Dungeoneering includes the following uses.

CONSTRUCTION: You note the materials of construction on a DC 8 check. You also note the age, safety, and architectural style on a DC 15 check.

MINING: A location's potential is low (75%), medium (20%) or high (5%). Assessing potential is a DC 15 check. After 1 day of prospecting, you gain gold or gold-equivalent nuggets worth a number of gp equal to your Dungeoneering check result minus 15. A low potential area lasts 2d6 days; medium and high potential areas lasts 6d6 and 20d10 days respectively. You must pass a DC 12 check each day to avoid harm.

MONSTER LORE: You correctly recall common facts about a monster on a DC 10 check. Common information includes that dragons fly, aberrations have mental powers, and devils use infernal contracts. Uncommon information is DC 15. Obscure information (including knowledge of a creature's weaknesses) is DC 20 or higher.

SPELUNKING: You forge a safe path through an underground complex such as a cave, dungeon or mine, and notice hazards and find edible foods, if any.

ENDURANCE (CON)

Endurance includes the following uses.

CHILD BIRTH: Childbirth takes 1d10 hours. Giving birth without complications is a DC 5 check each hour. A result of 1 or lower indicates the mother suffers 1d6 wound damage.

CONCENTRATION: You can use another skill when under pressure or when a foe threatens you by succeeding on a DC 15 check. If you fail this check, then the skill use fails.

DRINKING: After each strong alcoholic drink or 3 mild alcoholic drinks, a character must succeed on a DC 15 check or become impaired for 1 hour. Most wines and beers are mild alcohol. A drunk character suffers a -5 penalty on Dexterity-, Wisdom-, and Intelligence-based skill checks. You can win a drinking contest by beating your foe's check. Multiple drinks stack the duration not the penalty.

ENDURANCE: You can engage in physical activity (skills that rely upon Strength or Dexterity such as holding your breath or hanging onto a cliff side) without hindrance for 2 rounds per point of Constitution bonus (minimum 1). Each round that you exceed this limit, you

must pass an Endurance check (DC 15 + 1/extra round) or be forced to quit the activity and recover for 5 minutes before trying again.

MANUAL LABOR: You complete 4 hours of labor on a DC 10 check, 8 hours on a DC 15 check, 12 hours on a DC 20 check, or 16 hours on a DC 25 check. When you fail a check, you work only 1/2 the indicated time and suffer 1d6 vitality damage. You can try again after 1 hour of rest.

HANDLE ANIMAL (WIS)

Animals includes the following uses.

ANIMAL EMPATHY: After 1 minute of interaction with a natural animal, you influence the animal to become 1 step friendlier by succeeding on a DC equal to 10 + its level. This is similar to Diplomacy, but applied to animals. You and the animal must be within 30 ft of each other, able to see each other, communicate in some way, and not be engaged in combat. On a failed check, you can retry the next day. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

RIDE: Everyday riding requires no check. You can execute unusual but not dangerous moves such as a showy performance on a mount on a DC 10 check. You can successfully execute dangerous moves on a DC 15 check. On a failed check, you fall and suffer 2d6 damage, or 1/2 damage on a successful save using Reflex. You can retry any time.

TEACH TRICKS: You get an animal to perform a simple trick on a DC 10 check, or a complex trick on a DC 20 check. This assumes prior training with the animal. Without training, increase the DC by +10. You can train an animal with a trick on a DC 15 check. Mammals can learn up to 6 tricks. Other animals are limited to 3 tricks. On a failed training check, the animal cannot learn that skill. On a failed performance check, you can retry after 2 minutes.

HEAL (WIS)

Heal includes the following uses.

ANALYZE VICTIM: On a successful DC 15 check, you learn 1 clue about an adjacent corpse's cause of death not caught by the untrained eye. For every 5 points above DC 15, you learn 1 additional clue.

AWAKEN: You awaken an unconscious character on a DC 15 check, or on a DC 5 check when using smelling salts.

RESTORE FROM DEATH: If you treat a creature within 1 round of its death, you can restore it to death's door (1 negative wound point short of its Constitution score) on a successful DC 25 check.

REVITALIZE: After 1 minute of work and a successful DC 12 check, an adjacent ally regains a number of vitality points equal to your Wisdom bonus (minimum 1). A creature can benefit from this only once daily.

STANCH BLEEDING: Stop an ally's bleeding on a DC 15 check.

SURGICAL EXTRACTION: After 1 minute of work, you remove a parasite, worm, shrapnel or a similar tiny creature or object lodged in an adjacent ally's body on a successful DC 20 check, or DC 15 if you are willing to inflict 1d6 wound damage in the process.

TREAT DISEASE: After 10 minutes of work and a successful DC 20 check, you grant a creature a 50% chance to shake off the effects of a disease. You can try no more than once daily on a particular creature. The DC is 30 to treat magical diseases.

TREAT INJURY: After 1 minute of work and a successful DC 15 check, an adjacent ally regains 1d4 wound damage + 1 point per point of your Wisdom bonus (if any). A creature can benefit from this only once daily.

TREAT POISON: After 1 minute of work and a successful DC 15 check, you grant an adjacent ally a 50% chance to shake off the effects of poison. You can try no more than once daily on a particular creature. The DC is 25 to treat magical poisons.

HISTORY (INT)

History includes the following uses.

CULTURE: This skill covers norms and practices of various cultures including foods, music, and folktales. You recall common facts

on a DC 15, uncommon facts on DC 20, and obscure information on a DC 25. If you have never visited the culture in question, add +5 to the DC. If you have lived for at least 1 year in the culture, apply -5 to the DC.

HISTORICAL LORE: On a DC 10 check, you correctly recall common historical facts such as the years and persons involved in discoveries, monarchies, scandals, and wars. Uncommon information is DC 15. Obscure information (including knowledge of druidic activities) is DC 20 or higher.

INSIGHT (WIS)

Insight includes the following uses.

SENSE MOTIVE: You determine a creature's true intentions on a DC 12 check if it is not bluffing. Otherwise, the DC equals your foe's Bluff check.

LOCATE ALLY: You locate the most friendly person to interact with in a crowd on a successful DC 15 check. Increase the DC by +5 if you are distracted. Decrease the DC by 5 if you can observe creatures interacting for 5 minutes or more.

INTIMIDATE (STR)

Intimidate includes the following uses.

COERCE: Outside of combat, you successfully bully a creature into being cooperative for 5 minutes by succeeding against a DC equal to 10 + 2x the foe's level. The foe must see or hear you and be within 30 ft. Apply a +5 bonus to your check if you are brandishing a weapon and your target is unarmed. A coerced creature does what you ask but with minimal effort and only while you remain in line of sight or hearing. The creature is unfriendly to you when the effect ends. You can affect a particular foe only once in a 24-hour period.

FRIGHTEN: You weaken a foe's resolve. When you succeed against a DC equal to 10 + 2x a creature's level, it is shaken for 1 minute (outside combat) or 1 round (in combat). The foe must see or hear you and be within 30 ft. The creature is unfriendly to you when the effect ends. You can affect a particular foe only once in a 24-hour period.

LITERACY (INT)

Literacy includes the following uses.

DECIPHER SCRIPT: You learn the gist of a fully-intact written work on a DC 15 check. Incomplete, damaged, and mixed-language writing each add +5 to the DC.

FORGERY: You pass a forgery as authentic if you succeed against a foe's Appraise check (if an object) or a Decipher Script (if a written document).

LAW: You can correctly interpret laws on a DC 10 check and correctly argue legal cases on a DC 20 check. A legal case can be decided by which party makes a higher check.

ORATORY: You convince through logical argument a friendly crowd in a good environment on a DC 10 check. Increase the DC by +5 if the conditions are distracting or the crowd is neutral. Increase the DC by +5 again if the crowd is unfriendly, and by +10 if the crowd is hostile.

SPEAK LANGUAGE: You can attempt basic communication in an unfamiliar language by succeeding on a DC 15 check.

MECHANICS (DEX)

Mechanics includes the following uses.

CRAFT DEVICE: You craft a mechanism such as a clock or lock worth 5 gp or less on a DC 10 check. Devices costing 6 to 100 gp are DC 15. Devices costing 101+ gp have a DC 20 check. Add +5 to the DC for masterwork items. Craft time is 1 day per 100 gp.

CRAFT FIREARMS/EXPLOSIVES: The DC equals 10 for bullets, 15 for pistols and muskets, 20 for dynamite and shot, and 30 for revolvers, hunting rifles, and shotguns after 1 week's work. If you fail, you must start over. If you roll a natural 1, the firearm explodes, causing 2d6 wound damage. Craft cost equals ½ the firearm's price.

CRAFT TRAP: You can craft a mundane mechanical trap after 1 hour of work. You set the DC to notice or disable the trap. The

craft DC equals that DC. The trap inflicts wound damage equal to 1d4 points +1 per level, or 0 damage if Reflex resists against your attack. Or, the trap entangles a victim until it's disabled. Traps have a 5-ft-square sensor, are manually reset, and cost 10 gp x the craft DC. Potential targets use Perception to notice a trap before activating it.

DISABLE DEVICE: The DC to disable or repair a trap equals its craft DC. For other contraptions, disabling or repairing a simple device is a DC 15 check while complex device is DC 20.

OPEN LOCK: You can bypass a lock if you succeed against the lock's DC, as determined by its design or the lockmaker's Craft check. Typically, a poor lock has a DC of 15, a good lock has a DC of 20, and a masterwork lock has a DC of 25.

REPAIR CONSTRUCT: After 1 hour of work, make a check. You repair hit point damage equal to the result minus 15 (minimum +0).

MUSIC (CHA)

Music includes the following uses.

PLAY INSTRUMENT: Playing an easy song without errors or a hard song with minor errors is a DC 15 check. This assumes prior rehearsal of at least 4 hours. No rehearsal increases the DC by +10.

POETRY: Crafting good poetry is a DC 20 check. A result of 30 or higher indicates exceptional poetry.

SING: Singing an easy song without error or a hard song with minor errors requires a DC 15 check. Bad acoustics, fatigue, and a difficult audience each add +5 to the DC. This skill assumes prior rehearsal. Without rehearsal, increase the DC by +10.

NATURE (INT)

Nature includes the following uses.

AGRICULTURE: You gauge the correct time to plant or harvest on a DC 12 check. You can identify pests, suggest methods to improve farming, and so forth on a DC 15 check.

ASTRONOMY: You precisely predict rare astronomical events such as blue moons on a DC 15 check, or extraordinary events such as eclipses on a DC 25 check. Reduce the DC by 5 when approximating events.

NATURE LORE: You correctly recall common facts about an animal, geography, plant, terrain or climate on a DC 8 check. Uncommon information is DC 15. Obscure information (including knowledge of druidic activities) is DC 20 or higher.

NOBILITY (CHA)

Nobility includes the following uses.

COURT ÉTIQUETTE: You know proper attire and behavior with nobility on a DC 15 check, and royalty on a DC 20 check.

HOSPITALITY: On a DC 15 check you gain food and lodging for 1 night on a noble's estate. For each day thereafter, increase the DC by +5 unless you have a noble title, in which case the DC only increases by +2 per week.

NOBLE LORE: You recall the names, titles, pedigree, and holdings of well-known nobles on a DC 15 check or lesser nobles on a DC 20 check.

PERCEPTION (WIS)

Perception includes the following uses.

LISTEN: You notice a foe that is attempting to sneak past you on a DC equal to the foe's Stealth check. Increase the DC +5 for each 10 ft distance, or by +10 for an intervening wall.

SEARCH: You locate a secret or concealed door on a DC 15 check. If it is magically hidden, increase the DC by +10.

SPOT: You notice a hiding foe on a DC equal to the foe's Stealth check. Noticing something by accident in a crowded area is a DC 15 check. Increase the DC +5 for each 10 ft distance, or by +10 for intervening obstacles. You cannot spot something that is entirely outside your line of sight.

TASTE AND SMELL: You correctly identify the source of an aroma or the ingredients in a dish on a DC 15 check, or DC 5 for common sources such as fire or manure.

PILOT (DEX)

Pilot includes the following uses.

NAVIGATE: You know your current location to within 5 miles and your current heading to within 30° (due north, north-north-east, north-east, and so forth) on a DC 10 check in familiar terrain or clear skies. Increase the DC to 20 for unfamiliar terrain and/or obscured skies. Failure by 5 or less indicates you are off by 5 miles or 30°. Greater failure indicates a random result.

PILOT: You steer a wagon on an easy road or a boat through calm waters on a DC 5 check. Increase the DC by +5 if the conditions are poor, or by +15 if the conditions are severe.

RELIGION (WIS)

Religion includes the following uses.

ADVISE: On a DC 10 check, you can provide alignment-specific advice to a creature, including whether a proposed action will violate the creature's alignment or religious convictions. The DC is 15 when evaluating your own actions.

DETECT ALIGNMENT: After observing a creature for 10 minutes, you learn its alignment on a DC 20 check. If you fail by 10 or more, you are confident of the wrong alignment. Reduce the DC by 5 if you interact directly with the creature for at least 1 minute.

DOGMA: This includes knowledge of religion in general as well as your own religion. You know common facts on a DC 15 check, uncommon facts on a DC 20 check, and obscure facts on a DC 25 check. Apply -5 to the DC if the check regards your own religion.

RITUAL: Perform rituals for your religion. Participation is a DC 8 check. Conducting a ritual is a DC 15 check. Failing a check by less than 5 points indicates a minor mistake was made. Failing by 10 or more indicates a major error.

STEALTH (DEX)

Stealth includes the following uses.

HIDE: You can remain undetected in a hidden spot by succeeding against a foe's Perception check.

MOVE SILENTLY: You can move undetected past a foe at ¼ your normal speed by succeeding against their Perception check. Apply +5 to the DC if you move at ½ your normal speed or wear Medium armor. Apply +10 to the DC if you move at your normal speed or wear Heavy armor.

STREETWISE (CHA)

Streetwise includes the following uses.

CASE LOCATION: You evaluate a building to determine its defenses, best entrance and exit routes, changes of guard, and likely occupants. After 10 minutes of observation from a distance of 30 ft or less, attempt a check. For every 5 points made above DC 10, you learn the answer to 1 question regarding a building's design and security features.

GATHER INFORMATION: You question people regarding where to find a popular shop, which person to talk to at court, why the captain of the guard quit his position, and so forth. Questioning takes 5 minutes. Learning common knowledge is DC 10. Uncommon knowledge is DC 15, and obscure knowledge is DC 20 or higher. Add +10 to the DC if someone is trying to keep the information secret. You can retry with a different group of people in a different area, or regarding a different question.

URBAN TRACKING: The tracker and the person tracked make opposed Streetwise checks every 5 minutes. If the tracker ties or wins, tracking continues.

SURVIVAL (WIS)

Survival includes the following uses.

ANALYZE TRACKS: You find tracks on a DC 15 check. After you locate tracks, make a second check. For every 5 points above 0 on the second check, you learn 1 fact such as how many travelers, the size and weight of the creatures, what armor was worn, the creature type, and so forth.

CRAFT SNARE: You successfully craft a deadfall, snare or similar simple trap after 1 hour of work. The DC equals the trap's Mechanics DC to disable. When you fail the check by 10 or more, the trap backfires while crafting it, with you as the trap's target. This skill does not allow you to make magical traps.

LIGHT FIRE: You can light a fire using natural components such as a dry stick and stone within 1 minute on a DC 18 check. Adjust the DC by +5 if the materials are wet. Adjust the DC by -5 if you have flint, steel or other components designed to light fires.

OUTDOOR TRACKING: You can locate and follow for 5 minutes a foe in natural environments on a successful DC 15 check. If you succeed on 3 checks in a row, you need only check every hour. For each hour that passed before tracking, increase the DC by +2. Increase the DC by +2, +5 or +10 for light, moderate or heavy precipitation, respectively. Following past a river or similar break is a DC 20 check. If the tracked creature suffers from wound damage, adjust the DC by -5. While tracking, you move ½ normal speed, or at your normal speed with a -5 penalty, or at double speed with a -20 penalty.

SUSTENANCE: Find food and shelter in a woodland environment after 1 hour of searching on a DC 15 check. The DC is 20 in badlands and 25 in desert.

TRAILBLAZE: You can determine the most expedient route on a DC 12 check and the safest route on a DC 15 check when moving through uncharted terrain (including uncharted waters).

TRICK (DEX)

Trick includes the following uses.

GAMBLE: You win in a game of chance against other characters by beating all their Bluff checks. Use DC 15 when playing against the house (thus, an experienced gambler with a +5 bonus on his check has a 50% chance to win).

JUGGLE: You can juggle 2 objects on a DC 10 check. Attempt the check each round. For each additional object, increase the DC by +5, to a maximum of 8 objects for a 2-handed creature. If juggled objects are large, hot or otherwise difficult to handle, increase the DC by +5 for each challenge.

LIASSO: You lasso a stationary target within 5 ft on a DC 5 check. Boost the DC by +5 for each 5 ft of additional distance. Add +10 if the target is moving.

PICK POCKET: You can pick someone's pocket by succeeding against the target creature's Perception check.

QUICK BLADE: You can draw a light blade such as a knife or dagger as a swift action on a successful DC 15 check.

STAGE MAGIC: You can perform mundane magic using cards, kerchiefs, and similar stage items. You fool a creature using a mundane magic trick by succeeding against its Perception check.

TIE KNOT: Use this skill to tie knots and lasso targets. Tying a secure knot to a wagon, ship or tree is DC 10. A creature can escape from a knot that you tie by succeeding against your Trick check.

WARCRAFT (INT)

Warcraft includes the following uses.

REPAIR ARMOR AND WEAPONS: After 10 minutes of work, you repair a damaged suit of armor or weapon. The number of hit points repaired equals 1 per point above a DC 15 check.

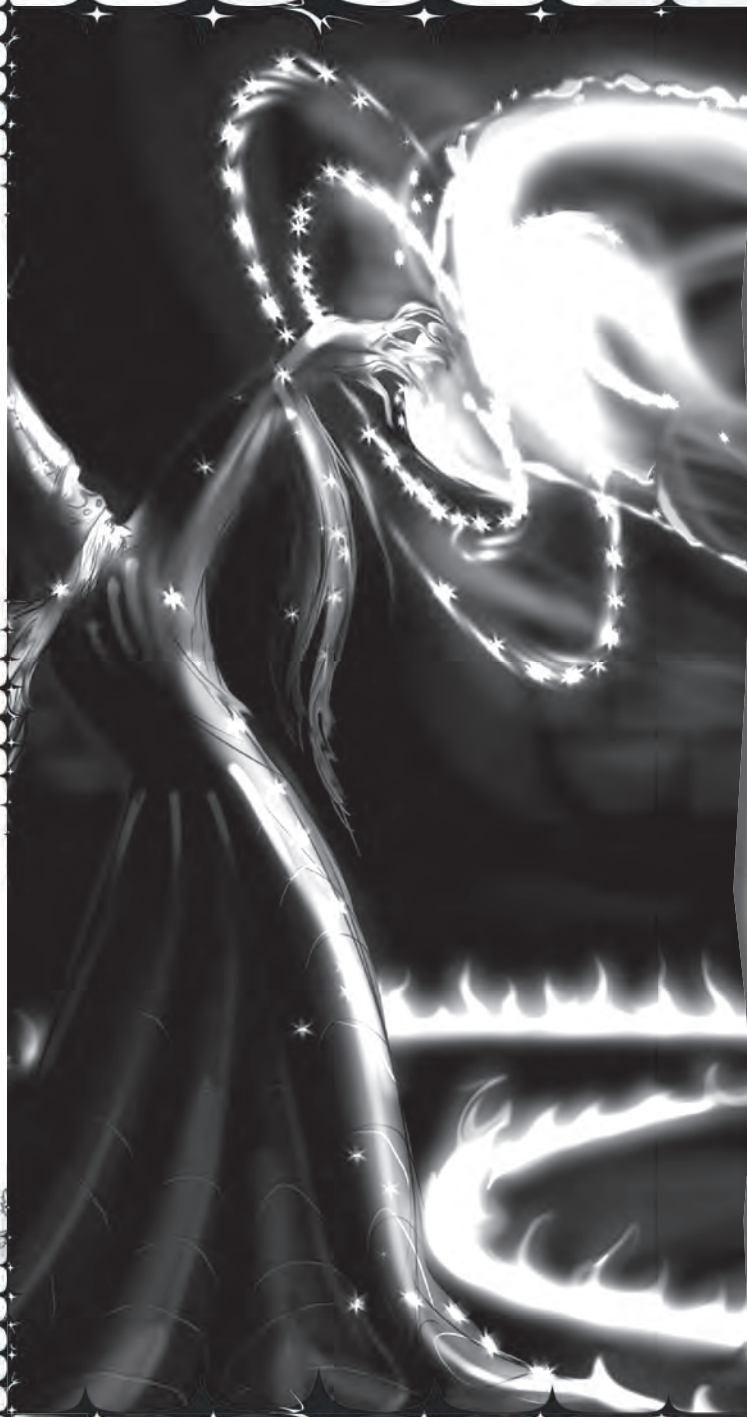
SIEGECRAFT: You can craft a siege engine such as a catapult. The DC equals 15 and requires 1 day per 100 gp cost. The check is made secretly and a failed check indicates catastrophic results.

SMITHY: You can craft a nonmagical suit of armor, non-firearm weapon, or set of bolts, arrows, or darts. The DC equals 10 for items worth 5 gp or less. The DC equals 15 for items costing 6 to 100 gp. Items costing 101+ gp have a DC 20. Add +5 to the DC for masterwork items. Add an additional +5 if you are using unusual materials such as adamantite, dragon hide, crystal, etc. Craft time is 1 day per 100 gp.

STRATEGY: You discern a foe's wartime strategy by succeeding on a check against the foe's Warcraft check. If you succeed by 10 or more, you know actually how to defeat your foe's strategy. When you are leading an army, the army unit may modify your warcraft role.

CHAPTER 6

Themes



"I am no mere wizard, child. I am Meridian, high mage arcanist, re-shaper of spells, drinker of the great Pool, and master of the Wend and Weave."

This chapter presents themes. A theme provides an archetypal focus or meaning. You select a theme when creating your character. Typically, your character hews to that theme for his entire career.

Table 6-1: Character Themes summarizes your options. Each theme offers a thematic set of awards. Characters gain awards at even levels (0th, 2nd, 4th, 6th, etc), as described on page 39. Thus, a character's theme is both a guide to his personality and a source of power.

With the GM's permission, you may change a character's theme up to 2x during his career. However, when creating a character above 1st level, you must always start play with a single theme. When changing themes, you keep awards gained from earlier themes.

TABLE 6-1: CHARACTER THEMES

Theme	Page	Description
Arcanist	110	Magic is your game, a puzzle to unravel. You can alter spell parameters, leverage or dispense with implements, and craft magic items cheaply and quickly.
Believer	111	You are dedicated to your deity, church, and religion. You enjoy a unique personal bond with your deity that transcends and even reverses death.
Commando	112	You blend warcraft, electrotech, and magic into a special battle suit that you can improve as you gain experience, eventually becoming a tough fighting machine.
Dilettante	113	You are a jack of all trades. You break past traditions and draw on random lore. You sometimes cause trouble and waste time. Happily, luck is on your side.
Explorer	114	You are a traveler, explorer, and delver. Your life is an endless journey. You enjoy new customs, mysterious ruins, strange creatures, and beautiful locales.
Guildsman	115	You immerse yourself in guild life, building a reputation and maneuvering for wealth and influence within one of more than a dozen unique organizations.
Heretic	116	You reject all gods. Worse, you blaspheme by learning secret geometric seals and rituals that let you exchange some of your class abilities for divine power.
Hunter	117	You track and subdue or slay dangerous magic using creatures, which includes most monsters and some spellcasters who harm others or flaunt society's authority.
Martialist	118	You live for the sweat and blood of combat and inevitably rely upon a trusty weapon and keen maneuvers to keep you standing until your next adrenaline surge.
Noble	119	You are a fine leader and destined for noble titles. You attract followers, rally and direct others with ease, and often act with speed and confidence.
Protector	120	You take sides: some are foes, others allies, and amongst them is a rival and a blood brother. You also know the places and times that rule mortals' fates.
Rider	121	You possess a deep affinity with war-horses, drakes, and other mounts. You likely have a special mount and can rally, heal, and even magically augment mounts.
Romantic	122	You are popular, empathic, and adorable. Wherever you go, people welcome you. And amongst possibilities, a true love and good family await you.
Scientist	123	You are adept with steamgear and electrotech, and you know scientific principles of nature. You may also mix in some magic to heighten your creations.
Specialist	124	You excel at your profession. You focus to be the best of the best. You tend to be competitive. Your abilities are powerful and you possess extra vitality to use them.
Traitor	125	You are an infiltrator, scout, spy or double agent. You serve a hidden master against your "allies", or you are your allies' best kept secret, or maybe both.

KEY TERMS

Here are key terms to understand and follow a theme.

ENTRY: This states what you need in order to start this theme. Most qualifications are easy to meet. If circumstances change such that you no longer qualify, then you cannot select new awards from the theme and with your GM's permission may change themes. When doing so, you retain awards gained under your previous theme.

BEST-FITS: Most characters, regardless of class, race or what-not, are suited to most themes. A few characters tend to be particularly well-suited. Use this information help decide whether a particular theme is right for you.

ORIGINS: This section offers possible backgrounds that brought you to this path. Select 1 of the options or dream up your own background. Confer with the GM for what works in the campaign.

AFFILIATIONS: You might join a guild, seek out a mentor, form an alliance with like-minds, or go out on your own? This section offers ideas to you and the GM as you take adventures.

PERSONALITY: Are you studious, fanatical, aggressive, curious, haughty, sociable or what? Use this section as a prompt to get into character, to present a consistent mood and mannerisms.

MINOR AWARDS: This section lists basic abilities you may select as awards. These are often nonmagical "meta-abilities" that alter how a character uses his other abilities or progresses through his career. You can pick any option as an award provided you meet its requirements, if any.

MAJOR AWARDS: This section lists intermediate abilities you may select as awards as described under awards on page 39.

GAINING EXPERIENCE POINTS

Characters progress in level—gain personal power—by acquiring experience points, abbreviated XP. Table 4-2: Character Progression on page 39 shows how much XP a character needs.

After each play session, the GM sums how much XP the whole party has earned from recent adventuring and divides the sum by the number of surviving party members. Here are ways to gain XP.

1. DEFEAT FOES: Outsmarting abyssal demons or far-realm aberrations is hard work! For each level of creature you banish, slay or otherwise permanently overcome, you gain 1 XP.

2. SURVIVE A TRAP/HAZARD: Traps and hazards are challenges and possibly lethal. Every trap or hazard has a level. You gain 1 XP for each level of trap or hazard that you survive.

3. TRAIN INTENSELY: You stay home to study. You gain 1 XP for each 1 month of intense training and study. You can train for 3 consecutive months before needing a 1 month break, and you can benefit from up to 20 months total during your life time. You cannot adventure or even work a job while training.

Characters do not gain experience by acquiring treasure, property or other physical items. Such items are rewards in and of themselves.

Characters can gain individual XP bonuses by doing the following.

4. ACHIEVE A PERSONAL GOAL: Did you find your long-lost sibling, earn free entrance to a guild or parent a child? If you achieve even a single major success that is personal to your character, rather than to the party as a whole, then you gain 1 XP for each of your levels.

5. PLAY IN CHARACTER: How well did you act in character, even if that meant playing out some missteps? If you acted in a creative way that altered the course of events, and/or if you made a meaningful choice against your better judgment (as a player) but congruent with the character's personality, you gain 1 XP for each of your levels.

The GM is the final arbiter of XP. At the end of each play session, consider going around the game table to call out personal achievements and in-character missteps. Usually, every PC will gain some bonus experience.

Activities that never help earn XP include arguing rules, harming other player's characters, surfing the Internet, watching television, cheating, or otherwise distracting from the game and others' fun.

ELECTROTECH THEMES

A world where man is mastering electricity and other invisible forces of nature may sound like contemporary life or even science fiction. Yet such a world can be more ripe for magic, mysteries, and mayhem than a traditional pure-fantasy setting. As you pull together a character's background, personality, and destiny, also consider the following electrotech themes.

DAILY LIFE IS FAMILIAR. A world of dirigibles, motorcars, and telegraphs is sufficiency familiar to provide a sense of everyday life as we know it. You can turn on a lamp, ring a friend, or ride in a horseless carriage. Against this backdrop of apparent normalcy, the sudden appearance of spells and monstrosities becomes unusual and special. When mist flows from nowhere or a butler's reflection registers twice in a mirror, PCs are apt to take interest in what's going on.

SOCIETIES ARE DIVERSE. More so than the contemporary world, an electrotech society can be a singleton among a highly diverse lot, each society with its own culture and a different level of development in the use of magic and technology. Compare England, China, and Africa in 1900. Among 3 societies, the first might be highly industrial, the second mired in a medieval age of superstition, and the third surviving amid jungle ruins. PCs may easily journey between these societies, mindfully adjusting as they go.

THE MEDIA IS WATCHING. News travels quickly when there are easy means to communicate and travel. PCs should be especially wary to preserve their reputation! They cannot expect to skip town after burning a few buildings—due to an errant fireball spell—and just start fresh a few miles away. News, the law, and potential allies and enemies follow them as surely as tomorrow's paper will land on thousands of doorsteps. Savvy PCs may seek to twist the media to their own benefit.

NOBILITY PROVIDES AND CONFOUNDS. The presence of an aristocratic class provides dramatic opportunities. Nobles are supposedly of superior breeding and thus exceptionally courageous, educated, honorable, romantic, and visionary. Actual nobles are likely far less impressive, with mortal frailties like common folk, and prone to failure and scandal. That said, given their large egos, great wealth, and executive power, the stakes are often high when dealing with them. A few PCs may even aspire to join their ranks.

STRUGGLES ARE HIDDEN. In an electrotech society, celestials and fiends still exist, as do many other kinds of creatures from fey dryads and slithering nagas to rapacious werewolves and hungry zombies. Yet these creatures tend to lurk in out-of-the-way places, amid distant lands, under the earth, or in parallel realms of existence that lie on the flip side of one's mirror. Ancient feuds still rage between these creatures, and between mortals and monsters, but there is a greater need to maintain a quiet veneer, at least until the final battle.

CHARACTERS ARE SPECIAL. A druid, gallant, necromancer, or shifter is someone truly special in a world somewhat like our own. Yes, a few others share one's profession. Various lodges, schools, and temples act as homes for secret societies, ancient covens, and special forces. Eldritch devices or new technologies may rival the PCs for rarity and power. Yet PCs are more than powerful people. They fundamentally differ, gifted with strange abilities and weighty challenges.

MAGIC & SCIENCE MAY BE ONE. Who says these forces oppose each other? Highly advanced technology looks magical to the ignorant while magic may operate according to unknown physical principles, such that casting spells requires a rare spice or focal device. A practitioner may even misunderstand the source of his own power. GMs are free to highlight or blur boundaries as situations suggest to promote a sense of danger, uncertainty or wonder.

ANYTHING IS POSSIBLE. There is no reason to stick to a pseudo-Victorian age when you can venture into science fantasy. Perhaps a myriad of worlds dot a great Void. Each world is home to a different race. Moreover, a long-forgotten cabal of ancient beings built hollow sphere worlds, monuments to their techno-magical prowess. Each of these sphere worlds hides a grand eldritch device with a deity's power. These constructs act as the gods! As PCs travel the vast Void to explore new worlds, they rely on these eldritch power sources.

ARCANIST

Magic is your game, a puzzle to unravel. You can alter spell parameters, leverage or dispense with implements, and even tap into a vast invisible reservoir of eldritch power.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You must possess at least 1 magic ability.

BEST-FITS: Many classes offer magic abilities, from the cleric and elementalists to the sage and wizard. Consider taking this path if you like the tactical uses of magic, such as shaping spells around your allies to touch only enemies, or if you wish to play a character that is entirely oriented to using magic, often study, testing spells, and questing for lore.

ORIGINS

Arcanists focus on dweomer above all other pursuits. Consider, what is the origin of your magical talents?

- » Talent has run in your family's blood going back generations.
- » Deep inside you beats the tiny heart of a terrible parasite or tiny eldritch device that is the source of your exceptional powers.
- » You have labored over eldritch tomes, studying late into the night by candlelight for many years to get where you are today.
- » You apprenticed under a particularly famous, infamous or odd spellcaster who taught you secret methods of manipulating spells.
- » Your magic results from a pact with a supernatural being.

AFFILIATIONS

Many arcanists join a school or guild to access magic items, laboratories, and healing for when a spell flies out of control. Arcane guilds and schools often compete with each other. For example, when there is news of a long-lost eldritch device, several schools might send members to retrieve it. Sometimes, a group or creature may wish to capture an arcanist to get magical aid. Most organizations love arcanists, because of the versatility of magic. That said, many non-spellcasters are also somewhat skittish around arcanists.

PERSONALITY

Arcanists tend to be inquisitive, philosophical, and studious. Stereotypically, they are quiet yet ready to expound on magic to those who understand. Some are quite flashy and happily talk to the air. Others are egotistical and power-hungry, believing that magical skill equals wisdom. These arcanists often succumb to their own magic. Most arcanists are humbled by mystery and curious about new methods since twisting magic requires new ways of thinking.

MINOR AWARDS

Arcanists may select from the following basic abilities.

ARCANE INSIGHT: Boost Arcana checks by +5, or by +10 once per day.

ARCANE TRAINING: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

DETECT MAGIC^M: You learn whether magic is present or absent within a 15-ft cone. The next time you scan the same area, you learn the exact location (within 5 ft) and name of 1 magic ability present. This award cannot locate invisible creatures or detect illusions.

IMPLEMENT MASTERY: When you use an ability that requires an implement, you may forego the implement without penalty. Conversely, when you use the implement, you enjoy a +1 bonus on your attack roll for magic abilities that rely on the implement.

MAGIC SHOP: By inheritance, gift or whatnot, you gain a magic shop worth 1,000 gp. The tiny structure is worth 500 gp. The contents include 500 gp worth of toolkits, alchemical items, and/or potions and scrolls.

MINOR ARCANA: Select 1 basic craft or magic ability from any class. You learn and can use that ability as if it were listed for your class. You must meet the ability's prerequisites, if any, and the class's

alignment restrictions, if any. You can take this award multiple times. Each time select a different basic craft or magic ability.

RAPID SPELL: Once daily, you may activate any magic ability you know as a move action. Doing so costs +1 vitality.

REACH SPELL: As a move action, you double a magic ability's range. Abilities so improved cost 2x their usual vitality (minimum 1 vitality).

SPELL IMMUNITY: When you take this award, select 1 magic ability. You are immune to the ability's effects. The immunity does not aid others who may also be targeted by the spell. You can take this award multiple times. Each time you select a different spell.

SPELL SCULPTOR: Once daily as a swift action, you may modify 1 of your magic abilities in 1 of 3 ways, as you desire. You may extend the ability's range out to 120 ft, provided its usual range is 10 ft or more. You may double the ability's area, volume or number of targets affected. Or, you may lengthen the ability's duration from several minutes to 1 hour, assuming the ability normally lasts 1 or more minutes. You can take this award multiple times. Each time you gain 1 additional daily use.

MAJOR AWARDS

Arcanists may select from the following intermediate abilities.

ACQUIRE APPRENTICE: You gain an apprentice. The apprentice is the same class as you and must have 1 magic ability, but otherwise has statistics as you and/or the GM desire. The apprentice's level starts at ½ your level. Whenever you gain 2 levels, the apprentice gains a level and will thus always be ½ your level. If you lose the apprentice or treat him badly and cause him to flee, you can attract a replacement apprentice after 1 month. The apprentice costs you 15 gp weekly in upkeep.

CRAFT MAGIC ITEM^C: You can place a magic ability that you or an adjacent ally knows into a reusable item that is worn, held or used such as a staff, wand, glove, robe or puzzle box. The craft cost equals 1,000 gp, 2,500 gp, 10,000 gp, and 25,000 gp for basic, intermediate, advanced, and paragon tier items, respectively. See page 190 for details. The craft time equals 1 day per 1,000 gp. The market price equals 2x the craft cost. The item's user must expend vitality to use abilities that have a vitality cost.

CRAFT MASTERY: Whenever you use a craft ability—that is, an ability with a ^c mark—you have 3 options. You spend 25% less time, or you spend 25% less money, or you spend 10% less time and 10% money, as you desire. A cost reduction does not affect the item's market price.

MAJOR ARCANA: As Minor Arcana except you may select an intermediate craft or magic ability for which you qualify instead.

MANA POOL^M: Once daily as a swift action, you expend 1 vitality so that you and an adjacent ally can pool your vitality for the purpose of your next attack—you both may share the vitality cost equally or in any ratio for which you both agree. You can select this award multiple times. Each time you enjoy 1 additional daily use.

MASTER SPELLSHAPER: This improves Spell Sculptor, such that you can affect the magic of an ally or foe within 30 ft as an immediate action.

RESIST MAGIC: Boost saves by +2 to resist magic abilities.

REVITALIZING MAGIC: Once daily after 1 minute of focus using your implement, you recover 4d6 vitality. Requires Implement Mastery.

SELECTIVE MAGIC: Once daily as a swift action, you can modify 1 magic ability that has an area effect such that it only affects foes even if allies are in the area. You can take this award multiple times. Each time, you gain 1 additional daily use.

STUDENT OF THE WEAWE^M: You can tap into a great, diffuse pool of magical lore. Once daily as a move action, you may expend 1 vitality to maybe access any basic magic ability that you don't know. The chance of success equals 70% + 1% per level. If you succeed, you must immediately use the ability that round and pay its usual vitality cost, if any. If the attempt fails, you may try again the next day.

BELIEVER

You are dedicated to your deity, church, and religion. There is a unique personal bond between you and your god that transcends and even reverses death.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You must worship a deity and have good standing with that deity.

BEST-FITS: Because most characters worship a deity, this theme suits almost everyone. Classes that focus on good versus evil—blackguards, clerics, paladins, necromancers, and warlocks—make excellent believers. Consider taking this path if you wish to play a strongly religious character who enjoys calling upon his god or acting god-like.

ORIGINS

Believers breathe, eat, and dream about their god, who acts as an ideal to strive toward and a motivator for living life. Consider, what is the origin of your faith?

- » You were raised in the faith and never questioned otherwise. Setbacks merely reinforce your faith.
- » A powerful conversion experience brought you to your deity.
- » You bargained with a deity in order to save someone's life, possibly even your own, and in exchange pledged your service.
- » You are following in the footsteps of a powerful cleric, necromancer, paladin, warlock or other mesmerizing figure who inspired you.
- » You suffer a magical compulsion that tricks you into serving. You may or may not be aware of this trick behind your faith.

AFFILIATIONS

Many believers join churches, monasteries or crusades. Congregating with like souls reinforces one's faith. Others, however, act alone as "lights in the darkness". Both devotees and enemies of your deity are likely to seek you out. As you grow in power, another deity may even make you a tempting offer. In fact, you may discover your deity is in fact something else entirely!

PERSONALITY

Believers tend to be fanatical, mystical, and wary. Though their faith is strong, a hidden urge or earthly rewards may lead them astray at any time. When a believer is truly faithful, his deity usually rewards him in the afterlife to be an important right-hand minion. Some believers, mainly those who serve evil deities, are surprised to learn an awful fate awaits them. A few believers are reborn to serve for another lifetime.

MINOR AWARDS

Believers may select from the following basic abilities.

ARDENT VOW: Select a vow such as not speaking, eating, having sex, accepting money, or harming others. On days you keep the vow, you enjoy a +1 bonus on Fortitude, Reflex, and Will.

BONUS FAITH POINTS: At each new level or new year, you gain 2 bonus faith points. See the call-out on page 129 for details.

DETECT BELIEVER: You learn whether an adjacent person's deity matches your deity. Will resists for persons who do not wish to be analyzed. Costs 1 vitality.

DIVINE GIFT: Your deity grants you 1,000 gp worth of mundane and/or magic items to support your service and quests. The gift might come from a religious source or simply appear out of nowhere. You can take this award multiple times. Each time, you gain another 1,000 gp worth of items.

DIVINE PRODIGY: When you attain 3rd level you gain 1 advanced boon listed under your deity rather than the usual abilities for that level (4 basic abilities and 1 racial ability), which you gain at 9th level instead.

DIVINE SUPPLICATION: Once daily, you can utter a brief prayer to your deity as a move action, allowing you to roll 2x for a d20 check that you are about to make. You take the better result of the 2 rolls.

MINOR DIVINE ABILITY: Select 1 basic boon listed under your deity. You learn and can use that boon as you would a basic ability. You must meet any of its prerequisites, as normal. You can take this award multiple times. Each time select a different basic boon listed under your deity.

SMITE: Whenever you spend a move action in combat to speak about your deity, you enjoy a +1 bonus on attacks and +2 damage for the rest of your turn. If a target worships your deity or has your alignment or religion then the smite fails.

RELIGIOUS INSIGHT: Apply a +5 bonus on Religion checks, or +10 once per day.

UNSHAKABLE FAITH: No magical effect can alter your alignment or the alignment of an ally within 15 ft of you.

MAJOR AWARDS

Believers may select from the following intermediate abilities.

APOSTOLIC TITLE: You gain a title in your deity's church and enjoy a +5 bonus on Charisma-based skill checks with individuals who share your alignment, deity, and/or religion. Also, you gain a religious title. If you are good, your title is "Holy". It is "Vile", "Wild" or "Stern" for an evil, chaotic or lawful alignment, respectively. If you are below 10th level, your subtitle is "Brother" if male or "Sister" if female. Otherwise it is "Father" or "Mother". Also, you may show or hide an intangible halo that signifies your standing.

BLOOD-FAITH POWER: You acquire some of your deity's blood within you. Up to 3x during your career, when you qualify to learn a new ability, you may select a boon listed under your deity rather than an ability from your class list. The boon must be of a tier for which you qualify to gain.

DIVINE INSIGHT^M: You gain insight regarding an immediate choice you face such as whether to open a chest or enter a room. You pray to your deity and receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance that you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

FAITHFUL DISCIPLES: You gain a retinue of disciples who act as crusaders, deacons, templars or whatnot. Their number equals ½ your level. They are 2nd-level townies of any profession who share your alignment, deity, and religion, subject to GM approval. Although they admire you, they serve your deity over you. If you lose a disciple or he changes alignment, deity or religion—or when you qualify for an additional disciple—then you can attract a new disciple after 1 month. Each disciple costs you 10 gp weekly in upkeep.

GREAT SMITE: This improves Smite to grant a +2 bonus on the attack roll and deliver +2d6 damage.

MAJOR DIVINE ABILITY: As Minor Divine Ability except you select an intermediate boon listed under your deity instead. The boon acts as an intermediate ability.

MONTHLY TITHE: You gain 25 gp per month from believers' donations and support from your local church. You lose the benefit if you change deities or religions (but not if you change alignment).

RESIST DEATH: Your deity looks out for you, such that you automatically stabilize whenever you suffer wound damage. Moreover, up to once daily, if a single attack would kill you outright, you instead lie unconscious and stable at -1 wounds. When relying on this award, ignore the effects of other abilities such as Dichard.

REVITALIZING FAITH: Once daily after 1 minute of fervent prayer you recover 4d6 vitality. Requires Ardent Vow.

SUPERNATURAL GUARDIAN: You acquire the occasional aid of a supernatural visage of your deity. You can call the visage up to once per week. It arrives immediately and uses a divine ability listed under your deity on your behalf. You decide the ability. The ability's tier must be a tier you can access. If you change deities then you lose the old visage and gain a new one.

COMMANDO

You blend warcraft, electrotech, and magic into a special battle suit that you can improve as you gain experience, eventually becoming a tough fighting machine.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You must own a battle suit (page 178) or select Custom Battle Suit as your first award when taking this theme.

BEST-FITS: All characters rely on mundane or magical abilities, and the commando can blend both. Thus, a mageblade or even a wizard is almost as likely as a fighter to take up this path. Characters who lack armor proficiency should start with Commando Training.

ORIGINS

If you want to bond with and enhance a special battle suit, then this theme is for you. Consider, how did you first acquire a suit?

» You found the suit or gained it from an inheritance. When you tried it on and tested it, the power surge excited you, and you have applied yourself to it ever since.

» After a dream or vision, you began obsessively building your own suit from standard armor and electrotech components, and studied a few bits of magic along the way. Now it is real and yours.

» You are faithfully carrying on a family tradition of commando service. You may have resisted, but the path has grown on you.

» You became a commando in order to effectively defend yourself and/or your loved ones from bullying, monsters or war.

» A mysterious stranger left you his own suit with vague or incomplete instructions about his intentions and your destiny.

AFFILIATIONS

A commando might have learned to fight within a special forces unit or by himself. Now, he likely travels with a small band of fellow heroes. He may have fond memories and good relations with his former allies and war buddies. Or he may be a sole survivor or was expelled. Whatever the situation, a commando is likely to arouse the interest of rulers and other soldiers who envy his prowess. Forming alliances with these folks may be easier than avoiding them.

PERSONALITY

A commando is highly focused in combat. He directs his battle armor, wields a weapon, and possibly uses magic abilities and electrotech gear as well. Moreover, battle armor somewhat limits the senses, requiring his upmost attention. Out of combat, a commando might be quiet, boisterous, mean, friendly or anywhere in between.

MINOR AWARDS

Commandos may select from the following basic abilities.

BIOTRONICS^M: Once daily as a swift action, you draw upon a touched or worn battery to pay the vitality cost of the next ability that you use that round. You can draw a maximum of 2 energy points, each of which grants you 3 vitality. Requires Electrotech. You can take this award more than once. Each time, you gain another daily use.

COMMANDO TRAINING: You are proficient with Light, Medium, and Heavy battle suit armor (page 178). Also, you enjoy a +2 bonus on Athletics, Endurance, and Mechanics checks.

CUSTOM BATTLE SUIT: You acquire a Light battle suit (page 178). It is perfectly custom-fitted to you and can be sold for parts for only 1,000 gp.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

FIREARMS PROFICIENCY: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

RESIST ELECTRICITY: You enjoy +2 DR versus electrical

attacks, or +10 while wearing a battle suit.

SHOCKING GRASP^M: One adjacent foe suffers 1d6 electrical damage per level (max 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on your attack against metal-clad foes. Costs 1 vitality.

TECHNICS EXPERTISE: Boost your Technics checks by +5, or by +10 once per day. Requires Electrotech.

WAR MIND: You are schooled in the art of war. Boost Warcraft checks by +5, or by +10 once daily.

WARTIME INHERITANCE: You gain 1,000 gp worth of gear that may include armor, weapons such as swords and guns, explosives, electrotech, and/or mundane practical gear.

MAJOR AWARDS

Commandos may select from the following intermediate abilities.

ACTION SURGE: Once daily, you gain a bonus standard action in addition to the usual actions for a round. You can use the action to make a mundane or magical attack. You cannot combine this award with other abilities, boons or awards usable once daily.

COMMANDO SKILLS: Apply a +3 bonus on Acrobatics, Athletics, Endurance, Heal, Intimidate, and Warcraft checks.

CRACKLING STRIKE: As a move action, apply +2d6 electrical damage (or, if you wish, 1d2 electrical wound damage) to your next melee or ranged weapon attack that round. Apply a +5 bonus on your attack against metal-clad foes. Requires you know Shocking Grasp. Costs 2 vitality.

CRAFT MAGIC ARMAMENTS^C: You enjoy a +5 bonus on Warcraft checks, or +10 when crafting armor or weapons. Also, you can craft magic armor and weapons as if you possessed the Craft Magic Item ability. See pages 191-195 for rules and examples of magic weapons and suits of armor.

DAZING BATTLE SLAM: When you make a successful slam attack using your battle suit's gauntlets and also expend 1 vitality, the target must resist using Will or be dazed for 1 round in addition to any other effects it normally suffers. Requires Commando Training.

ELECTROTECH GEAR: You gain 2,000 gp worth of electrotech gear. You may pool the amount with your existing funds to purchase an electrotech item exceeding 2,000 gp. You may gain the gear even if you are not in a place where such gear is available, as it's assumed you have been crafting the gear yourself.

OFFENSIVE MANEUVER TRAINING: Select 1 of the following abilities: Bull Rush, Charge, Disarm, Feint, Grapple, Overrun, Sunder or Trip. Whenever you use the selected ability, add +5 to your attack roll. Also add +5 to your save when someone else targets you with the ability. You must already possess the selected ability to benefit. You can take this award more than once. Each time, select a different ability to improve.

RECHARGING TOUCH^M: You emit electrical energy in a skillful way that recharges or even directly motivates (activates and runs) an electrotech device within 15 ft. Once daily, you may build up in yourself a reserve of 3 energy points per level. You may expend the points all at once or release them gradually 1 or more points at a time over the course of the day. You cannot target creatures with this award. Costs 2 vitality.

REVITALIZING SHOCK: Once daily after 1 minute spent subjecting yourself to mild electrical shocks using your battle suit, a battery or other electrotech item, you recover 4d6 vitality. Time spent in combat does not count toward the 1 minute of activity. Requires Shocking Grasp or possession of an electrotech device.

WARBAND POSSE: You gain a set of warriors who admire and support your martial prowess and either guard your property or join you on missions. Their number equals ½ your level. They are 2nd-level townies who share your nationality. Typically they are archers, cavalymen, infantrymen, snipers, stormtroopers, warmages, and so forth. They serve you before their nation. If you lose a warrior—or when you qualify for an additional warrior—then you can attract a new warrior after 1 month. Each warrior costs you 10 gp weekly in upkeep.

DILETTANTE

You are a jack of all trades. You break past traditions and draw on random lore. You sometimes cause trouble and waste time. Happily, luck is on your side.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You must have a nonlawful alignment.

BEST-FITS: There are numerous races, classes, deities, such that choosing between them can be challenging. So why settle? A dilettante is a true multi-class character with a mercurial personality to support such flexibility. Consider taking this path if you wish to play a character who is really flexible and eager to dabble in a bit of everything.

ORIGINS

So you want to be a jack of all trades and master of none. Consider, what is the origin of your flexibility and gift for dabbling?

» You are easily bored and enjoy trying new things.

» You have a rich upbringing. For example, perhaps you were raised in a holy order or monks who guard a doorway to the afterlife. The abilities of the cleric, monk, shaman, and necromancer classes relate to your work.

» You are a natural renaissance man. Various disciplines that seem different or opposing to others seems closely allied or even the same to you.

» You are torn between several conflicting callings or backgrounds and have yet to decide. Shall you banish the undead or destroy them? Root out falsehoods or weave your own illusions? Or complete your quest by relying more on magic or on your trusty sword?

» You are a ne'er-do-well who lacks the discipline to focus on a single path.

AFFILIATIONS

Dilettantes either avoid organizations or lead parallel lives, identifying with multiple groups and holding positions in multiple organizations. These multiple affiliations may be held publicly or in secret. Multiple allegiances may lead to friction and sow doubt amongst allies. The dilettante makes for an excellent spy or double agent due to his wide range of skills, though his loyalties are usually his own.

PERSONALITY

Dilettantes tend to be disruptive, fickle, and rebellious. Their attitudes and devotions shift from level to level, day to day. They may be sour in the morning, jubilant in the afternoon, and reflective in the evening. They approach each day or problem with child-like openness. Often, a dilettante does not believe in single way to be. Either nothing is true or everything is true, or both. When a dilettante make seemingly contradictory statements, he may mean all or none of those at once.

MINOR AWARDS

Dilettantes may select from the following basic abilities.

CROSS-TRAINING: Select a class other than your own. You learn 1 basic ability for which you qualify from that class. You must meet all the ability's prerequisites. Use the class's prime attribute to resolve that ability. You may take this award more than once. Each time, select a basic ability from a different class.

EASY USE: Once daily you may decrease the vitality cost of 1 ability by $\frac{1}{2}$, rounding down. This award does not affect the use of other awards that have a vitality cost.

FIGHT ANOTHER DAY: Boost your speed by +5 ft, or by +10 ft when chased by a foe or withdrawing from combat.

FREE MINDED: Once daily, when you fail to resist an attack using Will, you immediately reroll and take the better of the 2 results.

LUCKY BREAK: Once daily as an immediate action you can apply +1d6 to any d20 roll of your choice. You must apply the bonus before you learn the results of the d20 roll. You can take this award multiple times. Each time, you may use it 1 additional time per day.

MULTICLASSING: Select a class different from your own and add it to your list of multiclass options. You must meet qualifications such as alignment to pursue the class, as usual. See page 39.

SKILL DIVERSITY: Select 3 skills. You enjoy a +3 bonus in each skill. You can take this award multiple times, each time selecting a different set of 3 skills.

VARIABLE ATTACK ROLL: At the start of each day roll 1d6. On a result of 1 or 2, your attack roll remains unchanged for the day—you are not perky or inspired. On a result of 3 or 4, your attack rolls improve by +1 for the day. And on a result of 5 or 6, they improve by +2, reflecting a day of notable perk and tremendous inspiration.

VARIABLE VITALITY: Each day upon waking, your character starts with +1d6 vitality points. A low result indicates you awoke cranky while a high result indicates you awoke relaxed, energetic, and ready to face the day.

VERSATILE ATTRIBUTE BOOST: Select 1 attribute that is not your class's prime attribute. The attribute's score permanently increases by +1.

MAJOR AWARDS

Dilettantes may select from the following intermediate abilities.

ADVANCED CROSS-TRAINING: Select a class other than your own. You learn 1 intermediate ability for which you qualify from that class. Use the class's prime attribute to resolve the ability. You may take this award more than once. Each time, select a different intermediate ability.

BEST FRIEND: You gain a best friend. The friend is a person with whatever statistics as you and/or the GM desire though he always shares your alignment and sex. The friend's level starts at $\frac{1}{2}$ your level. Whenever you gain 2 levels, the friend gains a level and will thus always be $\frac{1}{2}$ your level. The friend joins you in relatively safe activities such as urban exploration. If you lose the friend or treat him badly and cause him to flee, you can attract a replacement friend after 1 month. The friend costs you 15 gp weekly in upkeep.

DABBLER: Once daily, you may select 1 basic ability you don't know for which you qualify of any class. You can use that ability once during the next 24 hours. You must pay normal costs, if any, associated with its use. Each day you must select a different ability (that is, you cannot select the same ability 2 days in a row).

DISTRACTION: Your random behavior easily distracts others. When you spend a move action targeting a creature within 15 ft, the target suffers a -5 penalty on Perception checks until the start of your next turn.

LASTING YOUTH: Ignore all effects of aging, both penalties and benefits, although you still die of old age when your time is up.

MASTER OF DISTRACTION: You distract nonallied creatures within 15 ft if you beat their Will. Affected creatures do not move or attack and suffer a -5 penalty on Perception checks. However, if an attack roll occurs within the area, the effect immediately ends. Otherwise, the effect lasts only as long as you play music, speak, use acrobatics, or otherwise perform as a standard action each round to a maximum of 5 minutes. Costs 1 vitality.

MERCURIAL ALIGNMENT: No magic effect can alter your alignment, and attempts to detect your alignment always fail, either revealing nothing or suggesting wildly contradictory results.

POPULAR HERO: You enjoy a +2 bonus on Charisma-based skill checks with people who share your deity, race, and/or nationality. Also, you may request up to 3 gp worth of free mundane items and services per day from such individuals.

REVITALIZING FUN: Once daily after 1 minute of disruptive random activity, you recover 4d6 vitality. Requires Free Minded.

SUDDEN GENIUS: Once daily you may apply a +20 bonus to any 1 skill check. Costs 5 vitality.

EXPLORER

You are a delver, traveler, and wanderer. Your life is an endless journey. You enjoy new customs, mysterious ruins, strange creatures, and beautiful locales.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You must not be native to your current location. You traveled from your homeland or don't have a homeland.

BEST-FITS: Often, adventurers travel between cities, dungeons or wilderness areas. Even when quests occur in a specific locale, characters may be outsiders with unusual powers that make it hard to fit in. Consider taking this path if you wish to be at home on the road and able to help your fellow party members travel safely.

ORIGINS

You are often on the move and comfortable with different races and cultures. Consider, what is the origin of this nomadic lifestyle?

» You become physically restless and feel ill or lazy when you stay in a single place for too long. Visiting new locales awakens and energizes you.

» You suffer amnesia and don't know your homeland or how you arrived to the earliest location that you recall. You search for clues to your background and the source of your forgetfulness.

» You are on the run from the law and keep moving around in order to avoid discovery.

» Whenever you go, when you stay too long, others get hurt. More than most adventurers, you seem to attract danger.

» You are on a mission, such as a religious pilgrimage to search for a lost individual. The mission requires you travel to many different lands.

AFFILIATIONS

Explorers often join organizations that span geographic regions so they can benefit from membership as they travel. They join explorers guilds, adventuring bands, merchant caravans, and even roving warbands to see and perhaps document people, tastes, sights, and sounds. Explorers resist any organization that requires they stay in place or limit their freedom. Organizations provide a faint sense of home, which an Explorer likely appreciates in small doses. Explorers also tend to maintain alliances with locale peoples they have encountered, from village elders to fair maidens, though some Explorers develop a bad reputation.

PERSONALITY

Explorers tend to be curious, patient with other cultures, and restless to keep moving. They have a knack for fitting in and, when needed, going unnoticed. They know when it is time to leave and view commitments as flexible. Explorers tend to observe, question, and learn about others' ways. Some hope to settle "someday" while others fear doing so. Amongst Explorers, the biggest difference is between those who have a final destination or series of way-points in mind as goals and those who wander randomly for the sheer joy of discovery.

MINOR AWARDS

Explorers may select from the following basic abilities.

ENDURE ELEMENTS: You ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This award is continuously in effect even when you are unconscious.

EXPEDITIOUS PASSAGE^M: For 5 minutes, you increase by +30 ft the speed of a vehicle in which you are in, adjacent to, or on. Multiple applications of this award do not stack, nor does this award cause a motionless vehicle to move or grant any other power over its movement. Requires Piloting. Costs 1 vitality.

EXPLORER'S GEAR: You gain 1,000 gp that you may spend

toward any vehicle, mount, travel clothing, or writ of passage (ticket) on a boat or train usable at any time in the future.

EXPLORER SKILLS: Apply a +2 bonus on Dungeoneering, Endurance, Nature, Perception, and Pilot checks.

LINGUIST: You are fluent in 3 languages of your choice.

PACK MULE: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

PILOTING: Boost Pilot checks by +5, or by +10 once daily.

RESIST ENERGY^M: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or a +2 bonus versus all energy types. Costs 1 vitality.

TERRAIN FOCUS: Select 1 type of mundane terrain such as arctic or jungle in which you have traveled within the past level. You enjoy a +5 bonus on Survival checks in that terrain and you treat difficult spaces in that terrain as normal spaces for the purpose of movement. You can take this award multiple times. Each time you select a different terrain.

TRAP SENSE: You enjoy +5 bonus on Reflex to resist attacks made by traps.

MAJOR AWARDS

Explorers may select from the following intermediate abilities.

FLEET OF FOOT: Boost your land speed by +10 ft.

IGNORE CONDITION: Whenever you suffer a nonmagical condition such as being dazed, fatigued or shaken, you may expend 1 vitality on your turn to ignore the effects of that condition for 2 minutes. If the condition's duration outlasts your resistance then you suffer it for the remainder of its duration. For example, if a spell dazzles you for 1 hour then you ignore 2 minutes and suffer for the remaining 58 minutes. You can only apply this award once daily to ignore a particular condition.

MARKET WISE: You enjoy a 10% reduction on the price of goods and services that you personally buy.

MASTER EXPLORER: Apply a +3 bonus on Dungeoneering, Endurance, Nature, Perception, and Pilot skill checks.

MONSTER LOREKEEPER: You know many creatures' strengths and weaknesses after all your travels. When you make a lore check to learn about a creature that you encounter, apply a +5 bonus on the check regardless of which skill is involved.

PATHFINDER LODGING: You know how to gain free food of average fare and also average, comfortable lodging in any inhabited civilized place you visit. The benefit applies to you plus 1 companion per 4 levels. You are limited to staying up to 3 days at the same place within a 1-month period.

REVITALIZING JAUNT: Once daily after 1 minute of walking in a random direction, you recover 4d6 vitality. Requires Endure Elements.

SUPERNATURAL EXPLORER: When you take this award, select 1 realm of existence such as Olympia, Hell or the Astral Realm. You are familiar with how to safely navigate there. You enjoy a +5 bonus on Diplomacy, Disguise, Perception, and Survival checks while in that realm. See page 240 regarding the various realms of existence. You can take this award multiple times, each time selecting a different realm of existence.

UNREMARKABLE: Outside of combat, you can pass amongst creatures with ease as if you belonged where you are with them. Creatures that are 5 or more levels below you never recognize you as a threat. That is, they notice you but do not approach you or, if you approach them, do not start the interaction in a hostile way. All other creatures and those that observe you in combat respond to you normally.

WAYFINDING: Up to once per day, when you reach a fork in the road or similar choice of paths, you may sort thought random lore and instincts to try to learn which way is best to proceed to your destination. Typically you learn whether to go left, right, straight ahead, up, down, or turn back. The chance of an accurate analysis equals 70% plus 1% per level. If you fail the check you are advised to turn back. Costs 2 vitality.

GUILDSMAN

You immerse yourself in guild life, building a reputation and maneuvering for wealth and influence within a unique organization that tussles among several or perhaps dozens.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You must be a member of a faction (pages 251-255). Alternatively, you can take Lifetime Member as your first award to qualify for this theme.

BEST-FITS: Any character may join a faction and enjoy benefits as he builds his reputation. However, this theme really helps boost a character's reputation and possibly elevates him to become a guildmaster. Consider taking this path if you like economic and political intrigue or running a business.

ORIGINS

Guildsmen are loyal to a faction. They may climb to become a guildmaster. Consider, what is the origin of your dedication?

- » You are an orphan raised by the faction. Its members are like family, and their kindness and aid is all you know.
- » As a youth, you witnessed the faction's successes and wish to join the faction in order to obtain your own honor and glory.
- » The faction is home to someone you deeply admire or love. You joined in order to impress that person and be with her or him.
- » You are secretly against the faction. Either you are truly loyal to a different faction or you seek vengeance as a lone wolf. Either way, you will climb to a position of power in order to destroy the faction from the inside.
- » The faction is a means to escape poverty or powerlessness.

AFFILIATIONS

A guildsman's faction is his life, possibly above his birth family or adventuring comrades. Guildsmen spend hours, coins, and vitality to better their faction and their status within it. Often, they have rivals. Factions nurture a spirit of competition to evoke the best from their members. Factions also send members on quests, which explains why a character might be with an adventuring party for some time.

PERSONALITY

A guildsman is usually practical, ambitious, hardworking, and cynical. He knows that sustaining a strong organization requires courage, patience, and guile. There is much work to be done, such as crafting goods, recruiting new members, and defending against incursions. Sometimes, guildsmen become selfish or disillusioned.

MINOR AWARDS

Guildsmen may select from the following basic abilities.

BRISK BUSINESS: When you apply your skills to earn a living, as described under "Earning a Living" on page 103, your attempts bring 2x the listed earnings.

FACTION BASIC ABILITY: Select 1 class from your faction's list of multiclass options. You learn 1 basic ability of that class for which you qualify. You can take this award multiple times. Each time, select a class and a different basic ability.

FACTION LORE: Apply a +5 bonus on History checks, or +10 to recall facts about people, items, and locations related to your faction.

FACTION TRAINING: Apply a +2 bonus on Craft, History, Insight, Literacy, and Streetwise checks.

GUILDMASTER'S FAVORITE: You gain a guildmaster as a patron (page 277). You and the GM select the guildmaster's location. Once monthly, you may visit him to request 50 gp. The chance the request is honored (the guildmaster is present and willing) equals 70% + 1% per level. The guildmaster will not travel to you. If the check fails, you may try again 1 month later or when you advance to the next level or noble title, whichever comes first. If you harm or insult the guildmaster, the request fails and you must repay all prior

funds in order to restart the relationship.

LEGAL TRAINING: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

LIFETIME MEMBER: You automatically qualify to join a faction (page 251) of your choice, with the lifetime membership paid, and you gain a free faction sigil (see Place Sigil below).

LOYALTY'S ENTICEMENT: Your faction gifts you 1,000 gp worth of mundane and magical gear selected by you and/or the GM, as the GM decides. You can take this award multiple times. Each time you receive 1,000 gp more.

MERCHANT NETWORK: Your faction is linked into a mercantile network. You can trade legal items not found in your local area in 2d4 days when you pay a 10% transaction fee.

MERCHANT SECRETS: You can trade illegal items found in your local area in 1d4 days without effort or danger when you pay a 10% transaction fee.

MAJOR AWARDS

Guildsmen may select from the following intermediate abilities.

BONUS ALLIES: This improves Recruit Allies. Either the faction members travel and fight with you for up to 4 hours, or you recruit townies with total levels equal to your level. Costs 5 vitality.

FAR-WISE MERCHANT: You can trade illegal items not found in your local area in 3d4 days when you pay a 10% transaction fee. Requires both Merchant Network and Merchant Secrets.

FACTION INTERMEDIATE ABILITY: Select 1 class from your faction's list of multiclass options. You learn 1 intermediate ability of that class for which you qualify. You can take this award more than once. Each time, select a class and a different ability.

GUILDMASTER TITLE: You acquire a titled office within your faction. The options include Captain, Defender, Groom, Pageantist, Secretary or Treasurer. A position pays a salary of 25 gp per month. You must be present and working at least 7 days each month or 12 weeks each year, whichever you like. Otherwise you lose the title and salary until you spend at least 1 month fulfilling your duties. While fulfilling duties, you are not adventuring.

GUILDMASTER TRAINING: Apply a +3 bonus on Appraise, Diplomacy, History, Insight, Literacy, and Streetwise checks.

LOYALIST: Select 1 profession listed under your faction. You permanently gain a townie of that profession who acts a loyal henchman who will never reveal your secrets or attack you—even under magical duress—and only improves by becoming an alder when you attain 12th level. Whenever you spend 15 gp weekly for his upkeep, he aids you unquestioningly. You cannot replace him if you lose him.

LOYALTY'S REWARD: Your faction gifts you 2,000 gp worth of mundane and magical gear, selected by you and/or the GM, as the GM decides. You can take this award multiple times. Each time you receive 2,000 gp.

PLACE SIGIL^M: After a 1-minute rite, you place a highly visible sigil of your faction on a person, object or 5-ft space. You can only place a sigil on a person, object or space that lacks other sigils. If you place the sigil on a person, that person can pass freely through spaces marked with that sigil. If you place it on an object or on a space, then persons who lack the sigil suffer 3d6 damage (of an energy type specified by you) when first touching the object or passing through that space, of ½ damage when Will resists. The sigil is permanent (it does not vanish or require a recharge time when activated, though an Erase spell will remove it). A DC 10 Perception check reveals a sigil. The rite costs 250 gp in special materials.

RECRUIT ALLIES: At any time while at your faction's base, you may expend 2 vitality to call upon 1 or more faction members (townies with professions listed under your faction) to freely serve you for 1 hour or a single combat encounter, after which they return to the faction's nearest base. Their total levels cannot exceed ½ your level. Each member costs 1 gp for their work. Each death costs you 500 gp to compensate his family and the faction.

REVITALIZING GREED: Once daily after 1 minute of counting your wealth, you recover 4d6 vitality. Requires Legal Training.

HERETIC

You eschew a particular god in order to summon empowering occult spirits into yourself. A heretic's path is the most magical and dangerous of all themes.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You renounce having a deity, cannot acquire divine boons, and likely accept that your soul will wander the Astral Realm after you die rather than proceeding to a deity's realm.

BEST-FITS: This theme entices characters from all classes who wish to gain divine power without worshipping and pleasing a god. By eschewing a deity, you can access all of them. Thus, life as a heretic cleric or paladin is rough. Consider taking this path if you like selecting a different set of divine abilities every day to suit your needs.

ORIGINS

Heretics have broken with the gods. They are an end and power unto themselves. Consider, what is the origin of your heresy?

- » The gods have cursed and rejected you, driving you to this path.
- » You are angry. You worshiped a deity who betrayed your faithfulness by letting you suffer or letting a loved-one die. Thus, you renounced the gods.
- » You view yourself with high esteem, as beholden to no god. The very idea of worshipping another being insults your ego.
- » You were lured onto this path by a heretic and now you either feel you cannot go back or you find the power to your liking.
- » You were born this way. Maybe your mother bound an occult spirit while she carried you in her womb.

AFFILIATIONS

Heretics—also known as binders, occultists, pactmakers, and osophists—are the bane of religions and believers. Thus, they tend to hide their nature and gather in secret. Some of these secret societies seek to undermine, use or even overthrow religious institutions, while others simply wish to follow their inclinations in peace. Even when a group successfully hides from mortal authorities, gods may strive to actively direct their faithful. Thus, heretics are never safe and often end up traveling on their own.

PERSONALITY

Heretics are often unreliable and sometimes unstable. When a heretic binds an occult spirit into himself, his personality shifts to match the spirit's personality. Unless the heretic sticks with spirits like himself, his personality will vary from day to day, straining relationships and perhaps fracturing his mind. Knowing that his soul does not have a set afterlife is also disconcerting to himself and others.

MINOR AWARDS

Heretics may select from the following basic abilities.

BASIC OCCULT POWER: Select 1 basic ability of 1 deity. You must know the deity's seal and ritual. You now permanently know and can use the selected ability, which cannot be exorcized or otherwise dismissed. Requires Heretical Lore and Seal Minor Pact.

BOOST PACT: When using Seal Minor Pact or Seal Major Pact, you can exchange 1 additional point worth of abilities. You can take this award more than once. Each time you can exchange 1 more point.

FAVORITE SPIRIT: Select 1 deity. You must know its seal and ritual. When using Seal Minor Pact or Seal Major Pact, you bind the deity's spirit as a standard action for 0 gp cost. Also, the Exorcism ability cannot evict the spirit and you enjoy a +1 bonus on attacks using abilities you gain from that spirit. This bonus stacks with Skilled Binder if you have that award.

HERETICAL LORE: Select 3 deities. For each deity, you learn its unique geometric seal and ritual. Each day, you may select 1 of these deities when using Seal Minor Pact or Seal Major Pact. You may take this award more than once. Each time, select 3 additional deities.

OCCULT SAVVY: Boost Arcana and Religion checks by +5.

PARANOIA: Boost Insight, Perception, and Stealth checks by +3.

SEAL MINOR PACTSM: Once daily after a 1-minute ritual costing 1 gp in materials, you bind an occult spirit into yourself for 24 hours. During the ritual, you specify a deity. You must know and draw the deity's geometric seal as part of the ritual. Also, you select up to 5 points worth of class abilities that you know. A basic ability equals 1 point, an intermediate ability equals 2 points, and an advanced ability equals 4 points. You forfeit the selected class abilities in order to gain 5 points worth of divine abilities of your choice from the selected deity. You are limited to abilities up to a tier you can normally access. Resolve use of the divine abilities using your class prime attribute. While bound, you show the spirit's physical sign upon your body, which is noticeable on a successful DC 10 Perception check. Also, your alignment moves 1 step closer to the deity's alignment, a change that is detectable on a successful DC 10 Insight check unless you and the deity already have the same alignment. You cannot dismiss the spirit early unless you have Evict Spirit or are targeted by the Exorcism ability. In fact, when you are not bound to a spirit, you suffer a -1 penalty on all d20 rolls. You start knowing the ritual for 1 deity and can learn more rituals using Heretical Lore. Conducting the ritual costs 1 vitality.

SKILLED BINDER: You enjoy a +1 bonus on attack rolls when using abilities gained from Seal Minor Pact or Seal Major Pact, and you treat your level as +1 higher than normal when using those abilities.

SUPPRESS ALIGNMENT SHIFTSM: You do not suffer an alignment shift when using Seal Minor Pact or Seal Major Pact.

SUPPRESS PHYSICAL SIGNSM: You may show or hide a spirit's physical sign as a swift action when using Seal Minor Pact or Seal Major Pact.

MAJOR AWARDS

Heretics may select from the following intermediate abilities.

AUGMENT PACT: When you use Seal Minor Pact or Seal Major Pact and expend 2 extra vitality, you may select 2 of the following benefits: +1 DR, +1 bonus on attacks, +3 vitality, a +2 bonus on damage rolls, +5 ft speed (+10 ft when wearing no armor) or a +2 bonus on any 1 save (Fortitude, Reflex or Will). The benefits last until the pact ends.

EPHEMERAL POWERSM: Once daily as a move action you may bind 1 magic ability of a deity whose seal and ritual you know. The ability must be of a tier you normally have access to. You can and must immediately use the ability or you lose it. Afterward you are fatigued and lose the ability. Costs 2 vitality.

EVICT SPIRITSM: Once daily as a move action, you may evict a bound spirit from yourself. If you wish, as part of evicting the spirit, you may spend an additional 2 minutes and 10 gp to bind another spirit you know in its place.

HIDE SPIRITSM: Skill checks and abilities that normally reveal the presence of possession or bound spirits fail to detect anything unusual within you. However, Miracle and Wish will reveal a bound spirit.

INTERMEDIATE OCCULT POWER: This works like Basic Occult Power except you select an intermediate ability instead.

RESIST EXORCISM: You enjoy a +2 bonus on Will, or +10 to resist the effects of the Exorcism ability.

REVITALIZING RITE: Once daily after 1 minute of communing with your bound spirit, you recover 4d6 vitality. Requires Paranoia.

SEAL MAJOR PACT: This improves Seal Minor Pact. You exchange up to 10 points worth of abilities up to paragon tier (but still limited to your highest tier) when you spend 10 minutes, 5 gp of materials, and 2 vitality. A paragon ability is worth 8 points.

SHARE POWERSM: One adjacent ally learns and can use 1 basic ability of your bound spirit for 2 minutes. You can still use it. Costs 2 vitality.

VOID ATTACKSM: Once daily as an immediate action while bound to a spirit, you declare that you ignore a single attack before you know whether it hits. Requires Seal Minor Pact and Skilled Binder. Costs 2 vitality.

HUNTER

You track and subdue or slay dangerous magic using creatures, a category that includes most monsters and some spellcasters who harm others or fail to submit to society's authority.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You must be a person and have no more than 3 magic abilities. You may learn more magic later.

BEST-FITS: When magic is key to a world and its inhabitants, it is bound to be abused. Barbarians, inquisitors, mageblades, and rangers make great hunters in light of their talents. Conceivably, a spellcaster such as a cleric, druid or wizard might also take this path, with all its contradictions. Consider taking this path if you wish to track and defeat supernatural creatures, dangerous magic users, and misused magical items and forces.

ORIGINS

Are you sure you want to be a hunter? Your foes are terrible, powerful, and perhaps mad. Consider, how did you take up hunting?

- » Revenge motivates you. Maybe supernatural creatures killed your loved-ones or transformed them into more of their kind.
- » Hunting is a duty to defend your people or a family tradition. You likely started wise to the dangers, pitfalls, and reasons for hunting.
- » You've been blackmailed. A powerful creature holds hostage a loved-one in exchange for your dedication to destroying its rivals.
- » You despise magic users, either because you failed to develop magical abilities or you were humiliated by a magic user.
- » Supernatural creatures are a power source. You search for a particular creature or type of creature, either to offer it as a sacrifice or to cull it to gain key ingredients needed to complete a task.

AFFILIATIONS

A hunter might work on his own, within a trusted fellows, or enjoy membership in a world-spanning guild. Because large numbers attract attention, and because a lone hunter may easily be taken down by a monster or spellcaster, a small and stealthy unit of hunters often works best. Minimally, hunters travel in pairs or in an adventuring party. A hunter is pragmatic and will travel with relatively-benign magic users if doing so helps accomplish a larger goal.

PERSONALITY

Hunters tend to be grim, focused, slightly paranoid, and generally gripped by shadowy emotions. First, their job is killing. Their foes, though monsters, may be sentient and even innocent. Second, hunters necessarily lie low and avoid starting a family because a hunter's presence easily beckons magic users—be they demons, vampires, witches or whatnot. Finally, the potential for nasty magic is everywhere so a hunter rarely gets a good night's sleep.

MINOR AWARDS

Hunters may select from the following basic abilities.

ACTION READY: You enjoy a +5 bonus on Athletics and Perception checks.

ANTI-MAGE: When an adjacent creature uses a magic ability, you gain a single free melee weapon attack against it as an immediate action. Requires you know Hunter's Focus. Costs 1 vitality.

ARCANE ASSASSINATION: Once daily as a move action, the next adjacent target that you hit with a weapon that same round that is under the ongoing effect of magic (baleful or beneficial) suffers +15 damage. Requires you know Anti-Mage or Arcane Bane Blade. Costs 5 vitality.

ARCANE BANE BLADE: As a swift action, your next attack made with a weapon that round counts as magical. Moreover, if you hit and the target has magic abilities or is under the effect of magic, then apply +1d6 damage. Requires you know Hunter's Focus.

ARCANE INQUISITOR: Apply a +3 bonus on Arcana,

Insight, and Streetwise checks.

DELVER: Boost Dungeoneering checks by +5, or by +10 in underground settings.

DETECT MAGIC USER^M: You learn whether 1 creature within 30 ft possesses magic abilities. After you concentrate for a second round on the same creature, you learn how many abilities and of what tier. Finally, after concentrating on the target for a third round, if you beat its Will you learn whether or not it is a person and also the names of its 3 most potent magic abilities. Costs 1 vitality.

HUNTER'S FOCUS: As a move action you concentrate to achieve focus. While you possess focus, you enjoy a +5 bonus on Dungeoneering and Perception checks and a +1 bonus on attack rolls. After making an attack roll, using any magic ability, or using Ignore Spell, the focus ends. The exceptions are Anti-Mage and Counter Spell, which do not end your focus.

SPELL IMMUNITY: When you take this award, select 1 magic ability. You are immune to the ability's effects. The immunity does not aid others who may also be targeted by the spell. You can take this award multiple times. Each time you select a different magic ability.

SPELL TRACKER: Boost Survival checks by +5, or by +10 when tracking creatures experiencing ongoing magic effects, from curses to magical protections.

MAJOR AWARDS

Hunters may select from the following intermediate abilities.

ANTIMAGIC PERIMETER^M: You spend 1 minute drawing a stationary 15-ft line or 5-ft-diameter circle inscribed with runes.

A creature experiencing the effects (baleful or beneficial) of a magic ability or magic item cannot touch or break the perimeter, nor can the creature move under or above it. Moreover, for a creature fully enclosed by the circle, its magic abilities instantly fail with no vitality cost.

Two hunters using this award together can create a double line, nested set of 2 circles, or single 10-ft-diameter circle.

A creature that is entirely free from magic can break the perimeter and end the spell as a move action. Otherwise, the effect lasts for as long as you concentrate as a standard action each round + an additional 1d4 rounds.

Requires Arcane Inquisitor. Each use of this award costs 5 gp in special materials plus 2 vitality.

ANTIMAGIC SMITE: When you successfully strike a foe that has 3+ magic abilities, add +5 to your damage roll. Requires Anti-Mage and Arcane Inquisitor.

COUNTER SPELL^M: As an immediate action, you target 1 person within 30 ft who is activating a magic ability. If you beat his Will, you negate his magic. Requires Arcane Inquisitor. Costs 1 vitality + the countered ability's vitality cost, if any.

DEATH WARD^M: For 2 minutes, you or a touched ally are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for you or 5 vitality for an ally.

DISPELLING STRIKE^M: When you successfully hit a foe with your melee weapon, you dispel 1 randomly-selected magic ability that the foe has in place (such as Mage Armor) if it fails to resist using Will. Costs 2 vitality.

IGNORE SPELL: As an immediate action while enjoying the benefits of Hunter's Focus, you ignore 1 magic attack that targets you. Costs 2 vitality.

NIGHT WATCHER: Boost Intimidate, Perception, Stealth, and Streetwise checks by +4.

REPRESS SPELLCASTING^M: You target a foe within 15 ft with a terrible incantation. If you beat its Reflex, it cannot use any magic abilities for 1d4 rounds if the foe is a person, or for 1 round if it is some other creature type. Costs 2 vitality.

RESIST MAGIC: Boost saves by +2 to resist magic abilities.

REVITALIZING IMAGERY: Once daily after 1 minute of tormenting yourself with terrible images of magic's misuses, whether in your mind's eye, or drawing upon the past or a nearby book, you recover 4d6 vitality. Requires Arcane Inquisitor.

MARTIALIST

You live for the sweat and blood of combat and inevitably rely upon a trusty weapon and keen maneuvers to keep you up until your next adrenaline surge.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You must be proficient with at least 1 weapon group or 3 specific weapons.

BEST-FITS: All characters meet the entry qualifications. Classes such as the barbarian, fighter, gallant, monk, and ranger focus on physical combat. That said, a wizard who is proficient in armor and resists combat maneuvers like grapple and trip is a far safer and more effective in combat than a wizard who jaunts around in robes and can barely wield his own staff. Consider taking this path if you want a hearty front-liner who attacks first and asks questions later.

ORIGINS

So you are ready and eager for combat. Consider, what is the origin of your training and hunger for battle?

» You were raised by a warband and have known only battle all your life.

» The thrill of battle and taste of blood energize you like nothing else. The idea of returning to a settled life sounds boring, if not terrifying.

» You joined an army during wartime to protect your people and continue in this role to ensure a safe and secure future for your family and friends.

» You have a death wish. If you die, so what. And the more people or monsters you take down with you, the better. Perhaps you believe that a glorious, or at least relaxing, afterlife awaits you.

» Fighting is the easiest way for you to earn enough gold to purchase a business, property or item for which you yearn.

AFFILIATIONS

Some martialists function best on their own. Their maneuvers, spells or whatnot require they stand alone. Others prefer to fight in an army, elite guard or mercenary warband. Martialists value places they can drop in to receive healing, ammunition, mounts, potions, and scrolls. Some spellcasting martialists such as artificers and necromancers create minions who act as front-line fodder, scouts or juggernauts, saving the martialist's vitality for key encounters.

PERSONALITY

Martialists tend to be confident, observant, and stoic. Some rely on equipment, training, and patient tactics. They rarely rush into combat without cause and advertise their prowess to avert violence. Others rely on sheer speed, strength, and blood-thirst. They may be rash but they don't miss opportunities. A few balance training and instinct to be martialists of renown. In general, martialists understand that death may come without warning and prefer to live with courage rather than die a thousand cowardly deaths.

MINOR AWARDS

Martialists may select from the following basic abilities.

ARMOR TRAINING: Select 1 grade of armor: Light, Medium or Heavy. You are now proficient in all armors of that grade and can wear and benefit from such armor without penalty. You can take this award multiple times. Each time, select a different grade of armor.

DEFENSIVE MANEUVER TRAINING: When a foe targets you with the Disarm, Feint, Grapple, Sunder or Trip ability, apply a +5 bonus to resist the ability.

ENTER THE FRAY: Apply a +5 ft bonus to your speed, or +10 ft when chasing a foe or moving on the first round of combat.

MARTIAL SKILLS: Apply a +2 bonus on Athletics, Endurance, Heal, Intimidate, and Warcraft checks.

SPECIAL TRAINING: Select 1 of the following skills: Acro-

batics, Athletics, Endurance, Heal, Intimidate, Perception, Stealth, Survival or Warcraft. You enjoy a +5 bonus on that skill, or a +10 bonus once daily.

TROPHY: Select 1 wearable item that you own or 1 tiny trophy that is a preserved piece of a defeated foe such as a finger, tooth, or shrunken head. So long as you wear the item, you enjoy a +1 bonus on saves. You can take this award up to 3x.

TRUSTED WEAPON: Select 1 weapon that you have wielded in combat during the past level. You enjoy a +1 bonus on attack rolls and deliver +2 damage using that weapon.

WAR MIND: You are schooled in the art of war. Boost Warcraft checks by +5, or by +10 once daily.

WARTIME INHERITANCE: You gain 1,000 gp worth of gear that may include armor, weapons such as swords and guns, explosives, electrotech, and/or mundane practical gear.

WEAPONS TRAINING: Select 1 weapon group such as light blades, hammers or firearms. You are proficient with all weapons in that group and can wield them without penalty. You can take this award multiple times. Each time, select a different weapon group.

MAJOR AWARDS

Martialists may select from the following intermediate abilities.

ACTION SURGE: Once daily, you gain a bonus standard action in addition to the usual actions for a round. You can use the action to make a mundane or magical attack. You cannot combine this award with other abilities, boons or awards usable once daily.

ASSESS LEVEL: You target 1 foe within 15 ft as a move action to assess its level. The chance of an accurate assessment equals 70% + 1% per level. If you succeed, you learn the foe's level. Otherwise, the GM rolls d20 and you falsely think its level is the die result.

COMBAT SKILL FOCUS: You enjoy a +2 bonus on skill checks attempted during combat.

DAZING ATTACK: Select 1 ability you know or weapon you use that requires an attack roll against a single foe. The attack is improved. If your attack is successful and you expend 1 vitality, the target must resist using Will or be dazed for 1 round in addition to any other effects it normally suffers.

FIXED MARK: You mark 1 foe within 15 ft. Whenever you attack that foe, you enjoy a +2 bonus on attack rolls, damage rolls, and skill checks directly targeting that foe. You can mark a foe only when the previous mark is captured, dead, or 24 hours have elapsed.

KNIGHT'S MOVE: In lieu of a standard move action, you may move 15 ft and automatically pass through any foes' spaces along the way so long as you arrive in an empty space. You are still limited to your normal forms of movement and barriers still block you as usual.

OFFENSIVE MANEUVER TRAINING: Select 1 of the following abilities: Bull Rush, Charge, Disarm, Feint, Grapple, Overrun, Sunder or Trip. Whenever you use the selected ability, add +5 to your attack roll. Also add +5 to your save when someone else targets you with the ability. You must already possess the selected ability to benefit. You can take this award more than once. Each time, select a different ability to improve.

REINVIGORATE: Whenever you suffer wound damage from a foe in combat, you instantly recover 1 vitality point (subject to your normal maximum). This benefit occurs up to 10x daily.

REVITALIZING BOUT: Once daily after 1 minute of target practice and mock combat, you recover 4d6 vitality. Time spent in combat does not count toward the 1-minute of activity. Requires Martial Skills.

WARBAND POSSE: You gain a set of warriors who admire and support your martial prowess and either guard your property or join you on missions. Their number equals ½ your level. They are 2nd-level townies who share your nationality, subject to GM approval. Typically they are archers, cavalymen, infantrymen, sharpshooters, warmages, and so forth. They serve you before their nation. If you lose a warrior—or when you qualify for an additional warrior—then you can attract a new warrior after 1 month. Each warrior costs you 10 gp weekly in upkeep.

NOBLE

You are a courageous leader destined for high noble titles. You attract followers, rally and direct others with ease, and often act with speed and confidence.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You must have a noble title or a Charisma score of 15+.

BEST-FITS: Any character may be a noble. In theory, nobles of every race or nation honor each others' titles and form a vast network of diplomats, generals, and landlords. A character may select Lesser Title as a race ability to start this path. Consider taking this path if you want to acquire lots of followers, property, and patrons.

ORIGINS

So you want to be a noble leader! Consider, what is the origin of your leadership skills and/or noble title?

- » You hail from a long line of aristocrats.
- » You were born common but easily influence and inspire others.
- » A stranger left you a noble title or modest, useful inheritance.
- » You don't enjoy leading but others follow you whatever you say, and wherever you go. Even nobles assume you are of noble blood.
- » After showing great courage, people view you in a new light. This has given you confidence to improve your station in life.

AFFILIATIONS

Nobles move to the center of any group that will take them, and even when they aren't in charge, they prefer that someone leads. Some nobles work well with others in a triumvirate or council, while others prefer to work alone. Every noble stands in line to a throne and is a potential ruler of his land.

PERSONALITY

Nobles tend to be commanding, confident, and distant. They often speak directly, presuming others are listening and obeying. Some can be abusive, effete or profligate. Mostly, nobles try their best to shepherd everyone while accomplishing their goals. Notable leaders are honorable. They keep their word and act according to their beliefs.

MINOR AWARDS

Nobles may select from the following basic abilities.

ACQUIRE AIDE: You gain a single, young adult townie of the same race, sex, and nationality as you. The aide fulfills noncombat duties and makes attack rolls only if attacked first by a foe. You must be at least 4th level to gain this award. The aide costs 15 gp per month, only works if paid, and is replaced after 3d12 months by a different aide.

BOOST MORALE: As a move action in combat, allies within 60 ft who can see or hear you regain 1 vitality and enjoy a +1 bonus on all dice rolls until the start of your next turn. Costs 1 vitality.

DETECT TITLE: You deduce the noble title of 1 person within 15 ft. The chance of accurate assessment equals 70% + 1% per level.

GIFTED SPEAKER: Boost Diplomacy and Literacy checks by +5.

HONORABLE AURA: Foes in combat within 30 ft cannot delay actions or otherwise change their place in the initiative order.

INHERITANCE: You gain 1,000 gp worth of equipment and/or property, selected by you. Property may be a single property or a share of a property where you can use a room. You can take this award multiple times. Each time you receive 1,000 gp more.

LESSER TITLE: You gain the title of Sir (if male) or Lady (if female) and enjoy +5 bonus on Nobility checks and a monthly stipend of 25 gp. You now have access to a fine house worth 5,000 gp where you may reside for free. You do not own the house. Finally, you may make a Nobility check in lieu of a Diplomacy check to gain temporarily lodging or simple favors from other nobles.

NOBLE BEARING: Boost Nobility checks by +5, or by +10 once daily.

NOBLE PATRON: You gain a Duke as a patron (page 277). You and the GM select the duke's location. Once monthly, you may visit the duke to request 50 gp. The chance the request is honored (the duke is present and willing) equals 70% + 1% per level. The duke will not travel to you. If the check fails, you may try again 1 month later or when you advance to the next level or next noble title, whichever comes first. If you harm or insult the duke, the request fails and you must repay all prior funds in order to restart the relationship.

REFINED: Boost Appraise, Literacy, and Music checks by +3.

MAJOR AWARDS

Nobles may select from the following intermediate abilities.

COHORT: You gain a cohort who looks up to you as a leader. The cohort is a person with whatever statistics as you and/or the GM desire though he always shares your nationality and faction, if relevant. The cohort starts at ½ your level. Whenever you gain 2 levels, the cohort gains a level and will thus always be ½ your level. If you lose the cohort or treat him badly and cause him to flee, then you can attract a replacement cohort after 1 month. The cohort costs you 15 gp weekly in upkeep and only works if paid.

FLATTERING COURTIER: You gain a set of courtiers who act as entertainers, valets, sycophants or whatnot. Their number equals ½ your level. They are 2nd-level townies of any profession who share your nationality, subject to GM approval. Typically they are aristocrats, courtesans, guards, and so forth. They swear loyalty to you and serve you before their faction or nation. If you lose a courtier or he changes faction or nationality—or when you qualify for an additional courtier—you can attract a new courtier after 1 month. Each courtier costs you 10 gp weekly in upkeep.

ENTHRALLING SPEECH: You capture the attention of all persons within 30 ft if you beat their Will. Affected persons do not move or attack and suffer a -5 penalty to Perception checks. However, if an attack roll occurs within the area, the effect immediately ends. Otherwise, the effect lasts as long as you speak as a standard action each round to a maximum of 1 hour. Costs 2 vitality.

GREAT INHERITANCE: You gain 2,000 gp worth of property and/or gear, selected by you and/or the GM, as the GM decides.

GREATER TITLE: Your existing noble title improves by 1 step and grants a new monthly stipend. You must already have a noble title to take this award. Also, you must own the minimum land holdings shown in the table below in order to get the stipend.

Rank	Male Title	Female Title	Monthly Stipend	Required Land Holdings
1	Sir	Lady	25 gp	—
2	Baron	Baroness	100 gp	10,000 gp
3	Count	Countess	250 gp	25,000 gp
4	Marquis	Marchioness	500 gp	50,000 gp
5	Duke	Duchess	1,000 gp	100,000 gp

IMPROVED STIPEND: This improves your noble title such that you gain double the listed monthly stipend.

LEGAL IMMUNITY: You enjoy immunity to interrogation or investigation by persons with no noble title or a title below your own. Also, you are due a trial by individuals of equal or higher title when accused of a crime.

NOBLE POWER: Once daily for 5 minutes you tap the true power of your bloodline. You temporarily gain a +2 bonus on attack rolls and Will, deliver +5 damage per hit, and enjoy +5 vitality. The bonus vitality goes away when this award ends. Requires Lesser Title.

REVITALIZING SPEECH: Once daily after 1 minute of speechifying and self-aggrandizement, you recover 4d6 vitality. Requires Gifted Speaker.

ROYAL COMMISSION: You gain a royal commission, which grants a legal right to perform any action in the name of a specific monarch or nation without fearing legal prosecution. Also, the commission grants you diplomatic immunity in other nations.

PROTECTOR

You take sides: some are foes, others allies, and amongst them is a rival and a blood brother. You also know the places and times that rule mortals' fates.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: Select an allied creature type or race and also an enemy creature type or race. Creature types vary from aberration to undead. If you select a person type then you must select a specific race such as elf or dwarf.

BEST-FITS: Most characters have a homeland, family or culture. Thus, any character might take this theme. Some classes such as blackguard, inquisitor, paladin, and ranger are well-suited to this path. Consider taking this path if you want a struggle of forces and a nasty rival.

ORIGINS

When our people and culture suffer, we may respond protectively and seek to route foes. Consider, what is the origin of your protective animus?

- » Your kin were slain or your hometown destroyed by enemies.
 - » A bitter episode with a specific creature soured you on its kin.
 - » Since childhood you've disliked certain creatures or peoples.
 - » Your people adopted refugees or relatives from another land.
- Out of empathy, you mistrust those who harmed those refugees.
- » You are a double agent who is disgusted with your own kind.

AFFILIATIONS

There are many creatures and races, and with swords and sorcery come deceit and violence. Some creatures, such as demons or orcs, are irredeemably evil and are easy to mark as foes or use as pawns. Other rivalries are more personal, between a pair of individuals, families or clans. Wherever your loyalties lie, you are irrationally devoted and thus surprised and enraged when betrayed.

PERSONALITY

Protectors tend to be concerned, determined, and skeptical. Their struggles tap ancient feuds that may span generations and have toppled nations and slain men far greater than them. Even years of struggle rarely result in victory. Young protectors often start out as enthusiastic. Some come to feel they have little impact and perhaps die with bitterness in their heart, while others pass on a vision of peace and prosperity and take solace in gradual successes across generations.

MINOR AWARDS

Protectors may select from the following basic abilities.

BANE STRIKE: This improves Favored Enemy, such that you gain an additional +1 bonus on attacks and +3 damage against that enemy.

BONUS RACIAL ABILITY: Select 1 racial ability listed under your race. You learn and can use that ability. You can take this award multiple times. Each time select a different ability listed under your race.

CONSTELLATION SIGN: Select 1 constellation sign such as Genie, Tree or Wolf. Whenever you are in a time or space ruled by this sign, you enjoy a +1 bonus on all dice rolls and saves. The signs link to months of the year and creature types as summarized on page 251.

DEFENSIVE TRAINING: Apply a +5 bonus on saves to resist attacks by your enemy creature type or race.

EARTH ANCHOR: Apply a +5 bonus to resist the Bull Rush, Charge, Grapple, and Trip abilities when standing on the ground.

FAVORED ALLY: Select 1 creature type such as aberration, celestial or undead with which you have had peaceful contact during the past level. If you select persons, then you must select a specific race such as human, dwarf or tiefling. Encounters with creatures of

this type or race start off 1 grade friendlier than normal and you enjoy a +2 bonus on Diplomacy checks with such creatures. You cannot select a creature type or race as an ally if you have selected that same type or race as a Favored Enemy.

FAVORED ENEMY: Select 1 creature type such as aberration, celestial or undead. If you select persons, then you select a specific race such as dwarf or elf. You enjoy a +2 bonus on Bluff, Insight, Perception, and Survival checks when using these skills against creatures of the selected type or race. Likewise, you enjoy a +2 bonus on weapon attack and damage rolls against such creatures. You cannot select a creature type or race as an enemy if you have selected that same type or race as a Favored Ally.

MAINTAIN THE FIGHT: Adjacent foes cannot use the full withdrawal action to escape combat.

RACIAL RIVALRY: Select 1 race. With persons of that race, apply a -5 penalty on Diplomacy checks and a +5 bonus on Insight, Intimidate, and Perception checks.

SWORN FOE: Select 1 specific person or creature such as Lord Morbo or the dragon that lives on White Mountain. After a 10-minute ritual, you enjoy a +2 bonus on d20 rolls, damage rolls, and saves against this foe. Once you permanently defeat the foe (subdue or kill it), or after 3 days pass, you can apply this award to a different specific person or creature.

MAJOR AWARDS

Protectors may select from the following intermediate abilities.

BAND OF BROTHERS: You gain a band of defenders who serve the same cause you do. Their number equals ½ your level. They are 2nd-level townies of any profession who share your race or nationality, subject to GM approval. Typically, they are archers, cavalymen, guides, healers, infantrymen, warmages, and so forth. They happily maintain your properties, accompany you on missions against your favored enemy, and use abilities on your behalf. If you lose a defender or he betrays your cause—or when you qualify for an additional defender—you can attract a new defender after 1 month. Each defender costs you 10 gp weekly in upkeep.

BLOOD BROTHER: Select 1 specific person. You enjoy a +2 bonus on d20 rolls, damage rolls, and saves when you are adjacent to each other. If your blood brother dies, you can apply this award to a different specific person.

KARMIC STRIKE[™]: You designate a foe as a swift action. The next time that foe strikes you that round, record the hit point damage dealt. The next time you strike that foe, apply damage as normal or the amount recorded, whichever is more. Costs 2 vitality.

MAJOR CONSTELLATION BONUS: This improves Constellation Sign, such that you apply a +2 bonus on all dice rolls and saves.

MASS-EFFECT MAGIC: Select a magic ability you know that normally targets you or 1 other creature. The ability must be of a tier lower than the highest tier you normally access. For example, if you access intermediate abilities then select a basic ability. You learn the selected ability with modifications. It is treated as 1 tier higher than the ability it is based on. It affects a number of targets up to your prime attribute bonus. Thus, a wizard with a 17 Intelligence affects 3 targets rather than one. Also, you must expend vitality for each target.

REVITALIZING CHANT: Once daily after 1 minute of patriotic or mystical chanting, you recover 4d6 vitality. Requires Maintain the Fight.

SACRIFICIAL DEFENSE: When you forego attacking or moving on your turn, all adjacent allies enjoy a +2 bonus saves and DR for 1 round.

STABILITY: Up to once per round, you ignore any nonmagical ability that attempts to move you or knock you prone such as Bull Rush or Trip.

STAND TALL: You ignore attacks that knock you prone.

UNNATURAL STABILITY[™]: This improves Stability such that no action or effect, whether magical or mundane, can move you from where you stand unless you wish it so. Costs 1 vitality to resist each attempt to move you.

RIDER

You possess a deep affinity with war-horses, drakes, giant bats, giant eagles, griffons, and other mounts. You likely have a special mount and can rally, heal, and even magically augment mounts.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You possess a mount such as a warhorse or drake.

BEST-FITS: Any character benefits from a mount, particularly a mount that flies or offers other forms of movement. The mount can act each round separately from its rider so that a mounted character gains free movement, allowing him to take more actions. Characters in Heavy armor or with ranged attacks, and those with low hit points can really benefit. Also consider taking this path if you like having a mount as a regular companion.

ORIGINS

So you want to be a regal rider! Consider, what is the origin of your affinity with mounts?

- » A mount adopted you. Wherever you went, the drake, warhorse or whatnot followed you until you agreed to act as its rider.
- » As an inheritance, you gained a mount. Perhaps you did not even like the idea at first but warmed up and became attached and accustomed to it.
- » You grew up with horses or other mounts. Perhaps you even raised a particular mount since its birth. Riding now comes naturally to you.
- » You were rescued from danger by a dragon, horse or other mount and now feel a special, protective link to such creatures.
- » You tamed a wild mount to serve you or as a fun challenge. Now you both feel obliged to each other.

AFFILIATIONS

A rider may be a mountie in an elite military unit of royal cavaliers or aerial spellcasters. He might ride with a small posse. Many riders work solo, though they typically view their mount as a trusted comrade, particularly if the mount is a dragon or other sentient creature. Due to their elevation, riders are often treated like nobles and may view themselves as exceptional, especially those on flying mounts.

PERSONALITY

Riders tend to be astute and proud. Some are sensitive to animals and, through that sense, alert to dangerous people and situations. When seated on their mount, they perceive more easily, enjoying a wide view and a strategic perspective. Other riders are prideful. They define themselves as situated above common folk and act accordingly. Finally, a few riders, often called free-riders, are drawn to open spaces and the thrill of exploring, hunting, and racing. The horizon is their home.

MINOR AWARDS

Riders may select from the following basic abilities.

ACQUIRE MOUNT: You gain 1,000 gp usable toward the purchase of a mundane mount and/or barding and feed. Options are listed on page 162 under Animals, and also under Barding, Feed & Stabling. For example, 1,000 gp buys a heavy warhorse with plate barding, a military saddle, and saddlebags, with 75 gp of vouchers remaining for feed (5 cp daily) and stabling (5 sp daily).

BATTLE-MOUNT TRAINING: You know how to get the most out of any mount you ride. Whatever mount you are riding enjoys 1 of the following benefits: +3 vitality, a +1 bonus on attacks, a +2 bonus to 1 defense such as Fortitude, +2 initiative, or +1d6 damage using its natural weapons. Select the benefit when taking this award. Once selected, the benefit cannot change. You can take this award multiple times. Each time select a different benefit.

EXPEDITIOUS MOUNT: As a swift action while mounted, you improve your mount's speed. It enjoys a +30 ft bonus to its land

speed, fly speed or swim speed (as appropriate) for 5 minutes. Costs the mount 1 vitality.

GALLANT RIDER: You appear splendid if not regal on your mount. Whenever you are seated on a mount, you enjoy a +3 bonus on Charisma-based skill checks.

MOUNTED COMBAT: Apply a +5 bonus on Handle Animal checks. Up to once per round while mounted you can negate an attack against you by using your mount as a block on a successful DC 15 Handle Animal check. The mount takes no damage.

MOUNTED LEAP^M: While mounted, you cause your mount to leap outward or upward up to 30 ft as a standard action without a running start or Athletics check. Costs 1 vitality.

REINVIGORATE MOUNT: Once daily, your soothing words and gestures heal an adjacent mount 1d6 vitality.

SKILLED RIDER: Boost Handle Animal checks by +5, or by +10 when dealing with mundane mounts such as horses and riding dogs.

SADDLE HEALER: Boost Heal checks by +5, or by +10 when caring for mounts such as drakes, horses, pegasi, and riding dogs.

SPIRITED CHARGE: When mounted, apply +5 damage with a melee weapon. You must move at least 10 ft just prior to using this ability. Requires Mounted Combat.

MAJOR AWARDS

Riders may select from the following intermediate abilities.

ACQUIRE SPECIAL MOUNT: You gain a dragon, magical beast or warhorse as a mount. Typical options include a drake, giant bat, giant scorpion, griffon, pegasus, royal eagle, or warhorse. An unusual mount such as a crocodile, dispatcher, giant spider or shark is also possible at the GM's discretion, and a quest may be involved to secure such a mount. The mount's level equals ½ your own if it has magic abilities or your level - 2 if it does not. Either way, whenever you gain 2 levels, the mount gains 1 level in a class as allowed under multiclassing in its statistic block. If you lose the mount for any reason or choose to dismiss it, you may gain a new mount of the same level and type or a different type after 1 month and 200 gp in expenses. The mount costs you 15 gp weekly in upkeep.

DANGER SENSE: Your time with your mount has given you extraordinary senses. When you make an initiative check, roll 2x and take the higher of the 2 rolls.

DIMENSION STRIDE^M: You and your mount vanish and reappear up to 30 ft away in an open space of your choice within line of sight. After arriving, you and the mount are dazed for the rest of your turn. You can take gear weighing up to 500 pounds. Costs 5 vitality.

FAITHFUL MOUNT: Whatever mount you are riding enjoys a +5 bonus to resist attacks against Will.

RAPID MOUNT: Whatever mount you are riding enjoys a +10 ft bonus to its land speed, or +5 ft when overloaded.

RIDE-BY ATTACK: While mounted and moving, you may split your mount's movement and apply it before and after you attack. The total distance moved cannot exceed your mount's speed. Requires Mounted Combat.

REVITALIZING RIDE: Once daily after 1 minute of riding your mount outside of combat in an unenclosed area, you recover 4d6 vitality. Alternatively, you both recover 2d6 vitality. Requires Reinvigorate Mount.

RIDING ACROBATICS: You bring out the best in a mount's performance. Whatever mount you are riding enjoys a +5 bonus on Acrobatics and Athletics checks.

SECOND STRIDE: Once daily after 1 minute of rest, the mount you gained through Acquire Mount or Acquire Magical Mount recovers 4d6 vitality. Alternatively, you both recover 2d6 vitality. You do not need to be present for the mount to heal itself, and you do not need to be conscious for the mount to heal you. Requires Reinvigorate Mount.

SPELL-LINKED MOUNT: Whenever you use an ability such as Mage Armor that normally only benefits you or a person, you may instead target a mount to which you are on or adjacent. The vitality cost is unchanged.

ROMANTIC

You seem popular, empathic, and adorable. Wherever you go, people welcome you. And amongst possibilities, a true love and good family await you.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You are married, or able to marry even if you wish to never marry, or were married to someone for whom you pine.

BEST-FITS: Love, like magic and music, is universal, making this path suitable to all characters. This path is fairly not aggressive. Lovers enjoy energy and support, and can win over a foe that is otherwise unbeatable by force. Consider taking this path if you like intrigue, romance, and dialogue.

ORIGINS

So you have a penchant for love. Consider, what is the origin of your intimate style and gift for romance?

- » Since childhood, you have always dreamed of being the romantic adventurer who saves the princess or prince to win the day.
- » You lost someone dear to you and adventure in his name, hoping to reunite in the afterlife or find magic to reverse tragedy.
- » You pine for someone who hates you, doesn't notice you or is otherwise unattainable. All your dalliances and affections are really for this object of affection.
- » You abhor violence and prefer using words to resolve problems.
- » You journey, fight monsters, and gain treasure to find your soulmate, perhaps prophesied about or shown to you in a vivid dream.

AFFILIATIONS

Romantics focus on creating and sustaining bonds between individuals. Contrary to differences of alignment, class, and race, they view love as a force that trumps the mundane, the magical, and even the supernatural. Wherever a romantic character goes, his empathic bonds remain, speaking to him and sustaining him even across great distances. Romantics influence enemies as well as allies. While not paragons of combat or magic, they can sway select foes to become allies through the hidden powers of love.

PERSONALITY

Romantics tend to be empathic, flirtatious, and idealistic. A lover may jump between dalliances, juggle multiple romances at once, and/or marry to raise a family. Sometimes intimacy is for fun and rejuvenation—a lover in every town. Other times, a lover deliberately uses his talents to turn the heart of a ruthless enemy to his cause. The most famous lovers sacrificed themselves for others or overcome even the most powerful magic.

MINOR AWARDS

Romantics may select from the following basic abilities.

COMELY: You are more beautiful or handsome. Perhaps the difference is due to age or experience, or because of the affections you radiate to others. Boost your comeliness by +2.

DAZE PERSON: You have a way of catching people off guard. One person within 30 ft who can hear or see you is dazed for 1 round if you beat his Will. Costs 2 vitality.

DEEP BOND: Select 1 willing adjacent person. From now on, regardless of distance and time, you know the person's general state as normal, distressed, joyous or deceased. This bond is permanent and nonmagical. If the person dies, you may select someone new after 1 year.

EMPATHIC LEARNING: Select 1 basic ability known to the person who shares your Empathic Bond. You now know and can use this ability as if it were on your list of class abilities. You can take this award multiple times. Each time, select another ability from your bonded partner.

FAMILIAL VENGEANCE: Select 1 specific foe that has harmed

or killed 1 or your loved-ones. You enjoy a permanent +2 bonus on all dice rolls and saves involving this creature. If and when you defeat this creature, you may replace it with a different foe provided it too has harmed or killed close kin of yours.

HOME SWEET HOME: You gain a small sparsely furnished dwelling worth up to 1,000 gp. You may use any remaining funds, or funds you already have, to upgrade or furnish the dwelling.

PEOPLE SKILLS: You are adept with people. Apply a +2 bonus on Bluff, Diplomacy, Insight, Nobility, and Streetwise checks.

REVITALIZING ENCOUNTER: Romantics claim that inspired people can transfer energy between each other. Once daily when you have an intimate encounter lasting 1 hour (or longer), you regain 2 vitality and your partner regains 1 vitality.

ROMANTIC: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

SUBDUAL DAMAGE: As an immediate action, an attack you make causes only vitality damage and not wound damage. Either wound damage is treated as vitality damage instead, or the amount of damage is reduced to avoid causing wounds. Costs 1 vitality.

MAJOR AWARDS

Romantics may select from the following intermediate abilities.

ACQUIRE LOVER: You gain a romantic partner as a follower. The lover is the same alignment as you, starts with the paramour townie profession (page 268), and improves in levels as you do to always be ½ your level. The lover has attributes suitable for a character (page 10) and may advance in a class for which he qualifies. The chance your lover happily honors any given request equals 70% + 1% per level. If you lose the lover or treat him badly and cause him to flee, then you can attract a replacement after 1 year. The lover costs you 15 gp weekly in upkeep.

ENEMY TO ALLY: This improves Impossible Love, such that the foe adopts your goals and acts as an ally to you and your cause, and his alignment moves 1 step closer to your own. The effect is not immediate. You must meet the foe on 3 separate days, each occasion lasting 1 hour or more, or you must beat the foe's Will 3x on different days, order to gain the benefit of this award.

ENTERTAINMENT STIPEND: Each week you gain 10 gp (from various sources) that you must spend on entertainment, whether to throw a feast, hire servants, take a romantic ride, buy fine clothing or enjoy fine wine.

FAMILIAL WRATH: This improves Familial Vengeance to grant you a +5 bonus rather than a +2 bonus.

IMPASSIONED RESPONSE: Once daily, when an ally or loved-one who is within line of sight or hearing suffers damage, you are moved to extraordinary action and may apply a +20 bonus to a d20 you roll to aid or avenge the harm within the next 5 minutes.

IMPOSSIBLE LOVE: Select 1 person who is a foe that is within 30 ft and either line of sight or sound. This foe, regardless of his goals and alignment, must resist using Will or fall hopelessly and irrationally in love with you. Apply a +5 bonus on your attack if the foe might have romantic interest in you normally. Your foe attacks you last in combat, if at all, and will seek to capture and/or even heal you rather than kill you.

LOVE TRUMPS ALL: Once daily, when all else fails, you may appeal to the force of love. On your turn, you may reverse and thus ignore the effects of 1 die roll made by you, an ally, or even a foe within 30 ft. This award is a nonmagical ability, though its effects often appear magical. Costs 2 vitality.

REVITALIZING LOVE: Once daily after 1 minute of romance or lovemaking, you recover 4d6 vitality. Requires Romantic.

SACRIFICIAL LEAP: Once daily as an immediate action you can suffer the damage directed to an adjacent ally. You may choose to suffer ½ or all the damage, as you desire. You can take this award multiple times. Each time, you gain 1 additional daily use.

SUPERNATURAL BOND^M: This improves Empathic Bond such that protective magic abilities that affect you now also protect the person with whom you are bonded.

SCIENTIST

You are adept with steamgear and electrotech, and you know scientific principles of nature. You may also mix in some magic to heighten your creations.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You must possess Dexterity 12+ and Intelligence 12+.

BEST-FITS: This path is most suited to the Artificer. However, any character with good hand-eye coordination and quick brains can benefit, including the gunslinger, rogue, sage, and wizard. Alternatively, consider a warlock who imbues steamgear with demonic magic or fashions fiendish traps. Or imagine a fighter who relies on electrotech weapons to blast his opponents.

ORIGINS

So you want to use steamgear and cool electrotech? Consider, what is the origin of your odd interests and touch of genius?

» You have been fascinated from early age, maybe as a toddler.

» You stumbled upon an intriguing item, whether by chance or as a gift from a relative or patron. The item might have been unique or merely rare, but it sparked your imagination to figure it out.

» You were inspired by a brainy tutor or genius mentor who encouraged your passions toward technical studies. Perhaps you even resisted at first or found it challenging before “getting it”.

» You experienced a powerful dream, vision or prophecy of building a powerful eldritch devices that blend magic and technology.

» You become a scientist out of need, to combat a creature, or an invasion of beings, against which magic had little effect.

AFFILIATIONS

Scientists may work alone, as a pair or within a team. Unless they are independently wealthy, they tend to work with or under others. Steam and electrotech rely on costly equipment and rare alchemical materials. They may tolerate much, including evil uses of their gadgets, in order to maintain their laboratories. Although their craft differs from magic, a few spells can be highly useful, and most scientists dream of building some kind of eldritch device that blends magic, steam, and immateria in a single fantastical device.

PERSONALITY

Scientists are often obsessive, perfectionistic, and imaginative. They easily confuse work and play. How they function depends on the nature of their technical genius. Some concentrate best while working by themselves while others enjoy talking with colleagues. Either way, they tend to treat their machines with as much love and attention as a commoner treats his prized horse, or a king his crown.

MINOR AWARDS

Scientists may select from the following basic abilities.

BIOTRONICS^M: Once daily as a swift action, you draw upon a touched or worn battery to pay the vitality cost of the next ability that you use that round. You can draw a maximum of 2 energy points, each of which grants you 3 vitality. Requires Electrotech. You can take this award more than once. Each time, you gain another daily use.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

FIREARMS PROFICIENCY: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

GEARHEAD: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

GRANT: You gain 1,000 gp worth of electrotech and steamgear. You may augment the grant with your own wealth to buy more expensive items. You can take this award multiple times. Each time

you gain an additional 1,000 gp worth of gear.

LABORATORY: By inheritance, gift or whatnot, you gain a scientific laboratory worth 1,000 gp. The basic lab structure is worth 500 gp. The contents include 500 gp worth of toolkits, alchemical items, and/or steamgear and electrotech.

MENDING^M: Your touch repairs minor breaks and tears in an unattended mundane adjacent object up to 5 pounds in weight or 2 square-ft in size, whichever is greater. This award does not affect creatures.

SHOCKING GRASP^M: One adjacent foe suffers 1d6 electrical damage per level (max 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on your attack against metal-clad foes. Costs 1 vitality.

TECHNICAL TRAINING: Boost Craft, Heal, Literacy, Mechanics, and Pilot checks by +2.

TECHNICS EXPERTISE: Boost your Technics checks by +5, or by +10 once per day. Requires Electrotech.

MAJOR AWARDS

Scientists may select from the following intermediate abilities.

BIOTRONIC RECHARGE^M: Once daily, after 1 minute of focus, you extract up to 5 energy points from a touched or worn battery. Each energy point restores 3 vitality to you. Requires Biotronics.

CRAFT ELECTROTECH^C: You can craft electrotech devices, including those described in Chapter 9 (pages 176-189). The cost includes the battery, if any, and all other materials. In general, cost and price are equivalent to magic items of a similar tier. A basic tier effect averages 1,000 gp in cost. Intermediate, advanced, and paragon tier effects cost 2,500 gp, 10,000 gp, and 25,000 gp, respectively. A few simple items are notably cheaper. Costs stack for multiple abilities. Market price equals 2x the cost. The Technics DC equals 5 + an additional 5 points per tier. Add +10 to the DC for nucleonic items. The craft time equals 1 day per 1,000 gp cost, or 4 hours for items under 400 gp. If you fail a skill check, you must spend 2x the craft time and try the checks again.

FLOOD OF INSIGHTS: Once daily after 1 minute of doodling, figuring, and conjecturing, you recover 4d6 vitality. Requires Technical Training.

LAB ASSISTANTS: You gain assistants who aid your projects and experiments. Their number equals ½ your level. They are 2nd-level townies of any relevant profession including alchemist, artisan, magemwright, scribe, sky captain, or technician. Curiosity, with a dash of ego, respect for you, and a competitive edge, motivates them. If you lose an assistant—or when you qualify for an additional assistant—you attract a new assistant after 1 month. Each assistant costs you 10 gp weekly in upkeep.

LIGHTNING BOLTS^M: You inflict 1d6 electrical damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as you desire. Apply ½ damage if Reflex resists. Targets that don't resist are also dazed for 1 round. Costs 2 vitality.

ELECTRO-MEDICANT: Boost Heal, Mechanics, and Technics checks by +5. Requires Electrotech.

PROTECTION FROM ENERGY^M: You or a touched ally enjoy +20 DR against 1 energy type, or a +5 bonus versus all energy types, for 4 hours + 1 hour per level. Costs 2 vitality.

RECHARGING TOUCH^M: You emit electrical energy in a skillful way that recharges or even directly motivates (activates and runs) an electrotech device within 15 ft. Once daily, you may build up in yourself a reserve of 2 energy points per level. You may expend the points all at once or gradually over the day. You cannot target creatures with this award. Costs 2 vitality.

SUMMON FAMILIAR^M: You gain an ergo, homunculus or mechanite as a companion. Its level equals ½ your level (minimum level 2). If you lose it, you may acquire another after 1 month and a 25 gp cost.

TECHNICAL IMMERSION: You are more familiar with many disciplines relevant to the conduct of science. Boost Craft, Heal, Literacy, Mechanics, and Pilot checks by +3.

SPECIALIST

You excel at your profession. You focus to be the best of the best. You tend to be competitive. Your abilities are powerful and you possess the vitality to use them.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You cannot have taken the multiclass option. Moreover, you must have a score of 15+ in your class's prime attribute.

BEST-FITS: Every character has a class, so this theme is suitable for any and all characters. You focus tightly on your class and a handful of favorite abilities. Consider taking this path if you find your class provides everything you need and you would like to really focus on being as good as you can be in your chosen profession.

ORIGINS

If you want to be amazingly potent at a specific activity, this path is for you. Consider, what is the origin of your tight focus?

- » You've trained since childhood, perhaps egged on by the disciplined hand of a parent or teacher.
- » In a past life you were a powerful member of this class and wish to regain your former stature.
- » You are possessed by a ghost or demon, or host an implanted symbiont, that whispers secrets to you, helping you be the best.
- » While your mother was pregnant with you, she was affected by magic that permanently tainted your interest to this class.
- » You are emulating a hero who once saved you and/or family.

AFFILIATIONS

Specialists are far above others of their own profession and cannot abide for long the mediocrity present in schools, guilds or such. They tend to work alone, or they work with others who offer completely different abilities from their own, or they work with a "mini-me", a virtual clone of themselves. Taking a needy apprentice or keeping untalented followers distracts them from their single-minded pursuit of their craft. Woe to any bystanders when specialists of same class meet! Powerful egos occasionally synergize under the right conditions, but more often they clash with intense bouts of competition and acts of one-upmanship.

PERSONALITY

Specialists tend to be competitive, obsessive, and single-minded. They are sure that their way is best. They rely on both innate talent and constant training to be the best, and compete with themselves and others in their profession. Each new accomplishment is but a new lowest-level from which to work upward.

MINOR AWARDS

Specialists may select from the following basic abilities.

ABILITY BOOST: Select 1 ability that you know and have used during the past level. You enjoy a +2 bonus on attack rolls when targeting with that ability or you use the ability as if you were 2 levels higher, as you decide when taking this award. You can take this award multiple times. Each time you select a different ability.

BONUS CLASS ABILITY: Select 1 basic ability listed under your class. You learn and can use that ability.

BONUS PRIME ABILITY: Select 1 basic ability of a class that has the same prime attribute as your own class. You now know this basic ability. For example, a wizard has Intelligence as a prime attribute. He may select a basic ability from the artificer, mageblade, necromancer or sage class, since these classes also have Intelligence as a prime attribute. You must meet the ability's prerequisites, if any, and the class's alignment restrictions, if any.

PEAK MOMENT: Once daily, after expending a move action to focus your mind, resolve during that same round 1 use of an ability as if you were 4 levels higher than normal.

PRIME ATTRIBUTE BOOST: The prime attribute associated

with your class permanently increases by +1. For example, Intelligence is a wizard's prime attribute, so a wizard character improves his Intelligence by +1.

PRODIGY: When you attain 3rd level, you gain 1 advanced class ability rather than the usual 4 basic class abilities for that level, which you gain at 9th level instead. This award does not grant access to advanced tier boons, which you access at 9th level, as usual.

RESERVE POWER: Select 1 ability you know that has a vitality cost. Once daily, you may use the ability at no cost.

SKILL FOCUS: Select 1 skill. You enjoy a +5 bonus when using this skill. Moreover, once daily, you may apply a +10 bonus rather than +5.

STUNNING BLOW: Once daily, you inflict +15 damage on 1 foe as part of an attack that normally delivers hit point damage. Costs 5 vitality.

VITALITY BOOST: Boost your maximum vitality by +3 points.

MAJOR AWARDS

Specialists may select from the following intermediate abilities.

ABILITY MATRIX: When taking this award, select 2 basic abilities you know, though you may not select abilities that give multiple attacks such as Rapid Attack or Rapid Fire, that can be activated as a standard action (or quicker). Once daily, you can use both abilities together as a single standard action but with a -2 penalty on your attack roll, if applicable, for each one.

ACQUIRE MINI-ME: You gain a mini-me as a follower. The mini-me is the same alignment, class, race, and sex as you. The score for his prime attribute is also the same as yours. The mini-me's level starts at ½ your level. Whenever you gain 2 levels, the mini-me gains a level and will thus always be ½ your level. If you lose the mini-me or treat him badly and cause him to flee, then you can attract a replacement mini-me after 1 year. The mini-me costs you 15 gp weekly in upkeep.

FAST ACTION: Once daily when determining initiative, you declare the first ability that you plan to use in combat and then apply a +10 bonus on your initiative check. You then use the declared ability on your first turn no matter what, provided you are conscious and have sufficient vitality when needed.

INGRAINED ACTION: Your abilities are so ingrained within you that you ignore penalties to attack rolls caused by various conditions such as being fatigued or shaken. You still suffer the other usual effects of conditions, and if a condition completely prevents an attack, then you cannot attack.

LORE OF THE CRAFT: Apply a +2 bonus on all skill checks that rely on your class's prime attribute. For example, if you are a Rogue, then you enjoy a +2 bonus on all Dexterity-based skill checks.

PENETRATING POWER: Once daily after expending a move action to focus, apply a +20 bonus on your next attack roll that round. Costs 2 vitality.

PLANFUL STRIKE: At any time you may patiently study a specific foe within 30 ft and line of sight for 3 rounds. Within 2 minutes after studying the foe, apply a +1 bonus on your next attack and +1d6 damage against that foe. If you wait more than 2 minutes to attack, or are interrupted while studying the foe, then you must start over again.

PREPARATORY RETREAT: Once per week you may retreat to your lab, library, arena or similar locale for 1 full day, during which time you refrain from adventuring and cannot use any abilities while you focus all your energy on 1 class ability that you know. When the retreat ends, apply a +1 bonus on attack rolls with that ability for the following week.

RESIST YOUR OWN: You enjoy a +5 bonus on saves to resist abilities of your own class that target you. If you are multiclassed then only apply the bonus to your primary class.

REVITALIZING GENIUS: Once daily after 1 minute of intense thought and resolute focus, you recover 4d6 vitality. Requires Reserve Power.

TRAITOR

You are an infiltrator, scout, spy or double agent. You serve a hidden master against your “allies”, or you are your allies’ best kept secret, or maybe both.

QUALIFICATIONS

Here are key rules to enter and continue in this theme.

ENTRY: You cannot be lawful good, and you must have GM approval to take this theme if you will work against your party.

BEST-FITS: Stealthy classes such as bard, gallant, rogue, and witch gravitate to this theme. Their abilities such as Assassination and Invisible Step are complementary. Magic users such as elementalists, psions, and wizards can also function well, especially when their charade ends. A warrior who acts as a traitor offers a surprise. Least likely, and thus perhaps most effective, are clerics and paladins.

ORIGINS

You rarely if ever appear to be who you really are. Consider, what is the origin of your masquerades and unusual loyalty?

» A dark master or his minion approached you with a dangerous and shocking offer: to journey with others, become their trusted ally, and ultimately betray their cause. You accepted the offer.

» You suffered amnesia a while ago and have turned it to your advantage. You can now easily change your appearance and manner to suit the people around you.

» You play a role in a larger struggle, such as a rebel within a tyrannical empire. You rely on stealth and guile to achieve your great cause, which might be to secure freedom for many.

» A patron holds power over you, perhaps keeping your family and friends as hostages. You journey on his behalf and do as he says in order to keep them safe. If only you could free them.

» You are a double agent, pretending to serve a hidden master while actually working with your allies to end his sneaky plans.

AFFILIATIONS

Traitors have few if any honest affiliations while maintaining numerous false friendships and questionable alliances. A traitor may work for a spy organization on behalf of a patron, be it a king or a deposed noble or vile monster. He may pledge loyalty to a kingdom or cause. Most challenging is his relationship to his fellow adventurers, with whom he will grow fond of, even if he must harm their final cause.

PERSONALITY

Some traitors use their true personality as part of their masks to minimize lies, insincerity and phoniness. They are always who they appear to be, only more so. Other traitors maintain a poker-face and stiff upper lip. They remain steady and calm in harrowing situations, and remain silent and loyal to their cause even under horrid torture.

MINOR AWARDS

Traitors may select from the following basic abilities.

DISGUISE SELF^M: Your surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points. Costs 1 vitality.

FALSE TONGUE: Boost Bluff checks by +5, or by +10 once daily.

FAUX FACE^M: Select 1 race of person other than your own. You enjoy a +20 bonus on Disguise checks for 4 hours + 1 hour per level to appear as a member of that race. You cannot look like anyone but you. Costs 1 vitality.

HIDDEN MASTER: You gain a helpful sentient creature as a patron. You and the GM select the patron and its location. Thereafter, up to once per week, you may visit your patron to request an ability be used on your behalf. The chance that request is honored (the patron is both present and willing) equals 70% + 1% per level. The patron will not travel to you, and you must pay any cost in materials.

MINOR FALSE THEME: Select a minor award from a theme

other than this one. It is part of your facade, or false self. You learn the selected award. You must select the same theme for both this award and Major False Theme.

NEUTRAL AURA^M: You mask your alignment, deity, and religion, such that you register as true neutral, and without a deity or religion. The effect lasts 4 hours + 1 hour per level. Costs 1 vitality.

SECRET LINK^M: You and your patron meet in some way (if even in a dream). Thereafter, regardless of distance, your patron knows your general state as normal, distressed, joyous or deceased. He also knows the distance and direction to your location. Presumably, this allows him to aid you, send a minion to you, or so forth. This bond is permanent. If your patron dies, you may select a different patron after 1 year. Requires Hidden Master.

POISON USE: You never risk accidentally poisoning yourself when applying poison to a weapon (rather than 5% chance), and you may apply poison as a move action (rather than standard action).

SPY TRAINING: Boost Disguise, Perception, and Stealth by +3.

TRAITOR'S REWARD: You gain 1,000 gp to spend as you please. The gold was gained as a reward for some act of betrayal that you have committed, whether recently or in the distant past.

MAJOR AWARDS

Traitors may select from the following intermediate awards.

DREAM COMMUNION: Once daily, you may fall asleep for 6 hours. While asleep, you and your patron meet for 5 minutes in real time (or 1 hour in dream time) as spirits in a dream world in which you are conscious and easily recall events. You can talk and act as you would in waking life, though you use no real resources and suffer no consequences upon waking. Requires Secret Link. Costs 2 vitality.

FALSE PERSONA^M: You cloak your identity to show to others an alignment, deity, and religion different from your own. You enjoy a +10 bonus on Disguise checks while the magic is in play. The effect lasts 4 hours + 1 hour per level. Costs 2 vitality.

IGNORE DISPELLING^M: You ignore the effects of Counter Spell, Dispel Magic, and Globe of Invulnerability for 5 minutes, such that these abilities cannot halt your magical attacks or end ongoing effects in place on your person. Requires Neutral Aura. Costs 2 vitality.

MAJOR FALSE THEME: As Minor False Theme except you gain a major award instead. You must select the same theme for both this award and Minor False Theme.

MISLEADING IMAGE^M: You generate a visual illusionary double of yourself for 5 minutes. It moves in a direction, and with a speed and manner, that you preprogram when activating this award. The image emits only minor sounds, does not speak, and responds as an apparition when touched, though it looks solid. Costs 2 vitality.

NONDETECTION^M: For 1 hour you cannot be targeted by the following abilities: Detect Alignment, Detect Magic, Detect Magic User, Detect Thoughts, Far Sight, Forced Sense Link, Learn True Name, Locate Creature, Probe Thoughts, Scrying, and See Invisibility. These abilities detect nothing about you. This award protects you even when you are unconscious. Requires Neutral Aura. Costs 2 vitality.

SILENT SCOUT: Boost Acrobatics, Athletics, and Stealth checks by +5. Apply an additional +2 bonus on Stealth checks when wearing Light or no armor.

TRAITOROUS COMMUNION^M: This improves Secret Link, such that you and your patron can communicate wordlessly across any distance using a reflective surface such as a mirror, pond, or even a bowl of still water. You cannot see your patron. The cost equals 1 wound point + 2 vitality per 5 minutes, paid by you with a drop of blood and a dollop of vital energy. You pay even if your patron initiates a dialog.

TORRID SCHEMING: Once daily after 1 minute of plotting and scheming, you recover 4d6 vitality. Requires False Tongue.

ULTIMATE BETRAYAL: As a standard action, you deal 3d6 wound damage using a light blade against an adjacent person. You must know the person's full name and place of birth, and he must have accepted a gift or aid from you in the past. You can affect a particular person only once ever using this award. Costs 5 vitality.

CHAPTER 7

Deities

What are your character's morals and ethos? Which deity, if any, does he worship? And what is his reward in the afterlife? In a fantasy setting, these are more than philosophical questions. A deity is a source of strength and guidance in needful times, provided you worship and obey.

ALIGNMENT

A creature's general moral and personal attitudes are represented by 9 categories of alignment. Alignment is a tool for developing your character's identity and a means for a GM to quickly direct a NPC's attitudes and actions. It is not a straitjacket to restrict you. Each alignment represents a broad range of personality types or personal philosophies, so characters of the same alignment can differ from each other. In addition, few people are completely consistent.

GOOD VS. EVIL

Good and evil are a moral dimension of personality.

"Good" implies altruism, respect for life, and a concern for the dignity of sentient beings. Good characters make personal sacrifices to help others.

"Evil" implies hurting, oppressing, and killing others. Some evil creatures simply have no compassion for others and kill without qualms if doing so is convenient. Others actively pursue evil, killing for sport or out of duty to some evil deity or master.

People who are neutral with respect to good and evil have compunctions against killing the innocent but lack the commitment to make sacrifices to protect or help others. Neutral people are committed to others by personal relationships or social withdrawal.

Animals and other creatures incapable of moral action are neutral rather than good or evil. Even deadly vipers and tigers that eat people are neutral because they lack the capacity for morally right or wrong behavior.

LAW VS. CHAOS

Good and evil are an ethical dimension of personality.

"Law" implies honor, trustworthiness, obedience to authority, and reliability. Lawful characters tell the truth, keep their word, respect authority, honor tradition, and judge those who fall short of their duties.

On the downside, lawfulness can include closed-mindedness, reactionary adherence to tradition, judgmentalness, and a lack of adaptability. Those who promote lawfulness say that only lawful behavior creates a society in which people can depend on each other and make the right decisions in full confidence that others will act as they should.

"Chaos" implies freedom, adaptability, and flexibility. Chaotic characters follow their consciences, resent being told what to do, favor new ideas over tradition, and do what they promise if they feel like it.

On the downside, chaos can include recklessness, resentment toward legitimate authority, arbitrary actions, and irresponsibility. Those who promote chaotic behavior say that only unfettered personal freedom allows people to express themselves fully and societies benefit from the potential that its individuals have within them.

Someone who is neutral with respect to law and chaos has a normal respect for authority and feels neither a compulsion to obey nor a compulsion to rebel. He might simply wish to avoid trouble. He is honest but can be tempted into lying or deceiving others.

Animals and other creatures incapable of moral action are neutral. Dogs may be obedient and cats free-spirited, but they do not have the moral capacity to be truly lawful or chaotic.

"Vile Sukumvit subdues his targets with lavish banquets and keen wit before transporting them into the woods where his demons abuse them."

THE NINE ALIGNMENTS

Nine distinct alignments shown in Table 8-1 define all the possible combinations of the lawful–chaotic axis with the good–evil axis. Each alignment description below depicts a typical character of that alignment. Remember that individuals vary from this norm and a given character may act more or less in accord with his alignment from day to day. Use these descriptions as guidelines, not as scripts.

TABLE 8-1: THE NINE ALIGNMENTS

Axis	Law	Neutral	Chaos
Good	Lawful good “Crusade”	Neutral good “Help”	Chaotic good “Rebel”
Neutral	Lawful neutral “Judge”	True neutral “Balance”	Chaotic neutral “Wander”
Evil	Lawful evil “Dominate”	Neutral evil “Insult”	Chaotic evil “Destroy”

The first 6 alignments, lawful good through chaotic neutral, are standard alignments for PCs. The 3 evil alignments are more for monsters and villains. Of the evil alignments, lawful evil is the most cooperative and thus the easiest to include in an adventuring party. Each alignment includes a verb such as “crusade” or “wander” to help inspire and analyze a character’s actions.

Alignment is subtle and driven by intent as behavior. When PCs meet others, they can try to discern alignment using the Insight skill, but that’s about it. A character (and his player) may even be mistaken about his own alignment! Only the GM may know for sure.

LAWFUL GOOD, “WE CRUSADE”: A lawful good character acts as a good person is expected or required to act. He combines a commitment to oppose evil with the discipline to fight relentlessly. He tells the truth, keeps his word, helps those in need, and speaks out against injustice. A lawful good character hates to see the guilty go unpunished.

Lawful good is the best alignment you can be because it combines honor and compassion.

NEUTRAL GOOD, “WE HELP”: A neutral good character does the best that a good person can do. He is devoted to helping others. He works with kings and magistrates but does not feel beholden to them and may skip them if necessary.

Neutral good is the best alignment you can be because it means doing what is good without bias for or against order.

CHAOTIC GOOD, “WE REBEL”: A chaotic good character acts as his conscience directs him with little regard for what others expect of him. He makes his own way, but he’s kind and benevolent. He believes in goodness and right but has little use for laws and regulations. He hates it when people try to intimidate others and tell them what to do. He follows his own moral compass, which, although good, may not agree with that of society.

Chaotic good is the best alignment you can be because it combines a good heart with a free spirit.

LAWFUL NEUTRAL, “WE JUDGE”: A lawful neutral character acts as law, tradition or a personal code directs him. Order and organization are paramount. He may believe in personal order and live by a code or standard, or he may believe in order for all and favor a strong, organized government.

Lawful neutral is the best alignment you can be because it means you are reliable and honorable without being a zealot.

NEUTRAL, “WE BALANCE”: A neutral character does what seems to be a smart idea. He doesn’t feel strongly either way when it comes to good versus evil or law versus chaos. Most neutral characters exhibit a lack of conviction or bias rather than a commitment to neutrality. Such a character thinks of good as better than evil—after all, he would rather have good neighbors and rulers than evil ones.

Still, he’s not personally committed to upholding good in any abstract or universal way and will focus on saving himself over others.

Some neutral characters commit themselves philosophically to neutrality. They see good, evil, law, and chaos as prejudices and dangerous extremes. They advocate the middle way of neutrality as the best, most balanced road in the long run.

Neutral is the best alignment you can be because it means you act naturally, without prejudice or compulsion.

CHAOTIC NEUTRAL, “WE WANDER”: A chaotic neutral character follows his whims. He is an individualist first and last. He values his own liberty but doesn’t strive to protect others’ freedom. He avoids authority, resents restrictions, and challenges traditions. A chaotic neutral character does not intentionally disrupt organizations as part of a campaign of anarchy. To do so, he would have to be motivated either by good (and a desire to liberate others) or evil (and a desire to make those different from himself suffer). A chaotic neutral character may be unpredictable, but his behavior is not totally random. He is not as likely to jump off a bridge as to cross it.

Chaotic neutral is the best alignment you can be because it represents true freedom from both society’s restrictions and a do-gooder’s zeal.

LAWFUL EVIL, “WE DOMINATE”: A lawful evil villain methodically takes what he wants within the limits of his code of conduct without regard for whom it hurts. He cares about tradition, loyalty, and order but not about freedom, dignity or life. He plays by the rules but without mercy or compassion. He is comfortable in a hierarchy and would like to rule, but is willing to serve. He condemns others not according to their actions but according to race, religion, homeland or social rank. He is loath to break laws or promises.

Some lawful evil villains have particular taboos, such as not killing in cold blood (but having underlings do it) or not letting children come to harm (if it can be helped). They imagine that these notions put them above unprincipled villains.

Some lawful evil people and creatures commit themselves to evil with a zeal like that of a crusader committed to good. Beyond being willing to hurt others for their own ends, they take pleasure in spreading evil as an end unto itself. They may also see doing evil as part of a duty to a deity or master.

Lawful evil is sometimes called “diabolical” because devils are the epitome of lawful evil.

Lawful evil is the most dangerous alignment because it represents methodical, intentional, and frequently successful evil.

NEUTRAL EVIL, “WE INSULT”: A neutral evil villain does whatever he can get away with. He is out for himself, pure and simple. He sheds no tears for those he kills, whether for profit, sport or convenience. He has no love of order and holds no illusion that following laws, traditions or codes would make him any better or more noble. On the other hand, he doesn’t have the restless nature or love of conflict that a chaotic evil villain has.

Some neutral evil villains uphold evil as an ideal, committing evil for its own sake. Most often, such villains are devoted to evil deities or secret societies and recruit evil minions.

Neutral evil is the most dangerous alignment because it represents pure evil without honor and without variation.

CHAOTIC EVIL, “WE DESTROY”: A chaotic evil character does whatever his greed, hatred, and lust for destruction drive him to do. He is hot-tempered, vicious, arbitrarily violent, and unpredictable. If he is simply out for whatever he can get, he is ruthless and brutal. If he is committed to the spread of evil and chaos, he is even worse. Thankfully, his plans are usually haphazard, and any groups he joins or forms are poorly organized. Typically, chaotic evil people can be made to work together only by force, and their leader lasts only as long as he can thwart attempts to topple or assassinate him.

Chaotic evil is sometimes called “demonic” because demons are the epitome of chaotic evil.

Chaotic evil is the most dangerous alignment because it represents the destruction not only of beauty and life but also of the order on which beauty and life depend.

THE MULTIVERSE

Here is a brief overview of the multiverse.

IN THE BEGINNING

Before time began there were 3 beings: the Creator, the Void, and Chaos. These beings coexisted for many eons.

The Creator was lonely, and wished to tame Chaos to his side. At that time, she was a chaotic lifeless jumble of elements like air, earth, fire, metal, water, and wood. The Creator seduced Chaos and planted seeds in her. His seeds were souls. Happily, the seeds sprouted to become the many gods, as suiting the elements they landed in. The seed for Mithraïs landed in fiery metals, while the seed for Beyos landed in deep water, and so on. As the seeds grew, the gods formed their own bodies and souls, hearts and minds within the great womb that we now call the multiverse.

Gods sired by the Creator include Absolom, Beyos, Esmariah, Iris, Maiya, Mithraïs, Palendine, Solari, Stolgar, Tanish, and Ymuri.

Like their father, the gods laid plans. They shaped the elements. Around each, a realm began to form. Solari, the Sun King, was a steady voice and the Creator's favorite child. He illuminated all the other gods' fine work. The Creator was pleased and took a rest.

THE REBELLION

The Void was jealous of the Creator. He saw how much the Creator loved Chaos, whom he now called his bride, Nature. The Void came stealthily to Chaos and whispered his demand, "It is my turn now."

Chaos rebuked his advances, telling him, "You have nothing to offer me."

The Void was enraged. So while the Creator slept, the Void forced himself upon Nature and planted seeds of death, decay, and evil. These seeds sprouted to become the evil gods, including Tiamat, the Mother of Demons.

Gods sired by the Void include Asmodius, Corvis, Greenwyrn, Lilith, Maurob, Nefriti, Phane, Rorax, Thulzuur, Tiamat, and Voktra.

Tiamat noticed that she and her siblings were young and lacked power. She told her siblings, "Look, the other gods have already made realms that are populated with little imitations of themselves!" So Tiamat started a battle with the Creator's progeny. Nature cried in pain as the gods warred within her.

Hearing her cries, the Creator awoke and saw what had happened. He rebuked the Void. The pair began to fight. It is now, while they keep fighting, that gods and mortals contemplate the multiverse.

THREE RULES FOR PEACE AMONGST GODS

Nature demanded the warring gods quiet themselves. They all met in the Astral Realm, which is neutral ground between all the gods' homes. After much shouting, they agreed to 3 rules.

First, each god would keep to his or her own realm, with jaunts allowed.

Second, the Astral Realm would be neutral ground where force is banned.

Finally, mortals would live in a new place, a Mortal Realm, which was made and cared for by Nature, and the gods could not visit her there except 1 at a time by permission. Also, when mortals died, their souls would travel to the different realms, for they were free to worship any god made by either the Creator or the Void.

The gods agreed to these 3 rules, even Thulzuur, who grumbled. The gods and their armies retreated to their homes. Each god shaped his home into a great realm, whether brilliant or terrible, and fashioned more creatures to populate it. But none of their creatures was like a mortal soul.

THE MORTAL REALM

Mortals reside in the Mortal Realm. Their souls form from plasm, the dream-like element that floats in the Astral Realm. These souls are born into bodies that grow and decay, show goodness and evil, and prosper in both light and darkness. Mortals can make more of each

other and kill each other, as they choose. When their bodies die, their souls briefly revisit the Astral Realm as they travel to a final destination.

The gods may visit the Mortal Realm but only rarely and 1 at a time. Thus, each god started a church to nurture believers, to provide souls to the afterlife. Through churches, and by secret meetings, the gods taught mortals boat-building, law-giving, metalworking, warfare, and many other fruits of civilization.

The greatest of all gifts has been magic. At first, magic was basic, but in time mortals became vessels for terrible spells in the gods' names. Some mortals were like little gods. When there was the right alignment of stars, they could even conjure the gods' emissaries, be they angels or demons, constructs or fey. Some gods even took mortal spouses to produce great heroes.

Then mortals began to teach themselves magic! First, they learned how to remain conscious while dreaming. Dreaming is when a mortal revisits his birthplace in the Astral Realm while asleep each night. Then mortals realized that magic involved manipulating raw astral energy, called mana, to match their dreams. Finally, they experimented and figured out incantations and sigils needed to make their dreams real in the blink of an eye.

Nature was surprised and worried by mortal magic. The gods too were vexed. None imagined this. After consulting with the gods, Nature separated mortals into parallel worlds: the Mundane and the Magical. There would be a few portals between these worlds, but otherwise they were strictly separate.

IN THE MUNDANE WORLD

The mundane world is off-limits to gods and their emissaries. It began as a simple, peaceful place and many mortals went there. At first, they had to rely on sweat, tears, and blood to build shelters, grow crops, and fashion tools. In time, memories of the old world and its gods and monsters turned into legends, and mortals focused on easing their hard lives. They tinkered. To Nature's surprise yet again, they figured out steamgear and medicinals, and now some build elaborate machines and prosperous cities both wide and tall. Sometimes they continue to act in the names of gods, but because the gods cannot grant them magic, their faith is tenuous.

IN THE MAGICAL WORLD

Meanwhile, the magical world is the home of mortals with magic. Since the start, it has been a dangerous and varied place with many possibilities because magic is like dreams. These mortals usually dedicate themselves to gods because divinely-gifted magic is everywhere. Like their brothers in the mundane world, they have built prosperous cities. They have deepened their use of magic, surprising the gods yet again by learning how to escape the Mortal Realm to travel the Astral Realm and even visit the gods.

ETERNAL STRUGGLE?

Altogether there are 24 realms: the Astral Realm, the Mortal Realm, and 22 more for each of the gods. Each realm has its own smaller lands, and magic or astral portals afford travel between them. Mortal souls remain the prize for which gods scheme and feud. At death, all mortal souls travel to 1 of the gods' realms, each a new reality that matches his or her ethos and morals. Nature hopes that someday, when the Creator and Void are done fighting, she will share all the mortals' souls with them as a peace offering.

GODS IN YOUR CAMPAIGN WORLD

Ask your GM which deities are available for you to select from. The deities presented here are generic and suitable for many campaign settings. However, your GM may wish to limit, expand, or modify the options, or do away with deities altogether. An easy way to adapt these deities is to "change their clothes". Give them setting-appropriate names, churches, and rituals. Perhaps to your characters, Solari is called Petora, a huge golden ram goddess, and her rites focus on burnt offerings. The abilities she grants are otherwise like Solari's abilities.

DEITIES

Deities are real. A deity may send an avatar to advise followers or smite foes. Often, deities grant magic, especially to fervent heroes who quest in their name. Thus, your choice of deity is important.

Table 8-2 lists a pantheon. The rules assume you focus on 1 deity to worship and placate. When a character dies, a character goes to his deity's realm as a final destination in the afterlife. Faithless souls go to the realm of the deity that best fits their behavior and interests in life. Sometimes, several deities fight or wager over a powerful soul.

TABLE 8-2: SUMMARY OF DEITIES

Deity Name	Alignment	Domains
Absolom, Avatar in Chains	Neutral good	Food, freedom, good, insight, and pacts
Asmodius, Cambist of Secrets	Lawful evil	Evil, fire, magic, rulership, and trickery
Beyos, Father of the Sea	True neutral	Punishment, stars, travel, water, and warfare
Corvis, The Eternal Reveler	Chaotic neutral	Charm, illusion, music, traps, and trickery
Esmariah, Our Lady of Respite	Neutral good	Good, healing, protection, redemption, and respite
Greenwurm, The Farwatcher	True neutral	Balance, health, plants, protection, and wisdom
Iris, The Sky Maiden	Chaotic good	Air, beauty, combat, protection, and weather
Lilith, Princess in Pain	Neutral evil	Death, poison, revenge, sex, and vermin
Maiya, Font of Magic	True neutral	Antimagic, disruption, language, magic, and protection
Maurob, The Dream Beast	Chaotic neutral	Dreams, envy, greed, madness, and possession
Mithrais, Ironwright of Ages	Lawful neutral	Creation, earth, fire, law, and metal
Nefriti, Mistress of Veils	Neutral evil	Death, judgement, macabre art, protection, and undead.
Palendine Platinum Protector	Lawful good	Combat, fate, honor, resilience, and sacrifice
Phane, Lord of Arms	Lawful evil	Domination, evil, fear, strength, and war
Rorax Merchant of Nonesuch	Neutral evil	Creation, games, trade, travel, and wealth
Solari, The Sun King	Lawful good	Good, knowledge, law, nobility, and sun
Stolgar, Frostbrand Warrior	Neutral good	Community, honor, strength, war, and winter
Tanish, Twilight's Prince	Chaotic good	Freedom, hunting, love, moon, and youth
Thulzuur The Devouring Dust	Chaotic evil	Desert, destruction, fear, hunting, and revenge
Tiamat Mother of Demons	Chaotic evil	Chaos, destruction, evil, monsters, and water.
Voktra, Matron of Crossroads	True neutral	Balance, fate, knowledge, magic, and travel
Ymuri The Mind's Eye	Lawful neutral	Divination, karma, law, mind, and sanity.

KEY TERMS

Here are key terms to know regarding your character's class.

NAME AND TITLE: The deity's name and title as referred to by a majority of followers. A deity may have less common names, some of which may be kept secret or used as epitaphs or branded as heretical.

ALIGNMENT: The deity's alignment. Priests and followers,

including characters, should be within 1 step of the deity's alignment unless they are heretics or spies. Members who do not conform are usually expelled or take pains to withhold (or disguise) their unpopular views and actions.

DOMAINS: The deity's most prominent themes such as love, war, harvest, magic, and so forth.

SYMBOL: Common representations of the deity. A symbol's presence in public places often indicates widespread acceptance. An "underground" church may rely on alternate symbols to direct faithful to hidden locales.

REALM: The place such as Celestia or Abyss in which the deity and his or her servants call home. This information is general. When traveling to this realm, consider the effects of Alternate Realms as described in the *RADIANCE RPG LEADERS GUIDE*.

WEAPON: The deity's favored weapon such as a greatsword or trident. The weapon's group, such as heavy blades for greatswords, is listed in parenthesis. Clerics and dedicated believers often use a deity's favored weapon.

MISSION: The primary goal or benefit to followers as often stated by evangelists of the deity. Evil deities offer benefits too!

ORGANIZATION: The structure of the deity's main church. Some churches are highly organized with consistent, detailed dogmas. Others are ad-hoc and sustained by beliefs, charismatic figures, and serendipitous events.

RITEs: The most common rites. A deity's followers are strongly encouraged to engage in the listed rites. A deity appreciates that his adventuring followers may be too busy to attend all (or even most) rites, and expects these adventurers to offer sacrifice, adoration, or penance when they can.

SERVICE: This section lists activities. The list helps characters keep their deity's favor. The GM may tabulate how many activities a character performs.

A character has "high" standing if he is within 1 step of his deity's alignment, performs some activities, regularly tithes 10% of his income, and promotes the deity's interests. Such characters are rewarded in the afterlife and may be transformed into divine servants.

In contrast, a character has "low" standing if he is 2 or more steps away from his deity's alignment, fails to perform the listed activities, and/or harms any of the deity's shrines, relics or representatives. Such characters will receive torment at their deity's hand.

BOONS: Deities offer abilities that believers can access using faith points. Certain characters may also permanently learn boons.

FAITH POINTS

Upon attaining a new level or starting a new year (in game time), you acquire faith points equal to ½ your level (round up). Any unused points from the prior level or year are lost. You spend faith points as a swift action in the form of a verbal or silent request to your deity.

You can spend 1 faith point to use a basic boon listed under your deity. You can spend 2, 4 or 8 faith points to use intermediate, advanced, and paragon boons, respectively, assuming you normally have access to those tiers. After spending points, you must expend time and vitality as usual to actually use the boon. Boons with continuous or permanent benefits such as skill boosts take effect instantly and last 1 hour if no timeframe is given. If a boon has an instant or limited duration, you can use it once, and you must utilize it within 1 round (or within 24 hours if it is an immediate action) or it is gone. Two adjacent characters who worship the same deity may pool their faith points as a swift action.

When using a boon, use the character's class attack roll and prime attribute even when doing so fails to make sense (the boons are divinely granted and powered by the deity).

To use boons, you must be in good standing with your deity. Generally, this means you are within 1 step of your deity's alignment and you bring honor to your deity's name, believers, and church by striving toward the deity's service requirements.

Some abilities, locations, and creatures grant bonus faith points that add to your current total points, and go away as you level up.

ABSOLOM

AVATAR IN CHAINS

Absolom is a patron of freely chosen allegiances and faithful bonds as well as a herald of freedom from physical and spiritual chains that tend to draw mortals to evil and suffering.

DEITY DETAILS

Absolom and his church have the following statistics.

ALIGNMENT: Neutral good.

DOMAINS: Food, freedom, good, insight, pacts.

SYMBOL: A bloody king hung from a tree in chains, or a man held aloft by a crowd, or an intertwining pair of golden chains.

REALM: Shahdol. A picturesque, ever-refreshing land of plenty where the faithful live cooperatively in peace and joy as they longed for in life.

WEAPON: Barbed whip (chains group).

MISSION: Promote goodness by revealing the results of evil.

ORGANIZATION: Loosely hierarchical. Those who demonstrate the most fervor through good works and wise advice tend to rise above others.

RITES: Monthly dawn-to-dusk rites that walk believers through the trials and awakenings that Absolom endured each time he was born into the Mortal Realm to foster redemption as a person, whether as a commoner, noble or slave.

SERVICE: 1) Think before giving your word, and keep your word unless doing so will cause harm. 2) Assist people to renounce or sever involuntary bonds, such as slavery or aristocratic onus. 3) Encourage people to enter into alliances and bonds after careful thinking and knowledge, and by their free will. 4) Seek to balance law and freedom in mortal affairs.

BASIC BOONS

Followers may select the following basic abilities as boons.

AIR WALK^M: For 5 minutes, you tread just above a permeable surface (including water, snow, ice, and sand dunes) as if it were solid dry land. If you activate this ability underwater, you move to the surface at 4x your normal land speed. Costs 1 vitality.

AUSPICE: Boost Endurance, History, and Religion checks by +3.

BAPTISM^M: After a 10-minute ritual, 1 adjacent willing person is marked with an invisible seal such that its soul is destined at death to proceed to the realm of a good deity of your choice regardless of its alignment. A person can benefit only once ever, and magical compulsion of any kind does not count as making a creature willing. Miracle or Wish ends the effect. Costs 1 vitality.

DETECT STANDING^M: You learn the standing (poor/good) of a willing adjacent creature with respect to its deity. The deity is not revealed, only the target's standing. Costs 1 vitality.

LASTING BOND^M: After a 10-minute ritual, 2 adjacent willing persons enjoy a permanent bond. Whenever the pair are adjacent to each other, they enjoy a +2 bonus on saves. When they are within 30 ft of each other, they enjoy a +1 bonus. A person is limited to 1 lasting bond at a time. If a target is already bonded, the magic fails. The bond ends when either person dies. Costs 1 vitality.

LEARN AFTERLIFE^M: You specify a deceased person by his full name as part of a 5-minute ritual. If you do not know the full name, you must hold a personal item that belonged to him. When the ritual is done, you learn with which deity and in which realm the person's soul resides. Costs 1 vitality.

PARABLIST OF ABSOLOM: Boost your Literacy and Religion checks by +3, or by +10 for stories about deities.

SHATTERING WORD: An adjacent set of chains, prison bars or such—up to 5-square-ft in area—are immediately loosened or bent such that the restrained can go free. Requires you are able to speak. Costs 1 vitality.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

BLOODLINE HISTORIAN: You enjoy a +5 bonus on History and Nobility checks, or +10 on such checks regarding the life of specific (named) persons.

CREATE FOOD AND WATER^M: You conjure simple nutritious food and water to satisfy 3 persons or 1 mount. Costs 2 vitality.

CURE AILMENT^M: You remove an ailment from yourself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as lycanthropy. Costs 2 vitality.

DISCERNMENT: You learn about 1d6 good works and/or sinful acts that an adjacent person has performed if you beat its Will. The chance of accuracy is 70% + 1% per level. The GM selects what you learn. You can use this ability only once ever on a particular person. Costs 2 vitality.

EMPATHIC BOND^M: This improves Lasting Bond, such that the couple enjoys a +5 bonus on saves when adjacent to each other, or +2 when within 30 ft. Moreover, the pair enjoy an empathic link that works out to any distance, such that each knows the general mood and status of the other. This is a marriage or blood bond between family or close friends. Costs 25 gp and 2 vitality.

HOLY CELEBRATION^M: After a 1-hour ritual, all nonevil persons within 30 ft who participate in the ritual enjoy a +2 bonus on saves to resist attacks by evil creatures for 24 hours. A person can benefit once daily. Costs 2 vitality.

RITE OF CONFIRMATION^M: After a 10-minute ritual, 1 adjacent willing nonevil person is permanently marked with an invisible holy seal. Thereafter, it must resist Will against its own attack roll to commit an evil act, whether by choice or mental influence of others. Costs 2 vitality. Remove Curse or Wish ends the effect.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

EXORCISM^M: You target 1 fiend, undead or possessed creature within 15 ft. If you beat its Will, it is destroyed (if undead), banished to its home realm (if a fiend) or freed from possession. Costs 5 vitality.

FREE THE SPIRIT: An adjacent creature is instantly released from any magic that beat its Will and still affects it. Costs 5 vitality.

HIGH CELEBRATION^M: This improves Holy Celebration to affect eligible persons within 120 ft. Costs 5 vitality.

HOLY BLOOD^M: Once daily you heal all wound damage. You may activate the ability even if you are unconscious but alive.

PENANCE^M: An adjacent willing person is compelled for up to 1 day per level to conduct a simple 1-hour act of penance each day. After the term of service, its alignment moves 1 step closer to neutral good if it fails to resist using Will. Costs 5 vitality.

SACRED SERMON: Once daily apply a +10 bonus on Diplomacy, Insight, Literacy, and Religion checks for 5 minutes.

SUFFERING: Up to 4x daily as an immediate action, when you suffer wound damage, you recover 1d6 vitality points.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

FEED THE MASSES^M: This improves Create Food and Water to feed and hydrate 100 persons or 30 mounts. Costs 10 vitality.

FREE MOVEMENT^M: As an immediate action, you ignore any and all effects that impede your movement for 2 minutes. For example, you ignore abilities like Grapple and Slow, and you move and attack normally underwater, even with slashing weapons. Costs 10 vitality.

MASS PENANCE^M: This improves Penance to affect you and up to 1 willing person per level within 30 ft. Costs you 5 vitality and also costs each target 2 vitality.

ASMODIUS

CAMBIST OF SECRETS

Asmodius is the infernal emperor of Hell, keeper of terrible secrets and purveyor of enticing lies. He is a font of fire, magic, mental probing, invisible forces, and powerful runes.



DEITY DETAILS

Asmodius and his church have the following statistics.

ALIGNMENT: Lawful evil.

DOMAINS: Evil, fire, magic, rulership, and trickery.

SYMBOL: A red pentagram, a flaming mace, or a red-skinned satyr in black and gold finery.

REALM: Gehenna. A fiery prison camp where the damned are worked for eternity, their souls enslaved to devils.

WEAPON: Mace (hammers group).

MISSION: Promote the strong through guile and magic.

ORGANIZATION: Hierarchical. Asmodius's church is large, efficiently organized and officious with deference to legal precision regarding dogma and protocol. Those who show ruthless application of merit are promoted over lesser peers. Intelligence, wealth, beauty and magic are prized.

RITES: Weekly nighttime meetings within grand, ornate churches of black, red, and gold. Special events include torture and sacrifice of criminals, the summoning of devils, ordainments to higher rank, and officially sanctioned duels, whether by sword, magic or both.

SERVICE: 1) Bring criminals to swift justice. 2) Punish weakness and reward competence. 3) Evangelize in Asmodius's name. 4) Gather good souls and hand them over for sacrifice by the church.

BASIC BOONS

Followers may select the following basic abilities as boons.

ARCANE TRAINING: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Infernal.

AUSPICE: Boost Arcana, Bluff, and Literacy checks by +3.

BURNING HANDS^M: All creatures within a 15-ft cone suffer 1d4 fire damage per level (max 5d4) or ½ damage when they resist using Reflex. Costs 1 vitality.

CONCEAL THOUGHTS^M: You are immune to the Detect Thoughts and Modify Memory abilities.

DECEPTIVE: Boost Bluff, Disguise, and Trick checks by +3.

MACE PROFICIENCY: You are proficient with the mace and enjoy a +1 bonus on attack and damage rolls using a mace.

RESIST FIRE^M: You or a touched ally enjoy +10 DR against fire for 1 hour. Costs 1 vitality.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

BREED DEVIL^C: Your offspring are devils that gestate in a mere 9 days. A devil offspring has a level no greater than your own. Birth inflicts 2d6 wound damage on the mother. The devil is a full adult in 9 days. You enjoy a +5 bonus on Bluff checks with it but have no other special influence.

OVERSIZED MACE MASTERY^M: You enjoy supernatural strength when grasping a mace, such that you can wield a mace 1 size larger than normal for you without suffering a penalty. You must be proficient with maces to use this ability.

SOUL SACRIFICE^M: You sacrifice a sentient living good creature in order to gain Asmodius's favor. The sacrifice's level must equal or exceed your own. In the event you die, you become an independent devil of equal level. The contract lasts 1 year. Wish or Miracle negate the contract.

SUMMON FAMILIAR^M: You gain an imp as a permanent companion. Its level equals ½ your own. If you lose it, you may acquire another after 1 month and a 25 gp cost. You must be evil to use this ability.

TORTURE^M: Once daily, after 1 hour with a grappled creature, it suffers 6d6 pain damage and truthfully answers 1d4+1 questions, each phrased in 10 words or less. A target speaks falsely if it doesn't know an answer. Costs 2 vitality.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

CIRCLE OF VILE FLAME^M: You conjure around you a stationary 15-ft-radius (or smaller) circle of orange flames that dance with infernal runes. Good creatures cannot pass or break the circle's perimeter for as long as you concentrate as a standard action each round + an additional 2d4 rounds. Also, celestials and fey that are within 15 ft of the circle's perimeter are blinded if you beat their Will. Costs 5 vitality.

FIRE IMMUNITY^M: You are immune to fire damage. Requires Resist Fire.

GRANDILOQUENT SPEECH: Once daily apply a +10 bonus to Bluff, Diplomacy, Literacy, and Nobility checks for 5 minutes.

HELLFIRE MACE^M: You enjoy a +3 bonus on attack rolls and deliver +5 vile damage and +5 fire damage when using a mace. You must be proficient with maces to benefit from this ability.

IRON FIST OF RULERSHIP: Apply a +10 bonus on Intimidate and Nobility checks.

SOLD FOR MAGIC^M: You place a lien on your soul in order to gain for 24 hours 2 basic magic abilities and 1 intermediate magic ability of your choice from any class. If you die during this time, your soul proceeds to Hell and you cannot be restored to life by any means except a Wish or Miracle. Otherwise, the contract ends, you forget the abilities, and you are free.

SUMMON DEVILS^M: You perform a 1-minute ritual to summon 1 or more devils to serve you for 2 minutes, after which they vanish. Their total levels cannot exceed your level. They obey your silent commands. Costs 10 vitality.

WEAKENING TOUCH^M: An adjacent foe must resist using Will or become weak, such that its speed is reduced to 5 ft, it suffers a -5 penalty on attack and damage rolls, and its carry capacity is reduced to ½ normal (half the usual number of slots until overloaded). The effect lasts 5 minutes. Every 1 minute on its turn, the target has a 50% chance to end the effect. Costs 5 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

CORRUPTING URGE^M: You cause an adjacent person to slowly become evil. Each day, it feels an evil urge. It must resist using Will or commit an evil act. After it commits more evil acts than it has levels, its alignment changes to evil. Miracle or Wish negates the effect. Costs 10 vitality.

CORRUPT MONSTER: This improves Corrupting Urge such that you can affect any creature type, even celestials, when you expend 20 vitality.

FIENDISH GUIDANCE^M: After 1 hour of occult ritual, you receive a response (yes/no/maybe/irrelevant) from a powerful fiend regarding a number of questions up to your level. Questions must be 10 words or less. Costs 25 vitality.

INFERNAL FORM^M: For 5 minutes, you gain +5 DR, fast healing 5, nethersight, immunity to fire and poison, and black wings that provide a fly speed of 30 ft. Costs 25 vitality.

MARK OF SERVITUDE^M: An adjacent grappled or stunned person must resist using Will or become your servant. A permanent sigil appears on its forehead indicating its obedience to you. Whenever it fails to obey your verbal command, it suffers fatigue or exhaustion if already fatigued. Commanding the person to harm himself or an ally of his has a 50% chance to end the effect. Otherwise, servitude is permanent. You can maintain up to 1 servant per level at a time. Atonement cancels this ability. Costs 10 vitality.

BEYOS

FATHER OF THE SEA

Beyos rules and protects waters, from small streams to great oceans. He is kind to fishers and travelers when appeased with offerings and otherwise cruel with floods and storms.

DEITY DETAILS

Beyos and his church have the following statistics.

ALIGNMENT: True neutral.

DOMAINS: Cold, punishment, travel, water, and warfare.

SYMBOL: An ocean wave, a trident or a sea creature such as a fish, merfolk, octopus, sea serpent or shark.

REALM: Oceanus. An endless sea dotted with islands, underwater kingdoms, magnificent ships, and terrifying whirlpools. Its capital is Tritonius.

WEAPON: Trident (spears group).

MISSION: Learn to respect the eternal sea and its apthotic ruler.

ORGANIZATION: Beyos's priests seek to emulate the eternal ocean, solid and peaceful for long stretches yet driven by hidden forces that erupt into cataclysmic conflicts. Beyos is male and most of his key priests are too.

RITEs: Meetings every 2 weeks at high and low tides, preferably by, on or in a water body. Members may take boats out to sea, form a lake flotilla, or brave a raging river. Beyos enjoys sending his avatar for romantic liaisons with believers, or merfolk and nymphs to guide or castigate them.

SERVICE: 1) Offer sacrifices to the sea every 2 weeks. 2) Protect sea creatures and keep waters pure. 3) Flog or drown those who violate Beyos's church and faith. 4) Take a far ocean journey at least once in your life.

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Boost Athletics, Nature, and Pilot checks by +3.

CREATE WATER^M: You conjure up to 10 gallons per level of fresh water. One person requires 1 gallon of water to survive for a day. Costs 1 vitality.

DEEP DIVING^M: You can descend to a depth of 10 ft per level without experiencing ill effects such as nausea or unconsciousness. Requires Swim Spell and Resist Cold.

IMMERSIVE HEALING^M: When immersed at least 50% in water, you can heal yourself or an adjacent ally 1d8 wound points + 1 per level. This ability benefits a creature once daily. Costs 1 vitality.

NAVAL WEAPONS: You are proficient with the crossbow, net, and trident and enjoy a +1 bonus on attack rolls using these weapons.

RESIST COLD WEATHER^M: You ignore effects of cold. You enjoy +2 DR against cold damage and you can exist comfortably in conditions as low as -40° F without having to resist using Fortitude. Your equipment is also protected. This ability is continuously in effect even when you are unconscious.

STAR NAVIGATOR: Apply a +3 bonus on Pilot and Survival checks, or +10 when navigating a ship by night under a clear sky.

SWIM SPELL^M: For 5 minutes, you gain a Swim speed of 30 ft. This grants a +10 bonus on Athletics checks in water. Costs 1 vitality.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

MELD INTO WATER^M: You vanish into an adjacent 5-ft-cube volume of water, snow or ice for 5 minutes. You can see but not hear and can take no actions except to end the effect as a standard action. You are undetectable from the outside. If the mass is attacked by mundane means, you are unaffected. If it is disturbed magically, you suffer ½ the damage dealt. Costs 2 vitality.

NAVAL MASTERY: Apply a +10 bonus Acrobatics, Nature, and Warcraft checks made on or in a lake, sea or ocean.

PROPEL SHIP^M: Apply a +5 bonus to Pilot checks. Also, you can animate an adjacent water-going vehicle (canoe, ship, etc) weighing up to 1 ton per level to move at a speed of 60 ft for as long as you concentrate as a standard action each round + an additional 1d4 rounds. Costs 2 vitality per hour.

RIP TIDE^M: You move 1 foe immersed in water within 30 ft up to 120 ft in any direction so long as they remain in or adjacent to water. Foes with a Swim speed may resist using Fortitude. Costs 1 vitality.

SEA'S STRENGTH: Apply a +2 bonus on attack rolls and +2d6 damage when immersed at least 50% in water.

WATER BREATHING^M: You can breathe in water as easily as in air for up to 4 hours + 1 hour per level over a 24 hour period. You can use the hours nonconsecutively and may expend hours to grant touched allies the ability to breathe water too. Costs 2 vitality.

WATERY GRASP^M: A foe within 30 ft who is within 15 ft of water is pulled into the water, or pulled only 5 ft if Fortitude resists. Costs 2 vitality.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

AQUATIC FORM^M: For 1 hour, you acquire the appearance and statistics of a single aquatic creature (without class levels) with a level up to ½ your own. You retain your Intelligence, alignment, vitality points, and magic abilities. You can end the effect as a swift action and regain 1d4 wounds when doing so. If you fall unconscious or die, you return to your normal form. Costs 10 vitality.

CONTROL WATER^M: You raise or lower the level of water within 500 ft of you. You can affect up to 1 10-ft-square area per level, raising or lowering it by 2 ft per level. The effect lasts while you concentrate + 2d6 rounds. Costs 5 vitality.

IMMERSIVE CURE^M: This improves Immersive Healing to either remove all ailments from yourself or an ally, or heal all allies within a 30 ft radius area around you of 1d8 wound points + 1 per level.

MASS SWIM SPELL: This improves Swim Spell to affect up to 1 creature per level. Costs 1 vitality per person.

SUMMON SEALIFE^M: You perform a 1-minute ritual to summon 1 or more sea creatures such as sahuagins and sharks within 30 ft to serve you for 1 hour, after which they vanish. They obey your verbal commands. Their total levels cannot exceed your level. Costs 10 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

AQUATIC APOTHEOSIS: This improves Aquatic Form to last 24 hours.

BEYOS'S RETRIBUTION^M: A target within 30 ft turns into an aquatic creature of your choice. It uses the creature's statistics except it retains its vitality, Intelligence, and alignment. On its next turn, you assault its Will. If it resists, it returns to normal. If it fails, it remains in this form for 24 hours before you try a final attack. If you beat its Will again, it permanently acquires the form and only you—or a Miracle or Wish—can end the effect. Costs 10 vitality.

COMMUNE WITH THE SEA^M: After 1 hour of meditation on a beach or in a river or sea, you receive a response (yes/no/maybe/irrelevant) to a number of questions up to your level regarding the local aquatic environment (5 square miles) and creatures in it. Questions must be 10 words or less. Costs 10 vitality.

LIQUID FORM^M: You become an insubstantial liquid for 5 minutes. In this form, you have a swim speed of 60 ft, you gain +10 DR, fast healing 5, and immunity to all ailments. You can pass through cracks and are immune to cold and fire energy attacks. You cannot activate your gear in this form. Requires Swim Spell. Costs 10 vitality.

WHIRLPOOL^M: As Rip Tide, but up to 1 immersed foe per level within 120 ft, and targets suffer 4d6 damage. Costs 10 vitality.

CORVIS

THE ETERNAL REVELER

Corvis is a nominal ruler of the Faerie Court. He is a trickster and doppelganger, and appears as male or female, young or old, beast or man, artist or barbarian, as it amuses him.

DEITY DETAILS

Corvis and his church have the following statistics.

ALIGNMENT: Chaotic neutral.

DOMAINS: Charm, illusion, music, travel, and trickery.

SYMBOL: A harp, theatrical mask, pair of dice, prism, or any other instrument of charm, chance, or creativity.

REALM: Limbo. An ever-changing landscape of merriment and wicked bestial pleasures where little is as it seems and even less is taken seriously.

WEAPON: Rapier (light blades group).

MISSION: Stay merry and play pranks on the stoic and grim.

ORGANIZATION: Members who are favorites of the fey are on equal footing with priests. Members often act on the advice or whim of fey friends of the church such as pixies, dryads, and satyrs.

RITEs: Priests and their fey allies preside in pastoral and woodland areas over bacchanal celebrations that include dancing, music, wine, and other sensual pleasures. These are held at solstices and equinoxes. Priests presides over rites of adulthood. Members pine to visit the Fey Realm to live as the fey do, though this is rare and many never return.

SERVICE: 1) Seek out and ally with fey. 2) Throw celebrations when the mood strikes you. 3) Embrace your passions and feel free to be extravagant. 4) Take up an artistic pursuit such as singing, dancing or instrument playing.

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Boost Acrobatics, Music, and Trick checks by +3.

CAT FALL^M: As an immediate action, subtract 30 ft from the distance fallen when computing falling damage.

COMELY DISTRACTION: Your elegance distracts others. When you target a person within 15 ft, the target suffers a -5 penalty on Perception checks for 1 round. Costs 1 vitality.

DISGUISE SELF^M: Your surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify Comeliness by +/- 5 points. Costs 1 vitality.

FEINT: As a move action, an adjacent foe must resist using Will or suffer a -5 penalty on Reflex until the start of its next turn.

FEY PERFORMER^M: Apply a +2 bonus on Acrobatics, Bluff, Disguise, Music, and Trick checks.

GAMBLER: Apply a +5 bonus to Trick checks, or +10 when playing games of chance.

PAN PIPES^M: You can summon a set of magical pipes at will but limited to 1 set at a time. The pipes vanish if they leave your hands for more than 1 minute. When playing pipes, you enjoy a +5 bonus on Music checks.

STROKE OF LUCK^M: Once daily, apply a +5 bonus to 1 attack roll, damage roll, or save. You add the bonus after making the roll but before you learn the result.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

BOULDER SHAPE^M: You become a large stone. In this form, you see and hear normally but can take no other actions. You radiate faint magic and enjoy a +20 bonus on Disguise checks to be mistaken for a normal boulder. You can return to your normal form as a move action. The effect lasts 4 hours + 1 hour per level. Costs 2 vitality.

FEY FRIEND: You know fey well and enjoy a +5 bonus on Bluff,



Diplomacy, and Insight checks involving fey creatures and you gain a +5 bonus on saves to resist the magic abilities of fey.

FLEET OF FOOT: Boost your land speed by +10 ft.

HIDEOUS LAUGHTER^M: A sentient creature within 30 ft falls prone and begins laughing uncontrollably for 1d4 rounds. It's dazed while laughing. Will resists. Costs 2 vitality.

KISS^M: Once daily, after 1 minute spent kissing an adjacent ally, you both recover 2d6 vitality.

LUCKY DAY^M: As an immediate action you add a +2 bonus to 1 attack roll, damage roll or skill check.

You add the bonus after making the roll but before you learn the result. Costs 2 vitality.

NYMPH'S GAZE^M: Foes within 60 ft and line of sight must resist using Reflex or be permanently blinded by your brief display of breathtaking beauty. Costs 2 vitality.

SATYR'S LUTE^M: When you play pipes as a standard action, persons and animals within 120 ft that hear you and fail to resist using Will are compelled to move toward you or, if already adjacent, stand before you dazed for that round. Creatures that successfully resist are immune to satyr piping for the rest of the day. Costs 2 vitality.

WILDING: An adjacent foe suffers 1d6 damage per 2 levels. Costs 2 vitality.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

GLIBNESS: For 5 minutes, you enjoy a +20 bonus on Bluff checks and ignore magic that detects lies. Costs 5 vitality.

LASTING YOUTH: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

LYCANTHROPY^M: You afflict an adjacent person with lycanthropy. Every midnight under a full moon, the victim transforms into a werebeast or lycan (page 266). See RADIANCE MASTERS GUIDE for details. Remove Curse ends lycanthropy. Costs 5 vitality.

MASTERFUL PERFORMER: Apply a +4 bonus on Acrobatics, Bluff, Disguise, Music, and Trick checks.

SUMMON FEY LOVER^M: You gain a dryad, nymph, or satyr as a permanent companion. Its level equals ½ your level. It is loyal to you but will never act in a way that clearly harms animals, itself, fey or the natural environment. It avoids physical combat unless provoked and unable to hide or flee. If you lose it, you gain a replacement after 1 month.

ULTIMATE ESCAPE^M: You teleport up to 120 ft as an immediate action. If the destination space is occupied, you are shunted to the nearest open space and suffer 2d6 pain damage. Costs 5 vitality.

YOUTH AND BEAUTY^M: You continuously maintain an illusion of youth and beauty regardless of your actual age. The effect renews every 24 hours.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

BALEFUL POLYMRPH^M: A target within 30 ft turns into a harmless Tiny animal. It uses the animal's statistics except it retains its Intelligence, alignment, saves, and vitality. On its next turn, you assault its Will. If it resists, it returns to normal. If it fails, it remains in animal form for 24 hours before you try a final attack. If you beat its Will again, it permanently acquires the form and only you, or a Miracle or Wish, can end the effect. Costs 10 vitality.

FEY APOTHEOSIS^M: For 5 minutes, you gain +5 DR, darkvision, fast healing 5, immunity to sleep and charm magic, and the ability to alter your appearance at will to look like any Small or Medium humanoid. Costs 25 vitality.

IRRESISTIBLE DANCE^M: One target within 30 ft begins dancing uncontrollably for 1d4+1 rounds. It can resist using Will only if you fail to dance with it. While dancing, it is dazed and defenseless. Costs 25 vitality.

ESMARIAH

OUR LADY OF RESPITE

Esmariah is a wise, peaceful, and kind mother. She offers rest, healing, protection from harm, and redemption to those who have fallen into evil.

DEITY DETAILS

Esmariah and her church have the following statistics.

ALIGNMENT: Neutral good.

DOMAINS: Good, healing, protection, redemption, and respite.

SYMBOL: A white flower, a unicorn, a white dove on a pillar, or a woman drawing water from a well.

REALM: Elysium. A pleasant and restful place, similar to mortal life but without pain, suffering or conflict.

WEAPON: Lasso (subdual weapons group).

MISSION: Provide physical and spiritual healing.

ORGANIZATION: Matriarchal. Local councils of priestesses lead decision-making. Laity and adventurers are encouraged to contribute time and resources, and good deeds are more important than rank. Councils often commission quests to root out disease, oppression, corruption, and violence.

RITEs: A week-long springtime rite of renewal and a week-long autumnal rite of feasting and reflection. Priests pray over water, such that they see their reflection and can purify themselves physically and spiritually. Priests also tend the sick, poor, and elderly, and preside over confessions and reconciliations between parties in conflict.

SERVICE: 1) Do not initiate violence (you may respond to attacks). 2) Remain chaste outside marriage. 3) Provide aid to all who ask. 4) Offer those who commit evil a chance to redeem themselves.

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Boost Diplomacy, Heal, and Insight checks by +3.

CREATE HOLY WATER^M: You conjure up to 5 gallons per level of fresh water per day. One person requires 1 gallon of water to survive for 1 day. Also, if you sacrifice 5 pounds of silver (25 gp), you can create 1 vial of holy water. Holy water inflicts 2d4 damage to an undead creature or fiend.

GENTLE REPOSE^M: One touched corpse gains a neutral odor and fine appearance as if sleeping, doesn't decay, and can't rise as undead for 24 hours. Costs 1 vitality.

HEALER^M: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

PURIFY FOOD AND WATER^M: Your touch immediately restores to freshness an amount of food and water sufficient to feed 1 person. A mount requires 3 meals.

SANCTUARY^M: As a move action, the next foe that directly targets you before your next turn must resist using Will or not do so and take a different action. Your attacking ends the effect. Costs 1 vitality.

WELLSPRING^M: You sprinkle water on yourself or an adjacent ally to gain a +1 bonus on saves and DR for 10 minutes. Effects of multiple sprinkles do not stack. Costs 1 vitality.

WORD OF PEACE: Apply +5 bonus on Diplomacy checks. Moreover, once daily, you may apply a +10 bonus on Diplomacy to avoid initiating combat with 1 sentient creature assuming you have not previously engaged in combat with it.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

CELESTIAL SKIN^M: You permanently gain a radiant platinum coat of white feathers that grants a +2 bonus to DR. You must be good to use this ability.

CONTRITION^M: Your hear a willing creature's confession and grant it a boon. The time required to hear a confession depends on the creature's alignment: One minute for a good creature, 10 min-

utes for a neutral creature, and 1 hour for an evil creature.

When the confession is complete, the creature enjoys a bonus on skill checks for the remainder of the day or until it commits a nongood act, at which time the boon immediately ends. The bonus equals +1 for good creatures, +2 for neutral creatures, and +3 for evil creatures. A particular creature can only benefit once in 24 hours. Costs 2 vitality.

CURATIVE MIST^M: Once daily, you conjure a fine cool mist that covers a stationary 15-ft area around you. After 1 minute, creatures within the mist recover from all forms of disease. The mist then dissipates. A creature must remain in the mist and refrain from attack rolls for the entire ritual or the creature gains no benefit. Costs 5 vitality.

GREATER SANCTUARY: This improves Sanctuary to affect the first 5 foes until your next turn. Costs 2 vitality.

PINK ROSE^M: You conjure a white flower that removes fatigue if eaten within 1 round. Costs 2 vitality.

REMOVE CURSE^M: You negate 1 curse afflicting the touched creature. A creature can benefit only once daily. Costs 2 vitality.

SECOND WIND: Once daily after 1 minute of rest you recover 4d6 vitality. Requires Wellspring.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

ATONEMENT^M: You and a touched nonevil creature participate in a 1-hour ritual, after which the creature is in good standing with your deity, regains the full use of class abilities that depend on good behavior or your deity's blessing, can use faith points starting at his next level, and can continue to progress in his class.

CIRCLE OF HOLY PEACE^M: You conjure a stationary 15-ft-radius (or smaller) circle around you of white light that dances with doves, flowers, and sparks. Each time a creature within the area (including you) wishes to make an attack roll, it must successfully resisting using Will. Failure indicates that it cannot attack. Success means it can attack but suffers holy damage equal to 1d8 points + your level from the circle's shooting stars. The circle never causes wound damage except to fiends and undead, who also suffer a -5 penalty on their save. Costs 5 vitality.

HEAVENLY BREEZE^M: You conjure a fragrant breeze that cancels the effects of poison gas and fills the area with pure, breathable air for 1 hour. You affect up to 10 cubic ft per level. Costs 5 vitality.

SUMMON UNICORN^M: Once daily, you summon a unicorn from a fey realm. You must be in a rural or wooded area. The unicorn takes 1 minute to arrive. Thereafter you gain its services for 4 hours + 1 hour per level. You must be good to use this ability and either an elf, female or virgin to ride the unicorn. Costs 5 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

COMMUNE^M: After 1 hour of prayer, you receive a response (yes/no/maybe/irrelevant) from Esmariah regarding a number of questions up to your level. Questions must be 10 words or less. Costs 10 vitality.

HEAL^M: Your touch cures an ally of all wound damage and ailments and restores 4d6 vitality. Also, lost limbs rapidly regrow and scars vanish. Requires Cure Ailment, Lay on Hands, and Regenerate. Costs 10 vitality.

RAISE DEAD^M: After a 1-hour ritual, you restore a dead creature to life, full wounds, and 0 vitality. It must have died within the past 1 day per level. The ritual requires 5000 gp in materials. You cannot raise a creature that wishes to not return to life. Costs 10 vitality.

REDEMPTION^M: Once daily, you cause a person within 15 ft to slowly become good. Each day, it notices an opportunity to nurture a virtue for redemption and justice and must resist using Will or commit a good act. After it commits more good acts than it has levels, its alignment permanently changes to good. Only Miracle or Wish negates the effects of this ability. Costs 10 vitality.

GREENWYRM

THE FARWATCHER

Greenwyrms are ancient green dragons of the deep woods who see all from the air and high perches, and watches over the woodlands and croplands, ready to maintain nature's balance.

DEITY DETAILS

Greenwyrms and his church have the following statistics.

ALIGNMENT: True neutral.

DOMAINS: Balance, health, plants, protection, and wisdom.

SYMBOL: A green skinned wild man or a dragon wrapped around a thick oak tree against a setting sun.

REALM: Arborea. A menagerie of many climes where sentient plants and animals rejoice in nature's beauty.

WEAPON: Boomerang (small projectiles group).

MISSION: Preserve woodlands and ensure good harvests.

ORGANIZATION: There are no official divisions and priests are equal. However, some priests focus on agriculture while others focus on woodlands. Both groups seek to harmoniously balance nature with civilization's needs.

RITEs: Members gather to hear the wisdom of dryads, green dragons, and treants. They celebrate planting and harvesting. Commemorative trees mark births and deaths. Each member has a personal tree. Coming of age requires wandering into the heart of the woods for 7 days in late spring. When Farwatcher approves, the youth lives. Those who violate nature are expelled naked into the woods to suffer punishment.

SERVICE: 1) Avoid harming plants. 2) Help farmers clear land, plant seeds, and/or harvest crops. 3) Each year, travel the deep woods for 7 days. 4) Seek peaceful negotiation over violence.

BASIC BOONS

Followers may select the following basic abilities as boons.

ANALYZE BALANCE^M: You learn whether the target creature's alignment is true neutral, or has a neutral component (such as neutral good), or is extreme.

AUSPICE: Apply a +3 bonus on Handle Animal, Nature, and Survival checks.

HEARTY WYRMLING: You enjoy a +2 bonus on Athletics, Diplomacy, Endurance, Nature, and Survival checks.

TRACKLESS STEP: You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail.

WOODLAND STRIDE: You can move through any sort of natural undergrowth (natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Undergrowth that is magically manipulated to impede motion still affects you.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

ABUNDANT HARVEST^M: Once daily after a 6-hour ritual, you target plants within ½ mile and double their potential productivity over the course of the next year. You can affect a specific area only once per year. Costs 5 vitality.

HERBALIST: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

PLANT GROWTH^M: You cause normal vegetation within 120 ft to become thick and overgrown such that creatures must hack or force their way through, moving at a speed of 5 ft (or 10 ft if Large or Huge). The affected area is a 60-ft-radius circle, a 120-ft-radius

semicircle, or a 240-ft-radius quarter circle (you choose). The area must already have some vegetation. Costs 5 vitality.

SUPPRESS FLAMES^M: You call upon Greenwyrms and target a 30-ft-cube area within 60 ft of you to extinguish all nonmagical fires in the area. Or, you temporarily extinguish 1 magical fire effect (such as a Wall of Fire) within 15 ft for 2 minutes. Costs 2 vitality.

SWEET WATER^M: You conjure a handful of pure water that if drunk within 1 round cures 3d6 wound points. Costs 2 vitality.

TREE SHAPE^M: You can transform into a normal tree as a standard action. In tree form, you can see and hear as normal though you can take no other actions. You enjoy a +20 bonus to Disguise checks to be recognized as anything other than a normal tree. You radiate faint magic. You can return to your normal form as a move action. Costs 2 vitality.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

CALL OF THE WILD^M: Once daily, you target 1 foe within 30 ft. If you beat its Will, it immediately travels toward the heart of the nearest wilderness area and remains there until the effect ends. The effect lasts for 1 day per level, with a 25% chance to end each day, or until the target enjoys Remove Curse. Costs 5 vitality.

FIELDWISE: Apply a +4 bonus on Athletics, Diplomacy, Endurance, Nature, and Survival checks.

NEUTRAL GROUND^M: Once daily, you evoke a 15-ft-radius (or smaller) circle for 1 hour. Within it, extremism is muted and combat impossible. No one except you can be in the circle when you evoke it. Thereafter, any who seek to enter immediately learn that doing so will prevent violence. Creatures that enter the circle cannot make attack rolls, enjoy a +5 bonus on Diplomacy and Insight checks, and may exit the circle at any time. Costs 5 vitality.

SUMMON WOODLAND DEFENDERS: You perform 1-minute ritual to summon 1 or more dryads, nymphs, satyrs, green dragons or treants. Their total levels equal your own. They arrive friendly and obey your commands but will only fight creatures that visibly harm woodlands or crops. They vanish after 1 hour. Costs 10 vitality.

SUPPRESS CONFLAGRATION^M: This improves Suppress Flames, such that you affect 1 30-ft-cube area per level within 500 ft of you and extinguish all nonmagical fires in the area. Or you permanently extinguish 1 magical fire effect (such as a Wall of Fire) within 90 ft. Costs 5 vitality.

WOODLANDS CURSE^M: A targeted creature within 30 ft must resist using Will or begin turning into a Medium tree. Each round, it has a 50% chance to end the effect. On the first failed try, it is limited to a single move or standard action. On the second failed try, it cannot act but it can still defend itself. On the third failed try it becomes a tree. Three successful tries ends the magic. Dispel Magic halts the progress, but only Remove Curse, Miracle or Wish reverses the final effect. You may undo the magic at any time. Costs 5 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

GENESIS^M: This improves Plant Growth such the affected area is a 2-mile-radius circle and no preexisting vegetation is needed. Costs 10 vitality.

GREENWYRM'S REWARD^M: After a 10-minute ritual, the targeted creature permanently transforms into a green drake, green dragon, dryad, nymph, satyr, or treant of equal level. The target must be willing and have a neutral component to its alignment. Costs 10 vitality.

WORD OF BALANCE^M: Once daily, Greenwyrms speaks through you, affecting all creatures within 60 ft. True neutral creatures are cured of all wound damage. Other creatures with a neutral component to their alignment are dazed 1d4 rounds. All others are stunned for 1d4 rounds. There is no defense. Costs 25 vitality.

IRIS

THE SKY MAIDEN

Iris is a radiant golden-braided amazonian goddess of the seas and skies. She rides a royal eagle, pegasus or sea dragon while clad in scintillating fullplate and armed with a greatsword.

DEITY DETAILS

Iris and her church have the following statistics.

ALIGNMENT: Chaotic good.

DOMAINS: Air, beauty, combat, protection, and weather.

SYMBOL: A lightning bolt, a rainbow, a pyramid with an eye, a titan-sized woman in armor, or a couple holding a heart.

REALM: Olympia. Pleasant azure seas are home to radiant white-cliffed islands and quiet, snow-capped volcanos.

WEAPON: Titan bow (bows group).

MISSION: Inspire creative good deeds and valor in battle.

ORGANIZATION: Clergy whose sacrifices are accepted with a resounding thunderclap, rainbow or shower from Iris exert the most influence and evoke the most loyalty.

RITES: Clergy pray to draw down lightning from the sky to consume their regular sacrifices of rams, bulls, and antelopes to ensure calm seas and peaceful neighbors. Life's seasons are celebrated with joyous artistic acts such as dancing in the rain. Ocean voyages invite extra prayers and sacrifices.

SERVICE: 1) Make a public sacrifice of thanks before and after adventurers. 2) Confuse foes with surprising acts of kindness. 3) Offer help to strangers. 4) Embrace weather rather than fear it or demand constant sunshine.

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Apply a +3 bonus on Acrobatics, Handle Animal, and Heal checks.

COLOR SPRAY^M: A startling melange of colors strikes all creatures in a 15-ft cone. A creature is dazed for 1 round and blinded for 2d4 rounds if you beat its Will. Costs 1 vitality.

FEATHER FALL^M: As an immediate action, you or 1 ally within 120 ft descends gently to the ground rather than falls. Costs 1 vitality.

FLIT^M: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Costs 1 vitality.

MOUNTED COMBAT: Apply a +5 bonus on Handle Animal checks. Up to once per round while mounted you can negate an attack against you by using your mount as a block on a successful DC 15 Handle Animal check. The mount takes no damage.

OLYMPIAN VEIL^M: Apply +5 DR against electrical damage.

SHOCKING GRASP^M: One adjacent foe suffers 1d6 electrical damage per level (max 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on your attack against metal-clad foes. Costs 1 vitality.

TITAN ARMAMENTS: You are proficient with Heavy armor, the great sword, the hammer, and the spear.

THUNDER WAVE^M: You knock prone all Medium or smaller creatures in a 30-ft cone (no save). Costs 5 vitality.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

CALL LIGHTNING^M: You invoke lightning upon 1 target within 120 ft to inflict 1d8 electrical damage per 2 levels (max 10d8). Fortitude resists for ½ damage except no save outdoors. Costs 2 vitality. If damage exceeds 20 points then a harmless but inspiring thunderclap or rain shower accompanies the bolt. Costs 2 vitality.

GLASSY WINDOW^M: Up to 5 cubic ft per level of solid material is transparent for 4 hours + 1 hour per level. Costs 2 vitality.

GUST OF WIND^M: You project a 60-ft line of forceful wind. Medium and smaller creatures cannot move toward you for 1 round. If you beat their Reflex, they are also knocked prone (or are pushed back 1d6 x 10 ft if flying). The wind grants a sailed ship standard speed for 1 round. Costs 2 vitality.

NOBLE BEAUTY^M: You start social interactions 1 step better than usual with creatures of your type.

RAINBOW BRIDGE^M: You conjure a radiant multicolored 10-ft-wide bridge or 5-ft-wide ladder for 5 minutes. The bridge is 10 ft long per level, and ladder is 20 ft high per level. It ignores all attacks except Dispel Magic. You can dismiss the bridge (or ladder) at will and can maintain only 1 bridge (or ladder) at a time. Costs 2 vitality.

SCINTILLATING PATTERN^M: Like Color Spray, except you affect any and all foes within a 15-ft-radius area centered up to 30 ft away. Will resists the effects. Costs 2 vitality.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

GREAT THUNDER^M: This ability enhances Thunder Wave to affect creatures up to Huge size. Costs 5 vitality.

LASTING YOUTH: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

OLYMPIAN MOUNT^M: Once daily, you summon a royal eagle, griffon, magebred charger or pegasus for a period of 4 hours + 1 hour per level. It appears within 30 ft of you and faithfully obeys your telepathic commands. You must be good to use this ability. Costs 5 vitality.

OLYMPIA'S CHILD^M: Once per level, as an immediate action, you may vanish from your current space and appear in the safe, restful confines of Olympia, where maidens (or bachelors) heal you 5 vitality, heal all wound damage and ailments, and provide you with an answer (yes/no/maybe/irrelevant) regarding a 25-word question of your choice. Afterward, no time passes relative to when you left and you reappear in the space you left or the nearest open space.

PRISMATIC WALL^M: Once daily, you conjure a shimmering multicolored wall that resists all attacks from both sides for 2 minutes. The wall is infinitesimally thin and its area is up 1 5-ft-square per level. Creatures within 15 ft that are 5+ levels below you are blinded for 2 minutes. The wall consists of 4 base colors (red, yellow, green, and blue). Any who pass through the wall suffer 5d6 damage per color and are stunned for 1 round (no save). To negate the wall, each color must be negated in order from red to blue using Dispel Magic. The wall cannot be conjured into occupied spaces. Costs 10 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

AGELESS: This improves Lasting Youth so you do not die of old age.

CALM WATERS^M: You dispel 1 instance of Control Water, Control Weather, Whirlpool, Rip Tide, or similar magic that influences water or weather. Alternatively, you subdue nonmagical choppy waters in a 500-ft-radius area. A portion of the affected area must be within 120 ft. Costs 10 vitality.

CONTROL WEATHER^M: After 1 minute of concentration, you direct the weather in a 5-square-mile area to shift 1 grade to become clearer or stormier, hot or colder, calmer or windier, as you like. The new weather takes effect after 10 minutes and lasts for 1 hour before reverting to normal unless you continue to direct it. See page 237 regarding weather. Costs 10 vitality.

OLYMPIAN FLOCK: This improves Olympian Mount such that you summon up to 8 mounts for you and allies. Costs 10 vitality.

PRISMATIC SPRAY^M: Like Color Spray, except you affect any and all foes within a 30-ft-radius area centered up to 60 ft away. Even foes who resist are dazed for 1 round. Costs 25 vitality.

LILITH

PRINCESS IN PAIN

Lilith is a beautiful patron of hate, poison, and vengeance. In her colossal spider web, damned souls hang cocooned to be drained for eternity while her ravens pick at their hearts and souls.

DEITY DETAILS

Lilith and her church have the following statistics.

ALIGNMENT: Neutral evil.

DOMAINS: Death, poison, revenge, sex, and vermin.

SYMBOL: A spider, raven, a ruby-red skull, or a rose with many thorns.

REALM: Hades. This sad, gray, and fatiguing place is similar to mortal life but with intense pain, regret, and bitterness.

WEAPON: Hand crossbow (crossbows group).

MISSION: Advance your rank and power at others' expense.

ORGANIZATION: Matriarchal. Covens are led by the strongest woman, who is Lilith's proxy. All others serve her goals, which involve revenge or self-enrichment. Silent power struggles and untimely deaths are common.

RITÉS: Monthly midnight gatherings in caves to chant praises to Lilith and sacrifice a sentient creature to curry favor for the afterlife. Birds, wolves, snakes, spiders, and similar animals may be present. Attendees may don masks to masquerade as such creatures. Her rites are ornate to the point of painful.

SERVICE: 1) Betray a close ally. 2) Harm those who heal you. 3) When you show tears, despair, and coldness to counter laughter, happiness or warmth. 4) Kill at least 1 person who stands in your way to greater power.

BASIC BOONS

Followers may select the following basic abilities as boons.

ASSASSINATION: Once daily as a swift action, the next adjacent target that you hit with a weapon that same round that is surprised, helpless or defenseless suffers +15 damage. Costs 5 vitality.

AUSPICE: Boost Bluff, Disguise, and Nobility checks by +3.

CUTTING RETORT^M: You target a sentient foe within 15 ft. You respond to its words or actions with a witty, cutting rejoinder. If you beat its Will, it suffers 1 pain damage and is dazed for 1 round.

ENTICING BEAUTY: Apply a +5 bonus on Bluff, Diplomacy, and Insight checks in romantic situations.

RAVEN FORM^M: You transform into a Tiny bird as a standard action and fly at speed 60 ft for the rest of your turn. You land and return to your normal form at the end of your turn. Costs 1 vitality.

SPIDER CLIMB^M: You gain a climb speed of 30 ft for 5 minutes. While climbing, you are not defenseless and you enjoy a +10 bonus to Athletics and Acrobatics checks. Costs 2 vitality.

SUDDEN BURIAL^M: One creature within 30 ft that is touching soft ground (dirt, mud or snow but not stone or ice) is drawn into the earth and buried up to its neck for 5 minutes, or is slowed for 1 round if Reflex resists. A buried creature is physically restrained but can use magic or verbal abilities, and his allies can spend 1 minute to extract him. Apply -5 on your attack if the target is above 5th level. Costs 1 vitality.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

BEAUTY: Boost your comeliness by +4.

COCOON^M: You trap 1 Medium or Small target within 30 ft in a 5-ft-square sticky web. The target is held fast (no save). Each round on its turn, it can attempt a DC 20 Athletics check or DC 20 Acrobatics check to free itself and move out of the web. The web remains for 4 hours + 1 hour per level or until you dismiss it or it suffers 10

fire damage. Costs 2 vitality.

EVIL EYE: Once daily, after you expend 2 vitality and study a target within 30 ft and line of sight for 3 continuous rounds, the target suffers 1d4 wound damage + 1 per level.

EYE GOUGE^M: One adjacent foe permanently loses an eye, suffers 1d4 wound damage, and endures a permanent -2 penalty to Perception checks if you beat its Reflex. Regenerate or Heal restores the eye. Costs 2 vitality.

GIANT VERMIN^M: You can conjure 1 demonic rat, giant snake or giant spider in an empty space of your choice within 30 ft. It obeys your mental commands and remains for 5 minutes or until you dismiss it.

You can only maintain 1 vermin at a time. Costs 2 vitality.

GRAY WASTING^M: One foe within 15 ft permanently ages 1 category, or is dazed for 1 round if Fortitude resists. Multiple attacks do not stack and once the target saves it is immune for the day. Remove Curse reverses the aging. Costs 2 vitality.

LASTING DEATH^M: A touched creature (dead or alive) now permanently resists Raise Dead. Miracle or Wish ends the effect. Costs 5 vitality.

LINKED FETISHES^C: You enspell 2 matching masterwork items such as bracelets. Wherever 1 of the items is, you can use a magic ability you know as if you were at its location provided you have the matching item. The items are magical but offer no special perception. Enspelling the fetishes requires 1 hour, 25 gp, and 10 vitality. You can only maintain 1 set of linked fetishes at a time.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

CREeping DOOM^M: One target within 90 ft suffers 10d10 damage from biting insects that pour forth from its gear and orifices. Fortitude resists for ½ damage. Costs 5 vitality.

LIVING BURIAL^M: A targeted foe within 90 ft is drawn 30 ft down into the earth into a conjured magical coffin if you beat the foe's Will. It remains there for 1 day per level or until freed. The coffin holds 1 day of air, has DR 10 and 30 hit points, and blocks magic abilities that afford movement. Costs 5 vitality.

PAIN^M: An adjacent foe suffers 5d6 pain damage. Costs 5 vitality.

POISON^M: As a move action, you poison 1 weapon or cup of liquid in your possession. When a creature is struck by the weapon or ingests the liquid, it instantly suffers 1d10 vile wound damage with a 50% chance to suffer an additional 1d10 vile wound damage 5 minutes later. Unused poison dissipates after 5 minutes. Costs 5 vitality.

POISON IMMUNITY: You are immune to all poisons.

STROKE OF MIDNIGHT^M: You mark an adjacent creature. At the stroke of midnight, it falls to -1 wounds and begins dying. It knows its impending fate. Remove Curse ends the effect. Costs 10 vitality.

VÖRPAI RETORT^M: This improves Cutting Retort, such that the target suffers 2d6 pain damage and must attempt a second Will save or also be stunned 1 round.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

ANGEL OF DEATH^M: Once daily, when you successfully use Evil Eye, the target also turns to dust and is blown away by wind. Only a Miracle or Wish combined with Raise Dead can restore the target to life. Costs 10 vitality.

EXTRACT HEART^M: An adjacent living foe must resist using Fortitude or immediately die as you draw forth its heart. Even if it resists, it suffers 1 wound damage per level. Costs 10 vitality.

MASS PAIN: This improves Pain to target all adjacent foes. Costs 10 vitality.

MASS POISON^M: Up to 1 foe per level within 30 ft immediately suffers 1d10 vile wound damage with a 50% chance to suffer an additional 1d10 vile wound damage 5 minutes later. Costs 10 vitality.

MAIYA

FONT OF MAGIC

Maiya is high patroness of arcane magic and expert wishmaker. Eons ago, she was a diabolical, word-twisting efreeti who reformed her heart and used wishes to become a colorful and dangerous goddess.

DEITY DETAILS

Maiya and her church have the following statistics.

ALIGNMENT: True neutral.

DOMAINS: Antimagic, disruption, language, magic, and protection.

SYMBOL: A golden pentagram with a magic eye and a pestle.

REALM: Arcadia. A wondrous land of animated steam engines, talking animals, and impossible architecture that is ruled by mages.

WEAPON: Dart (small projectiles group).

MISSION: Foster the complex use of the magical arts.

ORGANIZATION: The church is guided by Maiya's intermediary, a multifaceted ruby-like crystalline orb that is a single object though it appears in multiple locales at once. The orb sometimes speaks to followers in a magic language that is indecipherable to outsiders. Those she speaks to tend to act as leaders regardless of their magical abilities or official rank.

RITEs: Members study magic rather than conduct rites. Most meditate by the light of their local orb in hopes of gaining insight, power or conversation with their god. Annual staged competitions between mages highlight new abilities and help sort members into levels.

SERVICE: 1) Search for new magic. 2) Teach magic only to Maiya's followers. 3) Enhance and modify spells in various ways. 4) Be fruitful but never wasteful in your spells and crafting of magic items.

BASIC BOONS

Followers may select the following basic abilities as boons.

ARCANE TRAINING: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

AUSPICE: Boost Appraise, Arcana, and Literacy checks by +3.

IMPLEMENT MASTERY: When you use an ability that requires an implement, you may forego the implement without penalty. Conversely, when you use the implement, you enjoy a +1 bonus on your attack roll for magic abilities that rely on the implement.

IRRESISTIBLE MAGIC: Your magic is hard to resist. Apply a +1 bonus to your attack rolls using magic abilities.

WORDS OF MAGIC^M: You can speak and understand Arcanum, a purely magical cant that is only understood by others who know it. No other magic comprehends it. Requires Arcane Training.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

ARCANE ENHANCEMENT^M: Once daily as an immediate action, you target 1 magic ability being activated by you or an ally within 30 ft. Apply a +5 bonus on the ability's attack roll or maximize its numeric effects (you decide). Requires Words of Magic.

MORE MAGIC: You know 2 basic magic abilities of any class.

PROTECTION FROM SPELLS^M: Each time you use this boon, select 1 specific magic ability by name of a tier you can access. You ignore the harmful effects of the selected ability for 24 hours. Costs 2 vitality.

WILD SHIELD^M: As a move action you designate yourself or a creature within 30 ft. All magic abilities the subject uses or is targeted by (you decide which) until the start of its next turn have a 20% chance of failure, which results in flowers, birds, poop, gaudy gems or similar detritus that vanishes after 1d10 minutes rather than the desired effect. Costs 2 vitality.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

ARCANE DISRUPTION^M: Once daily, as an immediate action, you can speak a word of Arcanum that disrupts a magic ability being activated by a foe within 15 ft. The countered ability must be of a tier that you can access. If you beat your foe's Will, you cause the magic to fail and the foe suffers 3d4 wound damage. Requires Words of Magic. Costs 5 vitality.

CONTINGENCY^M: You specify 1 trigger event in 10 words or less and a magic ability you know. When the event occurs, the specified ability activates as an immediate action. A trigger event must be physically observable by you, not an intention. You are limited to 1 contingency at a time.

ELDRITCH SPARK: For 2 minutes, you can use magic abilities and items normally in an antimagic zone, in the Mundane Realm, or in any other environment that specifically impedes magic. Requires Words of Magic. Costs 5 vitality.

MANA TRANSFER^M: Once daily, an adjacent willing or helpless creature loses 4d6 vitality points and you gain an equal amount of vitality that you must use within 1 round or lose it. Requires Words of Magic.

SHAPED MAGIC^M: Whenever you use a magic ability that affects an area (such as the Fireball spell), you can designate specific spaces or creatures in the area to not be affected by the magic. You can designate up to 1 5-ft space or creature per point of Intelligence bonus. Costs 1 vitality per designee.

SPELL STAFF^M: Once daily you may place into a staff up to 1 nonparagon magic ability you know that is on your class list, expending any vitality as normal. You can target a magical staff or a masterwork mundane staff. The ability remains in the staff for 24 hours. As a move action, you can release the ability without expending vitality. Once released, the ability is gone.

SPELL MATRIX^M: Once daily you can craft a spell that packages several magic abilities to occur simultaneously. You can combine 3 basic abilities or 1 basic ability plus 1 intermediate ability. Expending the spell matrix is a standard action. Resolve it as a single spell with multiple effects.

WILD MAGE^M: At any time you may adjust your effective level by 1d4-1 when resolving the effects of a magic ability.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

ANTI-MAGIC FIELD^M: You conjure a 15-ft-radius spherical area centered on you in which all magic is suspended for 2 minutes, as if time has stopped but only with regard to magic. Wish or Miracle negates this ability. You can still use magic if you know Eldritch Spark. Costs 10 vitality.

GREATER SPELL MATRIX^M: This improves Spell Matrix to include up to 5 basic abilities, 2 intermediate abilities and 1 basic ability, or 1 advanced and 1 basic ability.

MAGE'S DISJUNCTION^M: This improves Dispel Magic (page 101) such that once daily you can end all ongoing magic in the area. Permanent magic items are destroyed if unattended, or if their owners fail to resist using Will.

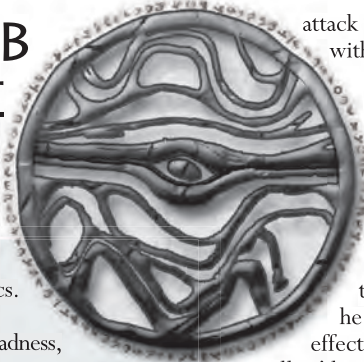
WILD ZONE^M: This improves Wild Shield, such that the failure chance is either 50% or still 20% but affects up to 1 target per level within 60 ft (you decide which option and which targets).

WISH^M: Once daily, you verbalize a desire and duplicate the effect of any 1 advanced ability, any 2 intermediate abilities, any 4 basic abilities (this includes core abilities) or the Raise Dead spell. You can duplicate the effects of classes, deities, and/or monsters. You can gain gear or property worth up to 5,000 gp but permanently lose 5 vitality. The chance of success equals 70% + 1% per level. Alternatively, you can roll against 70% + a Literacy check. You can take this ability multiple times. Each time, you gain 1 additional daily use. Using a wish is taxing. You are fatigued after a single use. Requires Words of Magic.

MAUROB

THE DREAM BEAST

Maurob is the dizzying spawn of mortal and divine dreams and nightmares. Those who call upon his name gain both insight and insanity as Maurob hungrily chews at their minds.



DEITY DETAILS

Maurob and his church have the following statistics.

ALIGNMENT: Chaotic neutral.

DOMAINS: Awareness, darkness, dreams, madness, and thievery.

SYMBOL: A sleek black wolf, a black-haired werewolf, a giant red eye, or a dark cave amid sand dunes.

REALM: Pandorum. Dark twisting tunnels and howling caves where nasty monsters track prey to stay their hunger.

WEAPON: Club (clubs group).

MISSION: Face darkness and embrace it to taste power.

ORGANIZATION: Maurob's followers are poorly organized and usually gather in small packs at night. Followers often act at night and sleep during the day. Priests are advisors and usually ask for favors in exchange for aid.

RITEs: Members gather under full and new moons in a great circle to join the Howl, a rite led by members with the Maddening Howl ability. This ritual culminates in an orgy of sex, blood, and dreams. Also, once in their lives, members journey to a desert cave and fast for 6 days before feasting on a still-living creature.

SERVICE: 1) Act at night. 2) Attack foes when they are asleep or weak. 3) Manifest your plans through others via stealthy suggestions. 4) Seek to visit Maurob's actual lair.

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Boost Perception, Stealth, and Survival checks by +3.

BABBLE^M: A target within 15 ft must resist using Will or all its utterances are incoherent to others, its verbal abilities automatically fail, and others' speech is incoherent to it. Written comprehension remains normal. The effect lasts 5 minutes.

DARKVISION^M: As a swift action, your eyes turn black and you see in darkness as easily as in daylight. Ending the effect is a swift action.

DREAM INTERPRETATION^M: Due to rigorous study of dreams, apply a +5 bonus on Perception and Insight checks.

MIND THRUST^M: One foe within 30 ft suffers 1d6 psychic damage per 2 levels, or ½ damage if Will resists. Costs 1 vitality.

NIGHT SNEAK^M: Once daily during nighttime hours, you beseech Maurob to enjoy low-light vision and a +10 bonus on Stealth checks. The benefits last 10 minutes.

PHRENIC MARK^M: One foe within 15 ft must resist using Will or be marked: you learn its common name and know its approximate locale for up to 1 day per level. This helps you to use Far Dreaming and Dream Thief on it. You are limited to 1 mark at a time. Costs 1 vitality.

SLEEP^M: One person or animal within 15 ft falls asleep for 5 minutes, or is dazed for 1 round if Will resists. Apply -5 on your attack if it is above 5th level. A sleeping creature's allies can use a standard action to wake him. Costs 1 vitality.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

DREAM THIEF^M: When you beat the Will of an adjacent sleeping creature, you learn a 10-word answer to 1 specific question of up to 10-words that you ask its unconscious mind. It is honest only if it knows the answer. Costs 2 vitality.

MADDENING HOWL: Foes within 30 ft who hear your howl are confused for 1d6 rounds if you beat their Will. To resolve a confused creature's actions roll 1d4: 1) act normally, 2) wander away, 3)

attack an ally, or 4) only defend. The howl only affects targets with fewer levels than you. Costs 2 vitality.

MENTAL BARRIER: Boost your Will by +5.

SCENT OF IMAGINATION: You detect living creatures within 30 ft by sensing their imagination. If a creature has 15+ Intelligence, the range increases to 60 ft. If it has 8 or lower Intelligence, the range drops to 15 ft.

SLEEP SUGGESTION^M: You touch a sleeping person and phrase a task for it in 10 words or less. The target does its best over 1 hour to complete the task after he awakens. He will not deliberately harm himself and the effect has a 50% chance to end each round that his or his allies' lives come in danger. Costs 2 vitality.

SLUMBER^M: This improves the Sleep ability, such that it affects up to 1 living creature per level within 30 ft. Costs 2 vitality.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

FAR DREAMING^M: This improves Sleep Suggestion and Dream Thief, such that the range is up to 5 miles. You don't need line of sight but you must know the target's full name, birthday, and approximate locale. The target does not recall its actions, and you can only target a creature once in a 24-hour period. You can plant a suggestion or steal a secret but not both. Costs 5 vitality.

MINDSIGHT^M: You perceive your environment normally regardless of perceptual impairment (such as blindness or deafness) or natural environmental effects (such as darkness or mist).

PSYCHIC CAVE^M: You expend 10 vitality and 1,000 gp to craft a permanent dreamscape, a 120-ft-cube astral space that has a mundane layout and decor of your choice. The scape has a unique truename. You may convey the truename to up to 1 ally per level. At any time, you and any such allies can expend 2 vitality to mentally visit the scape for up to 1 hour. While visiting the scape, you (or allies) are asleep, don't perceive events around you, detect when your body has been harmed, and the scape's events cannot cause you harm except by psychic damage. Returning to your physical body takes 1 round.

RAVENOUS NIGHTMARES^M: You curse an adjacent foe. Each night when it sleeps, it must resist using Will or suffer nightmares, be exhausted the next day, and suffer 1d4 wound damage due to oddly realistic nightmares. Remove Curse ends the effect. Elves are immune to this ability. Costs 5 vitality.

SUMMON ABERRATIONS^M: You perform a 1-minute rite to summon 1 or more aberrations such as an aboleth, braineater, illithrix or mantis. Their total levels cannot exceed your level. They hear your mental instructions out to 120 ft and seek to pervert them whenever possible. They serve you for 1 hour and then vanish. Costs 10 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

FORM OF DOOM^M: For 5 minutes, you acquire a nightmarish form of ooze-slick skin, lashing tentacles, and fright-inducing countenance. You gain DR 10, a +10 bonus to Strength-based checks, dark-vision, fast healing 5, and a nest of tentacles that grant you 4 bonus melee attacks per round at a -2 penalty on your attack roll. Each tentacle has 15 ft range, inflicts 2d8 damage and causes a struck foe to be frightened if you beat its Will. Costs 25 vitality.

INDESTRUCTIBLE^M: One week after death, you return to life with 1 hit point. This ability fails if there is no corpse.

MINDBLANK^M: For 5 minutes, you ignore all attacks that allow you to resist using Will or that affect the mind. Costs 5 vitality.

MULTI-LAYERED DREAM: This improves Dream Thief and Sleep Suggestion. You burrow into the target's mind. With Sleep Suggestion, your suggestion lasts up to 1 day per level. With Dream Thief, the target must resist a second time and take the worst of its 2 saves. There is a 5% chance that you get lost in the target's mind and sleep for 1d4 days. Costs 10 vitality.

MITHRAIS

IRONWRIGHT OF AGES

Mithrais is blacksmith to the gods and lord of mountains and gold. He forges tirelessly in The Tempus of Malmon, a volcano at the center of a sprawling maze-like metropolis run by constructs and dwarves.

DEITY DETAILS

Mithrais and his church have the following statistics.

ALIGNMENT: Lawful neutral.

DOMAINS: Creation, earth, law, metal, and wealth.

SYMBOL: An anvil and forge, or a minotaur with axe in dwarfplate, or a statue of a dwarf king.

REALM: Mechanus. An endless warren of mines, foundaries, and storehouses for gem, jewels, gold, and magic.

WEAPON: Warhammer (warhammers group).

MISSION: Promote wealth, stability, and fine craftsmanship.

ORGANIZATION: A hierarchy based on wealth, assuming that skill as an artisan, merchant, or noble leads to wealth. Priests and laity memorize and defer to rules laid down by Mithrais. Greed is good and corruption is punished.

RITEs: Mithrais instructs complete rest every 7 days. On these days, work is deferred to praise Mithrais and review his wise lessons. Banks, treasure vaults, and forges are common areas of worship. Rites are long, dour, and rich with minutia regarding rules of ritual and protocol.

SERVICE: 1) Do not cheat, lie, steal or waste. 2) Craft and repair your armaments. 3) Feed and lodge soldiers and fine artisans. 4) Favor treasure over intangible rewards.

BASIC BOONS

Followers may select the following basic abilities as boons.

ARTISAN: Apply a +2 bonus on Appraise, Craft, Dungeoneering, Mechanics, and Warcraft checks.

AUSPICE: Boost Craft, Dungeoneering, and Mechanics checks by +3.

CALTROP FIELD^M: You target a single 10-ft-square area or 5-ft x 20-ft aisle of earth or stone within 30 ft. Small spikes pop up to harm creatures as they pass through each affected space. Each space inflicts 1d4+1 damage, or ½ that if Reflex resists. Costs 1 vitality.

DETECT TREASURE^M: You learn the value in gold of coins, precious metals, and gems in a 15-ft cone. When you focus on the same area a second time, you learn the gp value within each space.

GEARHEAD: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

HOARDMAKER: You are obsessed with magical treasure. Apply a +5 bonus on Appraise and Arcana checks.

MINER: Boost Dungeoneering checks by +5, +10 when mining.

MITHRAIS'S ARMS: You are proficient with Heavy armor and with axes, maces, and hammers.

THUNDER HAMMER^M: Once daily, a sonic blast knocks prone all Medium or smaller creatures in a 30-ft cone (no save). You must use a hammer or mace weapon. Costs 5 vitality.

STRIKING RUNE^M: You conjure a rune on your weapon or an adjacent ally's weapon. Apply a +5 bonus to the next attack roll made with that weapon within the next 1 hour. Costs 1 vitality.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

CRAFT MAGIC ARMAMENTS^C: You enjoy a +5 bonus on Warcraft checks, or +10 when crafting armor or weapons. Also, you can craft magic armor and weapons as if you possessed the Craft Magic Item ability. See pages 190-195 for rules and examples of magic weapons and armor.

GREAT THUNDER HAMMER^M: This improves Thunder

Hammer to affect targets of all sizes.

HARDEN^M: You boost DR by +5 for 2 minutes for 1 adjacent item weighing up to 250 pounds or a single 5-ft square of wall. Costs 2 vitality.

HEAT METAL^M: You target a metal-clad foe or metal item weighing up to 50 pounds within 30 ft. For 5 minutes, the metal is hot. Creatures suffer 1d4 fire damage for each round that they wear or touch the metal. Removing armor takes 1 minute. Costs 1 vitality.

REPAIR ARMAMENTS^M: Your touch completely repairs 1 mundane or magical weapon or suit of armor so long as at least ½ the original is present. Costs 2 vitality.

STABILITY: Up to once per round, you ignore any nonmagical ability that attempts to move you or knock you prone such as Bull Rush or Trip.

STONE SHAPE^M: You mold adjacent stone into new shapes. You affect up to 10 cubic ft + 1 cubic ft per level. You can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

STONY GRASP^M: One Large or smaller target standing on the ground is held fast by a stony hand for 5 minutes if you beat its Reflex. Its speed is 0 and it suffers a -5 penalty on Reflex and Dexterity-based skill checks. Each round on its turn it can resist again using Fortitude to escape. Costs 2 vitality.

WARWRIGHT: Boost Craft, Mechanics, and Warcraft checks by +5.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

FORGE CONSTRUCT^C: You may create any construct type creature. Its level cannot exceed yours. Its cost equals 500 gp x its level squared. Its market price is 2x that. Construction time equals 1 day per 1,000 gp. It's loyal and obedient via verbal commands to you or a specific customer. If it dies, you can restore it for ¼ its cost.

MARK OF JUSTICE^M: You target 1 creature within 30 ft that has performed a chaotic act in the last 7 days. A permanent sigil appears on its forehead indicating its chaotic act (no save). It suffers exhaustion for 1 hour whenever it performs a chaotic act (no save). Atonement or Dispensation negates this ability. Costs 5 vitality.

MASTER ARTISAN: Apply a +4 bonus on Appraise, Craft, Dungeoneering, Mechanics, and Warcraft checks.

SECRET CHEST^M: You can craft a magic chest costing a minimum of 5000 gp. It holds up to 1 cubic ft of material per level. When not in use, it resides safely in an extradimensional space that you can call from anywhere. You can summon and stow the chest as a standard action.

SPIKE STONES^M: This improves Caltrap Field, such that you affect 30-ft-square area within 60 ft of you, and each space inflicts 1d8 damage + 1 point per level. Costs 2 vitality.

STONESKIN^M: You enjoy DR 10 for 2 minutes or until the spell blocks 10 points of damage per level, whichever comes first. Requires Harden. Costs 5 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

LEGENDARY ARTISAN: Select either Appraise, Craft, Dungeoneering, Mechanics or Warcraft. Once daily for 1 hour you enjoy a +15 bonus on checks with that skill. Costs 5 vitality.

TRANSMUTE LEAD INTO GOLD^M: Your touch converts lead into gold on a pound-for-pound basis, to a maximum of 1 pound per day. A pound of gold equals 50 gp. Your lifetime limit equals 10,000 gp. Costs 10 vitality per pound.

WORD OF RECALL^M: You and up to 8 adjacent allies instantly return to your homebase or other location marked earlier by you with a special rune. You can only have 1 rune like this at a time. Costs 10 vitality.

NEFRITI

MISTRESS OF VEILS

Nefriti is patron goddess of cemeteries, executions, prisons, and the undead. She acts as a cool judge and refined guardian of the veiled passages between life, the afterlife, and undeath.

DEITY DETAILS

Nefriti and her church have the following statistics.

ALIGNMENT: Neutral evil.

DOMAINS: Art, death, judgement, protection, and undeath.

SYMBOL: A skull, a crucifix or a grieving woman covered in a black funerary veil.

REALM: Tartaros. An endless wasteland with prisons, tombs, torture chambers, museums, craft halls, theaters, and mounds upon which birds peck at the damned.

WEAPON: Scythe (heavy blades group).

MISSION: Weigh souls in the balance for life, death or undeath.

ORGANIZATION: Clergy oversee daily affairs. Difficult situations, such as creating or defeating undead, evoke the interest of The Trust, a powerful council that is dispassionate about worldly affairs.

RITEs: Clergy preside over burials, police the undead, resolve wills, interview corpses left by crimes, guard prisoners, adjudicate death sentences, and decide who is worthy of undeath. Once yearly on a Day of the Dead, followers visit the undead and grave sites to seek solace and protection. The nights before, they enjoy theatrical revelries honoring the dead.

SERVICE: 1) Keep a timely will and testament. 2) Bring back fallen comrades for burial or resurrection. 3) Do not defile graves, assault the undead or free prisoners except for a high price to pay off their time. 4) Visit graves and prisoners on the Day of the Dead.

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Boost Craft, Disguise, and Religion by +3.

DETECT UNDEAD^M: You learn whether undead are present in a 30-ft cone. On a second scan of the same area, you learn their numbers and what kinds they are.

GENTLE REPOSE^M: One touched corpse gains a neutral odor and fine appearance as if sleeping, doesn't decay, and can't rise as undead for 24 hours. Costs 1 vitality.

MACABRE ART: Boost Craft checks by +5, or by +10 when portraying icons or images of the dead, dying, and undeath.

SECURE BURIAL^M: Following a 1-minute ritual, an adjacent corpse cannot return as undead within the next 7 days. A second ritual costing 5 gp per level of the corpse is required to ensure lasting rest for 100 years.

TOMBSTONE^M: You conjure a tombstone from the earth that shows the name, birth, and death of an adjacent corpse. Costs 1 vitality.

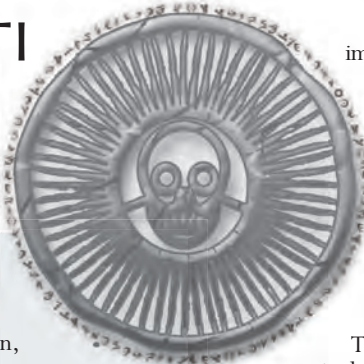
VEILRUNE^M: You inscribe a rune on or around a portal that is up to 10-ft-square in size. Living creatures cannot enter from 1 side and undead cannot enter from the other side unless they have more levels than you do. The rune lasts 24 hours and costs 5 gp worth of gold dust and rare inks.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

ANIMATE DEAD^M: You create skeletons or zombies from humanoid corpses within 60 ft. You can animate a number of levels of undead up to 2x your level, and you can maintain a number of levels at once equal to 4x your level. The undead obey your mental commands and remain for 1 hour per level before turning to dust. See RADIANCE MASTERS GUIDE regarding undead statistics. Costs 2 vitality.

COLD COMFORT: You enjoy a +5 bonus on Bluff, Diplomacy, Insight, and Intimidate checks involving undead.



DEATH GUARD^M: For 2 minutes, you are immune to the effects of all ailments, curses, and necrotic and vile energy damage. Costs 2 vitality.

QUELL HUNGER^M: One adjacent undead creature becomes friendly with living creatures for 5 minutes. It acts life-like and does not initiate combat against the living (though it responds normally if attacked). Nonsentient undead are simply docile. Sentient undead may resist using Will. Costs 2 vitality.

SPEAK WITH DEAD^M: After a 10-minute rite, you can ask 1 question per 2 levels over the course of 5 minutes from a corpse that you touch. The corpse only knows what the creature did in life, including languages it spoke. If the creature was good, it can resist using Will. The corpse must be mostly intact and have a larynx. You can use this ability up to once weekly on the same corpse. Costs 2 vitality.

VEILED VISAGE^M: While wearing a mask or veil, you enjoy a +10 bonus on Disguise checks to not be recognized as living, undead, or anyone in particular. Most undead ignore creatures they believe are also undead.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

BONE FIDDLE^M: Apply a +5 bonus on Music checks. Also, living creatures within 30 ft that hear your music for more than 1 minute must resist using Will or be held fast, entranced, and unable to leave the area as they bleed 1 wound point per round until you stop, they all die, or a number of rounds pass equal to your level. Costs 5 vitality.

LEAST EXTINGENCY^M: Once weekly, you may create a corporeal undead creature from a corpse or willing person. The undead's level cannot exceed your own or the target creature's level. The process takes 8 hours at night and requires rare materials worth 50 gp per undead level. If it is sentient, it has free will. Costs 5 vitality.

LINE AGAINST UNDEAD^M: You evoke a 10-ft-diameter circle (or 30-ft straight line) inscribed with supernatural runes. Undead creatures cannot pass or break the perimeter (or line), nor can they move under or above it, for as long as you concentrate as a standard action each round + 1d4 rounds. Costs 5 vitality.

REAPER'S BARGAIN^M: Whenever you die, an opportunity comes into play. You can proceed to the afterlife as normal. Or you may return to life with 1 hit point and no ailments. If you return, you owe Nefriti a gift: either all your possessions or the 1-minute execution of a person of equal or higher level than you. You must personally make the sacrifice. You have 3 days to pay, otherwise you die and can never be raised from death.

SLAY LIVING^M: One adjacent living creature must resist using Will or be reduced to -1 wounds and begin dying. Even if it successfully resists, it suffers 3d6 necrotic damage. Costs 5 vitality.

VILE LINEAGE^M: An adjacent undead regains live-like warmth. Also, it lusts for a living partner within 500 ft that you name or point to, and it is fertile to bare or sire a living child. The effect lasts 9 hours (if target is male) or 9 months (if female). Costs 5 vitality (if target is male) or 25 (if female).

PARAGON BOONS

Followers may select the following paragon abilities as boons.

EXTINGENCY^M: This improves Least Extingency so that it is usable once daily, may create incorporeal undead, and only takes 1 hour. Costs 10 vitality.

SUNCLOAK^M: One adjacent undead ally ignores harmful effects of exposure to running water, positive energy, light, and natural sunlight for 4 hours + 1 hour per level. Costs 10 vitality.

THE ART GROTESQUE^M: Undead within 30 ft become non-hostile and cooperatively enact a stage play, concert or variety show of your choice for up to 1 hour. While doing so, phantasmal music plays as they enjoy a +5 bonus on Acrobatics, Bluff, Disguise, Literacy, Music, and Trick checks. Sentient undead may resist using Will, and the effect ends if any undead performer suffers wound damage. Costs 5 vitality.

PALENDINE

THE PLATINUM PROTECTOR

Palendine is a courageous dragon god of honor, warcraft, and ageless wisdom. In primordial epochs, he and his siblings Greenwyrn and Tiamat ruled the mortal realms, and today Palendine protects these realms from evil and chaos.

DEITY DETAILS

Palendine and his church have the following statistics.

ALIGNMENT: Lawful good.

DOMAINS: Combat, fate, honor, resilience, and sacrifice.

SYMBOL: A platinum dragon or a torch-like weathered spearhead sporting a platinum-colored flame.

REALM: Polaris. A starry realm of infinite sky with floating aeries, sleek sky ships, and flocks of noble dragons.

WEAPON: Greatsword (heavy blades group).

MISSION: Inflame qualities of honor, courage, and strength.

ORGANIZATION: The wiser, more talented members take lesser members under their wing to provide moral and martial guidance. A ruling council, rumored to be dominated by dragons in disguise, matches students with mentors, coordinates activities in wartime, and decides on critical issues.

RITEs: Members gather for inspiring celebration whenever a member gains a new ability of Palendine, or attains a new tier of abilities in general. Visitations by dragons also draw gatherings. Members often help the general populace, including nonbelievers, hold their own against invasions and attacks.

SERVICE: 1) Always keep your oaths. 2) Protect those weaker than you. 3) Keep moving even when you are fatigued or exhausted. 4) Honor those who are wiser and more powerful than you are, listening to them for guidance.

BASIC BOONS

Followers may select the following basic abilities as boons.

ACTION SURGE: Once daily, you gain a bonus standard action in addition to the usual actions for a round. You can use the action to make a mundane or magical attack. You cannot combine this award with other abilities, boons or awards usable once daily.

AUSPICE: Boost Appraise, Perception, and Warcraft checks by +3.

DRAGONHIDE^M: The armor you wear becomes like dragonhide and provides DR 4, or +1 DR if the armor already provides DR 4 or better. The armor reverts to normal when you remove it.

HERO WORSHIP: Once daily, after 1 minute of interaction with any character who is higher level than you, the same race and sex as you, and within 1 step of your alignment, you heal 1d4 vitality points +1 per level and immediately recover from any fear and charm effects you currently suffer. Simultaneously, the heroic character heals the same number of vitality points.

IGNORE FATIGUE: You never experience the effects of fatigue. You must still keep track of fatigue in the event it leads to exhaustion which you do experience as normal.

UISSANCE AT ARMS: You are proficient with spears, Medium armor, and all shields.

RESPECT: Boost Intimidate and Nobility checks by +5.

WYRMING'S RESOLVE: Apply a +2 bonus on attack rolls against creatures 1 size larger than you (but not 2+ sizes larger).

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

ANCIENT ACUMEN: Apply a +4 bonus on Appraise, Athletics, History, and Insight checks. You enjoy some of the knowledge and insights of a wise elder dragon.

DISEASE IMMUNITY^M: You are immune to all diseases.

IMPROVED CRITICAL: Select 1 weapon group. When using weapons from that group, your threat range improves from just

20 to 19-20, or from just 19-20 to 18-20. Requires Rapid Attack.

INEXHAUSTIBLE: You never suffer the effects of exhaustion. You must still track exhaustion in the event it leads to unconsciousness which you suffer as normal. Requires Ignore Fatigue.

PLATINUM POISE: As an immediate action, you or an ally within 30 ft gains a +5 bonus to Will for 1 round. Costs 2 vitality.

SACRIFICIAL LEAP: As an immediate action, you suffer damage directed to an ally. The ally must be within move range of you and there must be an open space adjacent to the ally. You instantly move to a space adjacent to your ally and you both also instantly switch places. Use your or your ally's DR, whichever is better. Costs 2 vitality.

SHIELD OF PALENDINE: As an immediate action when a foe scores a critical hit on you or an ally within 30 ft, the hit is downgraded to a normal attack. Costs 2 vitality.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

DESTINY'S REVERSAL: Whenever a foe rolls a natural 1 on an attack against you, you suffer no harm of any kind and your foe suffers as if targeted by its own ability.

ELDER WYRM'S FAVOR: When you or an ally within 30 ft scores a critical hit, you or the ally immediately recover 1d6 vitality.

GLORIOUS RESURGENCE: Whenever you score a natural 20 on an attack roll in combat, you can immediately use 1 of your abilities as a swift action without cost even if the ability is currently unavailable to you for any reason.

HARMONY OF SPHERES^M: For 5 minutes, you and allies within 60 ft enjoy a +3 bonus on d20 rolls while foes within 60 ft suffer a -3 penalty on d20 rolls. Costs 5 vitality.

LASTING YOUTH: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

PLATINUM RADIANCE^M: Once daily, foes within 15 ft are stunned for 1 round. Also, chaotic and evil creatures suffer 1d4 holy damage per 4 levels (round down). A successful Will save blocks the effects. Costs 5 vitality.

STAR SHIELD: As an immediate action, all allies within 30 ft are protected from area attacks and attacks from a single direction for 1 round such that the allies suffer no harm. Costs 5 vitality.

SUMMON DRAGONS^M: You perform a 1-minute ritual to summon 1 or more dragons within 30 ft. Their total levels cannot exceed your level. They freely aid you for 1 hour, after which they vanish. These dragons will not perform evil acts or bring harm to good creatures. Costs 10 vitality.

SURPRISE KNOCKDOWN: When you score a critical hit, you knock your target prone. If your attack affects multiple targets, select 1 to knock prone.

TIDE OF LIFE^M: You or 1 ally within 30 ft who has suffered wound damage enjoys fast healing 2 for 2 minutes. Fast healing restores wounds but not vitality. Costs 5 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

BLESSING OF STARS: Once daily as a swift action, when your attack reduces a chaotic or evil foe within 30 ft to below 0 wound points, you and allies within 120 ft who can see or hear you regain vitality points equal to the foe's level.

HEAVENLY SPHERES: This improves Harmony of Spheres to affect all allies and foes within 120 ft. Costs 10 vitality.

TIDE OF ETERNITY^M: This improves Tide of Life, such that you or your ally enjoys fast healing 5 for 5 minutes. Fast healing restores wounds but not vitality. Costs 10 vitality.

PHANE

LORD OF ARMS

Phane is a four-armed battlefield juggernaut. He fights to conquer, subjugate, and enslave. Might makes right, war is beautiful, and domination of others is a pleasure unto itself.



DEITY DETAILS

Phane and his church have the following statistics.

ALIGNMENT: Lawful evil.

DOMAINS: Domination, evil, fear, strength, and war.

SYMBOL: A fist clenching arrows, a fist squeezing a person, a four-armed black knight, or a set of chains.

REALM: Acheron. An endless battlefield of clashing armies and their war weapons in trenches and gutted cities.

WEAPON: Spiked chain (chains group).

MISSION: Conquer the weak to serve the strong.

ORGANIZATION: Patriarchal, with higher ranked members commanding their lessors with total authority. Rank is earned (or lost) based on number and scope of victories (or losses) and perceived loyalty (or insubordination).

RITEs: The preparation, execution, and resolution of war is filled with rites including marching and singing in formation. Most important, however, are one-on-one or small-group combats between members in arena settings. The winners advance in rank over the losers.

SERVICE: 1) Always accept a challenge to fight. 2) Challenge your peers in combat. 3) Keep defeated foes as servants and slaves rather than killing them. 4) Once in your life, lead a band into war to conquer a town or large area.

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Apply a +3 bonus on Athletics, Intimidate, and War-craft checks.

BANE HEX: You target an adjacent foe. If you beat its Will, it suffers a -5 penalty for 2 minutes on attack rolls, damage rolls, Fortitude or Will (your choice). This is a curse effect. You can only affect 1 foe at a time and you can only affect a foe once in a 24-hour period. Costs 1 vitality.

ENLARGE^M: You or a touched ally grows 1 size category (max. size Large) for 5 minutes. A larger size doubles height, applies a -2 penalty to Reflex, a +2 bonus to damage rolls, a +5 bonus on Athletics checks, +3 wound points, +10 ft speed, a 10-ft space and reach, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty on Stealth checks, and a 8x weight increase. Costs 1 vitality.

GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

LORD OF ARMS: You are proficient with axes, heavy blades, and close combat arms.

MULTI-ATTACK: When using Extra Arms (see intermediate ability below), you can make attacks using melee weapons in each hand but suffer a -2 penalty on all your attack rolls for that round.

PUNISHING BLOW: Once daily, you may use your melee weapon to inflict +15 damage, or +5 damage if Fortitude resists. Costs 5 vitality.

TOUGHNESS: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

VIRILITY^M: Apply +5 bonus on Diplomacy checks. Also, your romantic liaisons always result in offspring.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

COMMAND^M: You issue a simple verbal suggestion that a person within 30 ft who hears you obeys if you beat his Will. Options include: approach you, drop held items, fall prone, halt (do not move), kneel and pray, leave you, praise a deity, sit down, stand up, or strike an adjacent creature. The effect lasts 1 round during combat or 1 minute out of combat. A person who resists is immune to it for the rest of the day. Costs 2 vitality.

EXTRA ARMS^M: Once daily, you grow 2 bonus arms for 5 minutes that you can use to climb, grapple or wield weapons. You enjoy a +5 bonus on Strength-based skill checks and to initiate or resist grappling. Requires Multi-Attack to effectively use multiple weapons at once, and you are limited to wielding Light weapons unless you also use Enlarge. Costs 2 vitality.

FRIGHTFUL SHOUT^M: Creatures in a 15-ft cone are deafened for 1 round, suffer 2d6 sonic damage (no save), and must resist using Will or be shaken for 5 minutes. Costs 2 vitality.

IRON SKIN^M: Your skin becomes hard like iron for 24 hours. Apply a +2 bonus to DR. You can renew the benefit each day.

POWER ATTACK: As a swift action, apply a -2 penalty to your next attack roll but add +5 damage to that attack's damage if you hit.

UNSEEN SQUIRE^M: At any time, you conjure fullplate armor onto your body and weapons into your hands. The items function as mundane, vanish if dropped or removed, and offer no other benefits.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

ARENA OF DEATH^M: Once daily, you evoke a 15-ft-radius stationary circle for 2 minutes. The circle's perimeter dances with ghostly images of weapons and war. No one (except you, if you wish) can be in the circle when you evoke it. Thereafter, any foes who seek to enter immediately learn that doing so will enroll them in gladiatorial combat. Creatures that enter the circle enjoy a +5 bonus on attack and damage rolls for 1 minute against foes who are within the circle, and no one may exit the circle in any way short of Miracle or Wish for 2 minutes after entering. Costs 5 vitality.

BREAK THE HERO^M: You burn an invisible sigil onto an adjacent nonevil foe with levels equal to or less than your own. If you beat its Will, the next time it falls to -1 wounds or lower, it instead stabilizes at -1 wounds and is cursed to obey you—you may target it with Command (as above, but it cannot resist) up to once daily per level. You can maintain only 1 broken hero at a time. The effect is permanent until the target is freed with Remove Curse. Costs 5 vitality.

LASTING BANE HEX^M: This improves Bane Hex, such that the effect is permanent until ended by you or Remove Curse. Costs 5 vitality.

MITHRIL SKIN: This improves Iron Skin to provide a +4 bonus.

SUNDER LIMB^M: When you beat a grappled foe's Fortitude, it suffers 2d6 wound damage as you sever 1 of its limbs (1d4: 1 is right arm, 2 is left arm, 3 is right leg, 4 is left leg). A severed limb can be reattached or regrown using Heal or Fast Healing. The limb lands adjacent to the foe. Costs 5 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

APOCALYPSE^M: You call down a storm upon foes in a 30-ft-radius circle up to 120 ft away. The storm inflicts 4d6 acid damage, 4d6 cold damage, and 4d6 fire damage. If you beat their Fortitude, creatures are also knocked prone and blinded, dazed, and deafened for 5 minutes. Costs 25 vitality.

JUGGERNAUT^M: For 5 minutes, you gain +5 DR, darkvision, fast healing 5, immunity to fear and charm, and benefits of Enlarge, Grapple, and Punishing Blow. Costs 25 vitality.

TERRIFYING SHOUT^M: This improves Frightful Shout, such that deafness is permanent and those caught in a 30-ft cone area suffer 1d6 sonic damage per level and are also frightened. Costs 10 vitality.

RORAX

MERCHANT OF NONESUCH

Rorax is a gnomish god of imagination and illusions, patron of crafts and markets, font of wealth, and elicitor of wondrous sights and treasures. He ensures profitable business, obedient workers, and unique wares. He is selfish and scheming.

DEITY DETAILS

Rorax and his church have the following statistics.

ALIGNMENT: Neutral evil.

DOMAINS: Creation, games, trade, travel, and wealth.

SYMBOL: A puzzle or maze, a clock, a coin purse or a hat with a golden rabbit emerging.

REALM: Nonesuch. A dizzying wonderland of twisted mirrors, odd machines, and living mannequins where dreams are made real. Its capital is Avarice.

WEAPON: Pistol (firearms group).

MISSION: Make all customers' dreams come true, for a price.

ORGANIZATION: Followers organize by trade guilds, wealth level, and joint mercantile projects. A ruling council of diverse interests seats the most powerful and wealthy who adjudicate complaints and negotiations.

RITES: Trade and worship are synonymous. Invocations and thanks for bullish business are offered at the opening and closing of business and whenever significant wealth is earned.

SERVICE: 1) Create and sell the most creative items for which you are capable. 2) Keep a business. 3) Seek the best bargains and steal if opportunity allows. 4) Keep others working while you enjoy the fruits of a passive income.

BASIC BOONS

Followers may select the following basic abilities as boons.

ALARM^M: You set an alarm with a stationary square perimeter around you of up to 10 ft per level. Any creature not specified by you that crosses the perimeter evokes either an audible or silent alarm, as you desire. The alarm remains up to 24 hours or until dismissed. You can use this ability at will but may maintain only 1 alarm at a time.

AUSPICE: Boost Appraise, Craft, and Mechanics checks by +3.

BITE THE COIN^M: You evaluate a touched coin as real or fake.

GEM BOMB^M: You lob a gem worth at least 1 gp into a space within 60 ft. Foes in or adjacent to the space suffer 1d8 force damage per 2 levels, or ½ damage when Reflex resists. Costs 1 vitality.

INSTANT CONTRACT^M: You conjure a pithy 1-page contract. Its legal accuracy equals 15 + your level. See the Literacy skill for details.

MERCHANT SKILLS: You enjoy a +3 bonus on Appraise, Craft, and Mechanics checks, and speak with Gnomish or Dwarven.

TRICKMASTER: Apply a +5 bonus on Trick checks, or +10 when playing games involving dice, cards or similar games of skill and chance.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

BREED MAGICAL BEAST^C: You alchemically create a magical beast from a similar mundane animal. The beast's level cannot exceed your own. The cost and time per beast level equals 1,000 gp and 1 day. You enjoy a +5 bonus on Handle Animal checks with that individual beast only.

FAR STONE^M: You and a specific, named ally can speak back and forth along any distance when you both possess a gem of the same type worth at least 100 gp. The gems glow and hum when you initiate contact. Each sentence up to 25 words that goes via the gem costs you 1 vitality.

FANTASTIC MACHINE^M: You summon a level 1 ergo (page 245) within 30 ft to complete tasks for up to an hour, or a level 2 ergo for 10 minutes, or a level 5 ergo for 2 minutes. Costs 5 vitality.

HANDY HAVERSACK^M: You conjure any nonmagical worked item weighing up to 5 pounds and costing 25 gp or less, so long as it contains no precious metals. The item lasts 5 minutes and then vanishes. Costs 2 vitality.

NOT THERE^M: As an immediate action you wink out of existence until the end of your next turn. Costs 2 vitality.

PERMANENT DISGUISE^M: After a 1-minute ritual, you gain a new physical appearance that acts as a permanent disguise.

Apply a +10 bonus on Disguise checks to go unrecognized as your previous self. You cannot look like someone in particular. The effect lasts while you are conscious. Requires a mask costing 150 gp.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

MARVELOUS PIGMENTS^M: For 10 minutes you paint on a flat area of ceiling, floor or wall, up to 1 10-ft-square area per level. When done, the picture transforms into a set of normal inanimate objects including doors, flowers, pits, trees, dungeon cells, food stuffs, armor, weapons, pit traps, and so forth. Nothing magical or living is created. The effect is instantaneous and nonmagical. For all intents and purposes, the objects are real; however, if they contain moving parts, they only work if you pass a DC 15 Mechanics check. Objects of value depicted in the picture such as gems and jewelry appear pleasing but are made from cheap everyday materials such as tin, paste, and bone. The total value of created objects cannot exceed 50 gp per level in any case. The items turn to powder after 24 hours. Costs 5 vitality.

OBSCURE OBJECT^M: For 24 hours, the touched item becomes invisible to everyone but you, and divination magic such as Detect Magic and Locate Object fail to detect its presence. Costs 5 vitality.

SCIENCE GENIUS: You can use the Technics skill and enjoy a +10 bonus on checks using that skill. Also, apply +5 bonus on Craft, Heal, and Mechanics checks.

TWISTED BARGAIN^M: For 2 minutes, an adjacent willing person enjoys a +1d4+1 bonus on d20 rolls and use of any 1 basic magic ability of your choice. Afterward, its alignment permanently moves 1 step closer to neutral evil. This ability fails for persons who are neutral evil. Costs 5 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

CRAFT INTELLIGENT ITEM^C: An adjacent magic item becomes sentient. Its alignment, mental attributes, saves, and personality equal your own. It is always considered an attended item that enjoys a save to avoid an effect. It speaks 1 language you know. When used by anyone but you, it can refuse to work if Will resists. Costs 10,000 gp and 10 days.

IDIOT SAVANT^M: One adjacent person must resist using Will or suffer a permanent mental transformation. Its look is unchanged but it only dimly recalls its former life. It suffers a -10 penalty on Perception checks, cannot make attack rolls, and enjoys a +20 bonus on a single skill of your choice. It is friendly toward you and feels driven to use the boosted skill whenever possible with allowance for privation. Its attitude is neutral or hostile when hindered from using the boosted skill. Remove Curse and Heal end the effect when used together, as do Miracle, Wish, and Wondrous Medicine. You can maintain up to 3 idiot savants at once. Costs 10 vitality.

JOURNEY TO AVARICE^M: After a 1-minute ritual, you vanish from your current space and appear in a huge extradimensional teaming marketplace managed by genies where you can buy and sell any items or services costing up to 25,000 gp. No violence is possible there. You can shop for up to 1 hour. Afterward, you reappear in the space you left or the nearest open space. Costs 10 vitality.

SOLARI

THE SUN KING

Solari is the noble and all-seeing king of the gods. He rides his sun chariot each day through the sky, and his tiny angels provide light at night in the form of stars and magical lights.



DEITY DETAILS

Solari and his church have the following statistics.

ALIGNMENT: Lawful good.

DOMAINS: Good, knowledge, law, nobility, and sun.

SYMBOL: A radiant golden sun, sometimes shown with a lion's face and mane and sometimes with feathery wings.

REALM: Celestia. A shining paradise of marble castles, rolling white clouds, angelic statues, and crystal fountains.

WEAPON: Longspear (spears group).

MISSION: Promote justice and vanquish evil creatures.

ORGANIZATION: A ruling council of bishops oversees several arms of the church: namely, ministry to the laity, evangelization, and special missions. Adventurer priests are usually on special missions to discover and dispel evil.

RITES: All-day events at summer and winter solstice, plus a 10 minute midday ritual, 5 minute prayers at dawn and dusk, and lighting of candles at midnight. Priests pray for 1 hour at sunrise and, when in a town, assist with the lighting and hanging of lanterns at dusk.

SERVICE: 1) Pray daily at noon. 2) Strike fiends and undead wherever you encounter them. 3) Swear loyalty to a lawful good liege. 4) Always be sober.

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Boost Insight, Literacy, and Nobility checks by +3.

DAWN'S WISDOM: Apply +2 bonus to Diplomacy, Heal, Religion, and Insight checks. Also, you speak Celestial.

DAZZLE BOLT^M: A foe within 15 ft suffers 1d4+1 fire damage, or 5d4 fire damage if it is normally harmed by light. Costs 1 vitality.

LIGHT: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can dismiss the light as a swift action. You can use this ability at will but you can maintain only 1 light at a time.

STEADY CONSCIENCE: Whenever you are about to take an action that would change your alignment or otherwise imperil your moral and ethical standing, your conscience (the GM) lets you know.

SUN-REST: The sun heals you. For each hour of exposure to natural sunlight on a clear or partly-cloudy day, you recover 1 vitality to a maximum of 5 vitality in a 24-hour period. You must be a living good-aligned person.

TIME SENSE^M: You always know the time to the correct year, month, day, hour, and second. Moreover, once daily as a swift action you can move yourself up by +5 in the order of initiative.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

COMMAND^M: You issue a simple verbal suggestion that a person within 30 ft who hears you obeys if you beat his Will. Options include: approach you, drop held items, fall prone, halt (do not move), kneel and pray, leave you, praise a deity, sit down, stand up, or strike an adjacent creature. The effect lasts 1 round during combat or 1 minute out of combat. A person who resists is immune to it for the rest of the day. Costs 2 vitality.

CONTINUAL LIGHT^M: Once daily you can use Light with an enhanced effect: the light is permanent. Dispel Magic cancels the effect.

DETECT LIES: Boost Insight checks by +5. Also, once daily for 5 minutes, you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.

ILLUMINATION^M: You conjure light on an unattended object within 30 ft. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. While you are within the zone of stronger illumination, you and allies enjoy a +5 bonus on Arcana, History, and Religion checks. While in the shadowy zone, the bonus is +2. You can maintain only 1 illumination at a time. Costs 2 vitality.

SUN-POWER: This improves Sun-Rest, such that you recover 4 vitality per hour, to a maximum of 20 vitality in a 24-hour period.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

CHARM IMMUNITY: You ignore the effects of all abilities with the word Charm in them. Requires Dawn's Wisdom.

CIRCLE OF HOLY FLAME^M: You conjure a stationary 15-ft-radius (or smaller) circle of bright flames around you that dances with angelic runes. Evil creatures cannot pass or break the circle's perimeter for as long as you concentrate as a standard action each round + an additional 1d4 rounds. Moreover, fiends and undead that are within 15 ft of the circle's perimeter are permanently blinded if you beat their Will. Costs 5 vitality.

ETERNAL SUNSHINE^M: Once daily, you can use an improved version of Illumination, such that the light remains permanently and produces strong illumination out to 60 ft and weak illumination for 60 ft beyond that. Dispel Magic cancels the effect. Costs 5 vitality.

MARK OF COMPASSION^M: You target 1 creature within 30 ft that has performed an evil act in the last 7 days. A permanent sigil appears on its forehead indicating its act and thereafter it suffers exhaustion for 1 hour whenever it performs an evil act (no save). Atonement negates this ability. Costs 5 vitality.

POISON IMMUNITY: You are immune to all poisons.

REIGNS OF RULERSHIP: Apply a +10 Nobility and Insight checks.

SUMMON CELESTIALS^M: You perform a 1-minute ritual to summon 1 or more celestials such as angels. Their total levels cannot exceed your level. They aid you for 1 hour and then vanish. They will not perform evil acts or bring harm to nonevil creatures. Costs 10 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

CELESTIAL PROTECTION: You are immune to electrical damage and enjoy +5 DR against other energy types except acid and vile damage.

COMMUNE^M: After 1 hour of prayer, you receive a response (yes/no/maybe/irrelevant) from Solari regarding a number of questions up to your level. Questions must be 10 words or less. Costs 10 vitality.

MIRACLE^M: Once daily, you pray for extraordinary aid. Solari can move a party to safety, cure a party from all injury and ailments, restore a party to life and 1 hit point, banish an evil creature or devastate it with 20d6 holy damage, or so forth. A miracle cannot change a creature's alignment or have it make choices against its will. The chance your prayer is answered equals 70% + 1% per level. You are left exhausted if the miracle is fulfilled.

SOLARI'S LIGHT^M: Once daily, you conjure a searing light within 120 ft of you. Fiendish and undead creatures within 120 ft suffer 1d8 holy damage per level. Other creatures that are not lawful or good suffer 1 point of holy damage per level and are blinded for 5 minutes. Good and lawful creatures are cured 1d8 points of damage per level. There are no saves against these effects; however, the light's damage always stops short of killing a living creature. Costs 25 vitality.

STOLGAR

FROSTBRAND WARRIOR

Stolgar is a tough warrior of the cold north who protects his folk against marauders, monsters, and other troubles. He offers combat advice and the power of winter's cold embrace.

DEITY DETAILS

Stolgar and his church have the following statistics.

ALIGNMENT: Neutral good.

DOMAINS: Community, protection, strength, war, and winter.

SYMBOL: A winter wolf, a gleaming bastard sword or a blood-red shield with motifs of combat and winter.

REALM: Asgard. A snowy woodland of where warm granite fortresses with sweet music, warm beds, and rich ale welcome the heroic dead.

WEAPON: Battleaxe (axes group).

MISSION: Protect people through strength, wisdom, and honor.

ORGANIZATION: Village priests shepherd soldiers and their families and assist with common defense. They teach practical skills and may secretly arrange moral tests of integrity to evaluate their followers and each other. Every 2 years, all priests gather in large convocations.

RITEs: In addition to blessings, burials, and contests of strength, followers undergo a rite of passage. A young adult enters the winter wilderness with a single weapon and must survive for 3 days, during which time he may hear Stolgar's words through an animal that he encounters.

SERVICE: 1) Defend the weak while training them to fight for themselves. 2) Do not strike an unarmed or helpless creature. 3) Only make oaths you can keep. 4) Act with bravery and integrity (never run away from battle!)

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Boost Endurance, Survival, and Warcraft checks by +3.

DIEHARD: When you fall below 0 wound points, you are not unconscious. Instead you are conscious and can continue to take a single move or standard action each round until you die at your usual negative hit points.

GIANT'S STRENGTH^M: Once daily as a swift action, you may apply a +5 bonus on your next attack roll and your next damage roll made that round. Costs 2 vitality.

NIGHTWATCH SENSES: You gain low-light vision and a +5 bonus on Perception checks.

NOBLE WARRIOR OF THE NORTH: Apply a +2 bonus on Athletics, Intimidate, Religion, Survival, and Warcraft.

RESIST COLD^M: You or a touched ally enjoy +10 DR against cold energy damage for 1 hour. Costs 1 vitality.

STOLGAR'S SHIELD^M: Apply a +2 bonus to your shield's DR. The effect only works for you and lasts 2 minutes. Costs 1 vitality.

SWIFT SACRIFICE^M: As an immediate action you may absorb the full damage of an attack intended for an adjacent ally. Costs 1 vitality.

TOUGHNESS: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

WARRIOR'S ARMAMENTS: You gain proficiency with axes, heavy blades, and shields.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

COURAGEOUS BAND^M: Following a 1-minute ritual in Stolgar's name, you and up to 1 participating ally per level enjoy a +5 save bonus to resist fear effects and a +1 bonus on attack and damage rolls for 10 minutes. Costs 2 vitality.

FARGUARD'S SHIELD^M: You conjure a rainbow-colored pro-

tective dome over you and creature's within 15 ft of you. The dome grants a +5 DR to all protected creatures and lasts for as long as you concentrate each round + an additional 1d4 rounds.

Costs 1 vitality per round of concentration.

FEARLESS: You ignore fear effects. You cannot be shaken, frightened or panicked.

FREEZING RAYS^M: You target up to 4 foes within 60 ft with icy blue rays. Each foe suffers 1d6 cold damage per 2 levels (max 5d6), or ½ that amount when Fortitude resists. Costs 2 vitality.

HEROISM^M: As a move action, you or a touched ally enjoy a +2 bonus on all d20 rolls for 5 minutes. Costs 2 vitality.

MASS RESIST COLD: Improves Resist Cold, such that you shed a protective mantle of warmth to benefit all allies within 30 ft.

SNOW BURROW^M: For the rest of your turn, you gain a burrow speed of 30 ft which you can use to move through snow and loose ice but not solid ice of 1 ft or more, or any other material. You do not leave a path as the snow closes up behind you. Costs 2 vitality.

TROLL'S BLOOD^M: Your wounds swiftly knit together. You heal 2d4 wound damage not caused by acid or fire. Costs 2 vitality.

VALKYRIE'S BLADE^M: Apply to your weapon a +2 bonus on attacks and +5 holy damage plus either +5 fire or cold damage for 2 minutes. Costs 2 vitality.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

BELAY DEATH^M: As an immediate action, you prevent 1 ally within 30 ft from falling below 0 wound points. Instead, it drops to 1 point. Requires Heroism. Costs 5 vitality.

CALL VALKYRIE^M: After a 1-minute ritual, you blow a horn to summon 1 of more avengers or valkyrie whose levels are no more than your own. See the RADIANCE MASTERS GUIDE. They remain for 10 minutes, doing your bidding by silent command, and then vanish. They tend to seek combat even when you might not. Costs 5 vitality.

COLD IMMUNITY^M: You are immune to cold energy damage. Requires Resist Cold.

CONE OF COLD^M: You inflict 1d6 cold damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

DIEHARD TOGETHER^M: Once daily, you and all allies within 60 ft enjoy the Diehard ability for 1 hour. Costs 5 vitality.

ICE TROLL'S FORTITUDE^M: Once daily as an immediate action you instantly heal 5 hit points and enjoy fast healing 5 for 10 minutes thereafter. Fast healing restores wounds but not vitality. Also during this time, you may reattach severed limbs as a move action and you enjoy a +5 bonus on saves to resist disease and poison.

MONSTER LORE^M: You share useful knowledge of monsters as a standard action. You and allies within 30 ft who hear you enjoy a +1 bonus on attacks and +5 damage for 5 minutes against 1 specific species of creature (orc, medusa, etc) within 60 ft and line of sight. Costs 5 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

GREATER HEROISM^M: This improves Heroism, such that you or a touched ally enjoys a +4 bonus on d20 rolls, immunity to fear effects, and +1 vitality point per level for 5 minutes. Costs 10 vitality.

MASS HEROISM^M: This improves Heroism to affect up to 1 ally per level within 120 ft. Does not stack with Greater Heroism. Costs 10 vitality.

VALKYRIE FORM^M: For 5 minutes, you gain +5 DR, darkvision, fast healing 5, immunity to cold and lightning, and wings that provide a fly speed of 30 ft. Costs 25 vitality.

WINTER SQUALL^M: A stationary 120-ft-radius area around you rapidly plunges into cold, snow, and wind. Creatures in the area suffer 2d6 cold damage per round, are limited to 5 ft visibility, and move at ½ speed. The cost equals 1 vitality per minute.

TANISH

TWILIGHT'S PRINCE

Tanish is a courageous and adventuresome god who endlessly travels the fey woods, enjoys art and magic, frees the oppressed, and punishes tyranny while encouraging love.

DEITY DETAILS

Tanish and his church have the following statistics.

ALIGNMENT: Chaotic good.

DOMAINS: Elves, freedom, hunting, love, and moon.

SYMBOL: A silver crescent moon, a tree of many roots, an elf prince, a bow and arrow.

REALM: Avalon. A fair-weather countryside of fine fields, pleasant woods, and aristocratic mansions that preternaturally delights the senses.

WEAPON: Composite shortbow (bows group).

MISSION: Liberate people from tyranny and self-imposed limits to discover love, truth, and beauty.

ORGANIZATION: Tanish's church invites members for rites and quests based on charismatic suggestions and impulses of its most good-hearted and inspiring members. No 2 events are the same. Spontaneous creativity born of sincere love is valued over predictability, for that is how to truly defeat tyranny, hatred, and lies.

RITEs: Events occur randomly and members may miss them. That said, many rites occur at moonrise and moonset in wooded areas, when Tanish inspires his most passionate members to bring everyone together to dance, paint, play, sing, propose marriage, and so forth. Members tend to take numerous spouses over their lifetimes.

SERVICE: 1) Free enslaved creatures. 2) Hamper oppression wherever you encounter it. 3) Act, sing, dance or play music every day. 4) Never scorn offers of love, though you are free to keep romance as short as it is sweet.

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Boost Music, Nature, and Nobility checks by +3.

COURTLY MIEN: You can present yourself as an aristocrat. Apply a +5 bonus to Diplomacy and Nobility checks.

ELF SIGHT: You gain low-light vision, a +2 bonus to Perception checks, and the ability to notice secret or concealed portals that you pass without having to check for them.

ELVISH WEAPON FAMILIARITY: Elves often train with swords and bows. You are proficient with the longsword, rapier, longbow (including composite longbow), and shortbow (including composite shortbow).

LIGHTNING REFLEXES: You are quick and agile. Boost your Reflex by +2.

LOOSEN RESTRAINTS^M: Your attack or touch destroys 1 set of adjacent mundane bindings or loosens 1 set of magical bindings for 1 round such that the bound creature can free itself without harm. Costs 1 vitality.

MOONBEAMS^M: You evoke 1 bolt of pale-blue magical energy per 2 levels (max 5 bolts). Each bolt unerringly hits a target within 90 ft for 1d4 damage, or 1d6 if a target is evil or if the bolts are evoked outdoors at night. Costs 1 vitality.

NOBLE ATTIRE^M: You are instantly bathed, groomed, and clad in a noble's outfit worth 100 gp for 4 hours + 1 hour per level. Removed clothing or faux jewelry vanishes. Costs 1 vitality.

POINT BLANK SHOT: Apply a +1 bonus on attack rolls and +2 damage with ranged weapons at ranges out to 30 ft.

ROMANTIC: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

SPOTLIGHT^M: You brightly illuminate a 5-ft square up to 90 ft away for 2 minutes. You indicate a spot, not a creature or object.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

ARTISTIC MIEN: Apply a +4 bonus on Acrobatics, Bluff, Craft, Literacy, and Music checks.

MYSTIC ARROWS^M: As a swift action you cause silver arrows to magically appear ready to fire in your bow. The arrows inflict +2 damage and count as magical. This ability negates the move action needed to load your bow. Costs 2 vitality.

MYSTIC CARRIAGE^M: You conjure a carriage drawn by phantom steeds that holds 6 Medium creatures and moves at speed of 60 ft for 4 hours + 1 hour per level.

The carriage has DR 10 and 30 hit points, and shields its passengers from all environmental extremes from -40° to 140° F. The carriage proceeds to specified destinations on its own, and makes Pilot checks with a bonus equal to your level. Costs 2 vitality.

ONE WITH THE WOODLANDS: You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired. Moreover, you move through any sort of natural undergrowth (thorns, briars, etc) at your normal speed and without taking damage or suffering any other impairment. Magical undergrowth still affects you.

PREPARE THE HUNTER^M: You conjure elven mail onto your body, a longsword in 1 hand and a bow in the other. The items function as mundane and vanish if dropped or removed. Costs 2 vitality.

REDECORATE^M: You permanently alter the surface traits of an indoor volume (building, house, tent, etc) of up to 10 cubic ft per level. This doesn't alter its gp value. Costs 2 vitality.

REMOVE CURSE^M: You negate 1 curse afflicting an adjacent creature. A creature can benefit only once daily. Costs 2 vitality.

TANISH'S INSPIRATION^M: Once daily as a swift action, apply a +20 bonus to your next attack roll that round using a ranged weapon and +15 damage if you hit. Costs 5 vitality.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

CIRCLE OF SWEET DREAMS^M: You evoke a 15-ft-radius circle for 4 hours + 1 hour per level. Any nongood creature not specified by you that crosses the circle's perimeter evokes either an audible or silent alarm, as you desire. You and allies within enjoy a +10 bonus on Perception checks, sleep soundly when desired, and are immune to charm, curse, fear, and poison effects while inside the circle. The circle does not move once established. Costs 5 vitality.

EAGLE'S FORM^M: You transform into a royal eagle, or into a heavensent eagle if you are good-aligned and 15th level or higher. You use the eagle's statistics except you keep your vitality points, mental attributes, and alignment. You can end the effect as a swift action and regain 1d4 wound points when doing so. If you fall unconscious or die, you return to your normal form. The effect lasts 5 minutes. Costs 5 vitality.

LASTING YOUTH: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

POISON IMMUNITY: You are immune to all poisons.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

CELESTIAL STARFALL^M: You call down stars upon foes in a 30-ft-radius circle up to 120 ft away. The stars inflicts 4d6 holy damage, 4d6 electrical damage, and 4d6 fire damage. If you beat their Will, creatures are also knocked prone and blinded, dazed, and deafened for 5 minutes. Costs 25 vitality.

FREE THOUGHT^M: You ignore magical mental influence by others including charm, confusion, fear, and sleep.

FREEDOM^M: This improves Remove Curse, such that you end all magical effects hampering the subject. A particular creature is still limited to benefiting once daily. Costs 10 vitality on an ally or 5 vitality on yourself.

THULZUUR

THE DEVOURING DUST

Thulzuur is a savage mummy god of entropy and destruction. Other gods censured this nemesis. He often lurks in the vastness of the Astral Realm and seeks to utterly destroy the gods as well as destroy their creations.

DEITY DETAILS

Thulzuur and his church have the following statistics.

ALIGNMENT: Chaotic evil.

DOMAINS: Desert, destruction, fear, hunting, and revenge.

SYMBOL: An eclipse, circular maze, black orb, or giant maw.

REALM: Venter. The other gods banished Thulzuur for his rebellion. His followers' souls reside inside his dark stomach, where everything dissolves.

WEAPON: Scimitar (heavy blades group).

MISSION: Overthrow and enjoy retribution against gods, kings, and other rulers and their servile agents.

ORGANIZATION: Followers gather to overthrow order and bring destruction on those who claim power over them. Many believers do not view their god as evil. Rather, they are rebels toppling and punishing their masters.

RITEs: Followers meet when Thulzuur shows a sign. Some followers lie about witnessing signs. Followers meet on moonless nights to offer sacrifices. The best sacrifice is a noble or divine agent such as a cleric or blackguard.

SERVICE: 1) Torture, slay, and devour nobles. 2) Similarly, kill agents of other deities, especially invokers, clerics, and paladins. 3) Destroy castles and temples. 4) Hunt down those who have wronged you and kill them with your bare hands.

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Boost Religion, Stealth, and Streetwise checks by +3.

DISINTEGRATION RAY^M: A black ray blasts from your outstretched hand at 1 target within 15 ft. It hits unerringly but can be resisted by the power of imagination. If you beat the target's Will, it suffers 4d6 damage. Otherwise, the ray inflicts 1d4 damage. A creature slain by the ray is turned to dust that blows away in the wind. Costs 2 vitality.

DESERT NOMAD: You enjoy a +2 bonus on Athletics, Intimidate, Religion, Survival, and Warcraft checks.

RESIST HEAT^M: You or a touched ally enjoy +10 DR against heat and fire for 1 hour. Costs 1 vitality.

TRACK: Apply a +5 bonus on Survival checks, or +10 when tracking in natural environments.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

ASH^M: An adjacent foe suffers 1d6 wound damage. Costs 2 vitality.

DEATHLESS TRACKER^M: If you die while tracking a foe, you return to life 1 minute later as a ghoul (see RADIANCE MASTERS GUIDE) to catch your killer. When your quarry is dead, you truly die.

DESICCATING BLAST^M: You exhale a cloud of hot sand. Living foes within a 30-ft cone suffer 1d6 fire damage per 2 levels and you heal 1d4 wound points. Costs 2 vitality.

RUINOUS CHANT^M: You chant to produce a blast of dust and rot that flashes outward in a 30-ft radius. All creatures except gnolls, demons, and worshipers of Thulzuur caught in the area suffer 1d6 vile damage per 2 levels, or ½ damage if Will resists. Costs 2 vitality.

SAND BURROW^M: For the rest of your turn, you gain a burrow speed of 30 ft which you can use to move through sand but no other material. You do not leave a path as the sand closes up behind

you. Costs 2 vitality.

TERRIFYING CACKLE^M: All living creatures within 15 ft who hear your cackle are shaken for 5 minutes, or 1 round if Will resists. If a creature is 5+ levels below you, it is frightened instead, fleeing the best it can or cowering if it cannot flee. Costs 2 vitality.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

GHOULISH AURA^M: All targets within 60 ft must resist using Will or be shaken and paralyzed for 1d4 rounds. A creature cannot be affected again by this ability for 24 hours. Costs 5 vitality.

MUMMY ROT^M: One adjacent foe acquires the mummy rot curse. After 1 minute, its vitality points drop to 0. After 1 hour, its wound points drop to 0. After 24 hours, it dies and its body turns to sand and dust that blow away in the wind. Remove Curse ends the rot and affords healing as normal. Costs 5 vitality.

MUMMY'S LORE: Boost Appraise, Arcana, History, and Nobility checks by +4.

NIHILISTIC FORM^M: Your body becomes clothed in black burial wrappings that grant you +2 DR, +2 vile damage on your attacks, and a +10 bonus on Disguise checks to not be recognized as yourself. The effect lasts 4 hours + 1 hour per level. Costs 5 vitality.

RAY OF OBLIVION^M: You target 1 foe within 60 ft with a black ray that quickly infuses its body. Each round beginning on its next turn for 2 minutes, the target has only a 50% chance to successfully use any magic abilities for that round. Costs 5 vitality.

SKINNED ALIVE^M: An adjacent target must resist using Reflex or lose its skin and be stunned for 3 rounds, after which it dies. Heal, Miracle, Regenerate, Revivify, Raise Dead or Wish halts and reverses the effect. Requires Remove Skin and Severing Blade. Costs 5 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

DISINTEGRATE^M: You target a single 10-ft cube volume or 1 creature within 120 ft. If you target a volume, unattended mundane material and force effects (such as Wall of Force) vanish. If you target a foe and beat its Fortitude, it suffers 4d6 wound damage and vanishes if it dies. Miracle or Wish restores disintegrated items and creatures. Costs 10 vitality.

MAZE^M: You or 1 target within 120 ft is whisked away to an extradimensional maze for 5 minutes. Each round on its turn, the subject has a 1 in 6 chance to escape, or a 2 in 6 chance if it has Intelligence 15+. When it escapes, the subject reappears in the space it departed from, or the nearest open space. Costs 10 vitality.

SPHERE OF ANNIHILATION^M: You conjure an orb of pure entropic darkness for 2 minutes. It appears up to 15 ft away from you and floats in midair. By your telepathic command, it moves up to 5 ft per round per level in any direction but it cannot leave your line of sight or effect. If your vision is disrupted then the sphere halts its movement and waits until your regain oversight or the magic's duration ends.

Anything that the orb touches is destroyed. When the sphere enters a foe's square, it must resist using Reflex against your attack roll or be struck and vanish with a pop from existence. Similarly, objects or sections of objects are destroyed up to 1 5-ft-cube per round. Attended objects are considered part of the individual holding them, and a successful hit consumes both the creature and object.

The sphere moves perfectly if you spend a standard action controlling it. You can also attempt to move it as a move action or swift action, but to do so you must pass a DC 20 or DC 40 Arcana check, respectively. If you fail a check, the sphere immediately moves back toward you with the goal to end its move in your square. Similarly, if you are struck unconscious or die, the orb moves back to you.

Conjuring a sphere of annihilation costs 25 vitality.

TIAMAT

MOTHER OF DEMONS

Tiamat is a many-headed foul beast that lairs deep in midnight caves, there she gives birth to legions of demons and monsters that seek to visit destruction upon the earth.

DEITY DETAILS

Tiamat and her church have the following statistics.

ALIGNMENT: Chaotic evil.

DOMAINS: Chaos, destruction, evil, monsters, and water.

SYMBOL: A multi-colored hydra, a pregnant woman with monstrous features or a demonic cracked egg.

REALM: Abyss. A terrifying jumble of acidic swamps and ruins where howling demons hunt souls and fight each other.

WEAPON: Two-bladed sword (double weapons group).

MISSION: Bring monsters into the world to destroy it.

ORGANIZATION: The church is led by the most powerful members who have begun the transformation into monsters but retain intelligence to lead the cult. They may be insane or barely even notice their members, who happily murder each other just to prove their worth as future monsters.

RITEs: Whenever possible, members gather to witness the summoning or birthing of new monsters. If a few members fall victim to the new monster, all the better. Members gather in dark wet caves, preferably reached only by swimming underwater or climbing deep into the earth. The greatest rite and every member's dream is to be reborn as a monster.

SERVICE: 1) Help usher the end of the world. 2) Promote the spawning of monsters. 3) Strike down clerics, paladins and celestials wherever you encounter them. 4) Once daily consume the flesh of a creature while it is still alive.

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Boost Dungeoneering, Intimidate, and Trick checks by +3.

BREATH WEAPON^M: You have a breath weapon. When you take this ability, decide whether the breath is a 30 ft cone or a 60 ft line. Also select an energy type: acid, cold, electrical, fire or sonic. The breath weapon inflicts 1d8 damage of that energy type or ½ damage when a target's Reflex resists. Each breath use costs 1 vitality.

DARKVISION^M: As a swift action, your eyes turn black and you see in darkness as easily as in daylight. Ending the effect is a swift action.

SWIM SPELL^M: For 5 minutes, you gain a Swim speed of 30 ft. This grants a +10 bonus on Athletics checks in water. Costs 1 vitality.

TEETH AND CLAWS^M: As a swift action, you grow a dragon-like snout and rapacious claws. Thereafter each round, as a standard action against an adjacent foe, you can either bite for 1d8 damage or use the claws for 1d6 damage when you beat the foe's Reflex. Add your Strength modifier to the damage. The effect lasts 1 hour. Costs 1 vitality.

TIAMAT'S MAD WISDOM: Apply a +3 bonus to Arcana, Dungeoneering, and Religion checks.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

DEMON SKIN^M: You permanently gain an inky green hide that provides a +2 bonus to DR. Requires Tiamat's Mad Wisdom.

HYPNOTIC GAZE^M: One person within 30 ft and line of sight must resist using Will or be dazed for 1d4 rounds. Costs 2 vitality.

MIRROR IMAGE^M: You conjure 1d4+1 duplicates of yourself for 2 minutes. Whenever a foe successfully strikes you, it has a 50% chance to strike and dispel 1 image instead. This is a visual illusion. Requires you know Blur or Hynotic Gaze. Costs 2 vitality.



MONSTROUS BIRTH^M: Once daily, you or an adjacent helpless sentient person becomes pregnant with a monstrous spawn after a horrid 10-minute rite. The pregnancy is rapid and ends after 6 hours with the monster bursting forth from the host.

You decide the kind of monster, though its level cannot be more than ½ yours or the host's, you must have a piece of that kind of monster, and its alignment must be chaotic evil, neutral evil, or chaotic neutral. The birthing lasts 1 minute per monster level and delivers 1d6 wound damage per minute. Ideally, the monster devours the host to complete its rapid growth to adulthood. Remove Curse aborts the spell. Costs 5 vitality.

RIP TIDE^M: You move 1 foe immersed in water within 30 ft up to 120 ft in any direction so long as the foe remains in or adjacent to water. Only foes with a Swim speed can resist using Fortitude to end the effect. Costs 2 vitality.

UNNATURAL ACT^M: Once daily, after 1 minute of intimacy with an adjacent evil monster (non person), you recover 4d6 vitality.

WATER BREATHING^M: You can breathe in water as easily as in air for up to 4 hours + 1 hour per level over a 24 hour period. You can use the hours nonconsecutively and may expend hours to grant touched allies the ability to breathe water too. Costs 2 vitality.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

CHROMATIC RESISTANCE^M: You enjoy +5 DR against all energy types.

CONFUSION^M: Foes within 30 ft who fail to resist using Will act strangely for 5 minutes. For each affected creature on its turn, roll 1d10 to determine the result: 1) attack you, 2) act normally, 3-5) do nothing, 6-7) flee from you at top speed, 8-0) attack nearest creature. After each round, a creature has a 10% chance to shake off the effect, which ends after 2 minutes in any case. Costs 5 vitality.

HYDRA NIMBUS^M: You wreath yourself in blistering multi-colored flames for 5 minutes. Whenever a creature starts its turn within 10 ft of you, it suffers 1d6 damage per 4 levels. The damage is acid, cold, electrical, fire or sonic (you choose). Costs 5 vitality.

MONSTROUS TRANSFORMATION^M: You touch a helpless sentient living creature for 10 minutes, expend materials, and incant vile words. Thereupon, the creature transforms into a monster of equal level (though the level cannot be higher than your own). The materials cost 100 gp per level of creature. You select the specific monster, and its alignment must be chaotic evil, neutral evil, or chaotic neutral. It has no memory of its prior existence and you do not have any special influence over it. Costs 10 vitality.

SELF-HEALING^M: Once daily you heal all wound damage. You may activate the ability even if you are unconscious but alive.

SUMMON DEMONS^M: You perform a 1-minute ritual to summon 1 or more demons. Their total levels cannot exceed your level. They seek to pervert your instructions whenever possible. They scout, attack your foes or entertain you for 1 hour and then vanish. Costs 10 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

DISCORD^M: Foes within 30 ft that hear you and fail to resist using Will utilize any and all means to harm their allies (although they ignore unconscious bodies). Costs 10 vitality.

INSANITY^M: This improves Confusion such that the duration is permanent until ended by Break Enchantment. Costs 10 vitality.

MONSTROUS TOUCH^M: This improves Monstrous Transformation. You need only beat an adjacent target's Reflex and the transmutation is complete at the end of the victim's next turn. Only Miracle or Wish reverses the effect. Costs 20 vitality.

WHIRLPOOL^M: As Rip Tide, but up to 1 immersed foe per level within 120 ft, and targets suffer 4d6 damage. Costs 10 vitality.

VOKTRA

MATRON OF CROSSROADS

Voktra balances fate, chance, and choice. She offers foresight, insight, and hindsight to better choose one's road. Many come to her when they stand with uncertainty at life's crossroads.

DEITY DETAILS

Voktra and her church have the following statistics.

ALIGNMENT: True neutral.

DOMAINS: Balance, fate, knowledge, magic, and travel.

SYMBOL: A coin etched with the horizon line, a galloping horse, a weathervane, a pair of keys, or 2 doorways.

REALM: Urbana. A sprawling market with many portals to and from all worlds and realms of the multiverse. The varied minions of other gods jostle under imposed peace.

WEAPON: Quarterstaff (pole arms group).

MISSION: Aid travelers and predict future paths.

ORGANIZATION: Voktra's church appears scattered and impermanent but its role is timeless. Her priests wander and act as sages and guides for travelers. Their symbols make them easy to spot.

RITEs: Voktra's rites are integrated into the services her priests provide. Due to prophecies, or perhaps by chance, small and large gatherings of her followers sometimes occur at numerologically significant dates and times.

SERVICE: 1) Seek knowledge before making a decision. 2) Never stay in 1 place for more than 10 days. 3) Moderate your words and deeds. 4) Visit another world or realm of existence before you die.

BASIC BOONS

Followers may select the following basic abilities as boons.

AUSPICE: Boost Acrobatics, History, and Pilot checks by +3.

CORNER SIGHT^M: You can see around an adjacent corner as if looking in a straight line (this grants line of sight). Costs 1 vitality.

DETECT PORTAL^M: You learn whether an extradimensional portal is present within a 30-ft cone. If you scan the area again, you learn the exact space in which the portal lies. Each portal leads to a different world or realm of existence.

ENDURE ELEMENTS^M: You ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

HORSE MASTERY: Apply a +5 bonus on Handle Animal checks, or +10 to influence horses.

LONGSTRIDER: Boost your speed by +10 ft for 1 hour. Costs 1 vitality.

TRAP SENSE: Boost Reflex by +5 to resist attacks made by traps.

TRAVELERS KNACK: Apply a +3 bonus on Dungeoneering, Streetwise, and Survival checks.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

ANALYZE PORTAL^M: You focus on an adjacent extradimensional portal and learn what realm it leads to, whether it is stable, and whether it is currently passable. Requires Detect Portal. Costs 2 vitality.

BLOCK DISEASE^M: You or a touched creature is immune to all natural diseases for 24 hours. The subject doesn't acquire diseases or suffer from already acquired ones. Costs 2 vitality.

CONTROL PORTAL^M: You target 1 adjacent portal. You can open or close it on a successful DC 15 Arcana check. Requires Analyze Portal. Costs 2 vitality.

DIMENSION STEP^M: You vanish and reappear up to 30 ft away in an open space of your choice within line of sight. After you arrive, you are dazed for the rest of your turn. You can take gear or an ally weighing up to 250 pounds. Costs 2 vitality.

NUMERIC GUIDANCE^M: You ask a 25-word question through



the use of geometry. You receive an answer up to 10 numbers (words) in length. The chance that you correctly interpret the answer equals 70% + 1% per level. Costs 5 vitality.

PLANAR LORE: Boost Arcana checks by +5, or by +20 regarding various realms of existence.

POINT THE WAY^M: Once daily, you learn the direction and distance to travel with the most speed and safety to a stated destination. The destination may be specific or general. Costs 2 vitality.

PROTECTION FROM ENERGY^M:

You or a touched ally enjoy +20 DR against 1 energy type, or a +5 bonus versus all energy types, for 4 hours + 1 hour per level. Costs 2 vitality.

THE SHAPE OF THINGS TO COME^M: Apply a +2 bonus on Perception checks, and once daily as an immediate action you can ignore 1 attack as if you had foreseen it.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

CLEAR THE WAY^M: Rubble, webs, and overgrowth (magical or mundane) along a 5-ft wide, 60-ft long path before you automatically retreat to adjacent spaces or into the ground and remain outside of the path for 1 round per level. You may clear a 10-ft wide, 30-ft long path if you desire. Costs 5 vitality.

EVADE TRAPS^M: As a swift action, apply a +10 bonus on saves to avoid traps until the start of your next turn. Also, you ignore the Maze spell. Requires Trap Sense. Costs 5 vitality.

FATE^M: Once daily as an immediate action, you cause a target within 30 ft to suffer a -20 penalty on a d20 roll that it's making.

FIND THE PATH^M: For 5 minutes, apply a +20 bonus on Dungeoneering, Streetwise, and Survival checks. Costs 5 vitality.

PLANAR ADAPTATION^M: You or an adjacent ally ignore the effects of a world's or realm's ambient conditions that hamper movement or the senses or cause hit point damage. This does not protect against creatures or special events, only continuous effects such as persistent heat. Costs 2 vitality to activate for 1 hour or 5 vitality for 24 hours. Each new world or realm requires activation.

ULTIMATE ESCAPE^M: You teleport up to 120 ft as an immediate action. If the destination space is occupied, you are shunted to the nearest open space and suffer 2d6 pain damage. Costs 5 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

EXODUS: This improves Clear the Way, such that you affect an area up to 30-ft wide and 120-ft-long, and creatures that fail to resist using Will are also pushed back into adjacent spaces and cannot enter the path for the magic's duration. Costs 10 vitality.

EPIC GATEWAY: This improves Gate (see below) such that the opening has a 120-ft radius and remains open for 1 minute per level.

GATE^M: You can open a 15-ft-radius extradimensional doorway within 120 ft to another location in your realm or world, or to another realm or world. The gate requires no support, remains for 1 round per level, and is cloaked on both sides in misty waters. You must pass an Arcana check to ensure the gate leads to the desired locale. The DC equals 5 for a very familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. If you fail the check, you arrive in a different location set by the GM. Any creature can pass through the gate. Costs 25 vitality.

JUMP THE CROSSROADS^M: Whenever you are at an intersection of roads or passageways, you can move yourself and 1 companion to any other intersection of roads or passages that you have visited in the same realm or world. Each jump costs 2 vitality.

MASS PLANAR ADAPTATION^M: This improves Planar Adaptation to benefit up to 8 allies that remains within 120 ft of you. Moving further away suffer effects as usual. Costs 15 vitality per day.

YMURI

THE MIND'S EYE

Ymuri is patron of the mind and psychic phenomena. She encourages strict ascetic to perceive and harness the hidden patterns of the multiverse that lie beneath its apparent chaos.



DEITY DETAILS

Ymuri and her church have the following statistics.

ALIGNMENT: Lawful neutral.

DOMAINS: Divination, karma, law, mind, and motion.

SYMBOL: A crystal, a person with arms raised, or a set of spirals.

REALM: Esalen. A land of airy buildings nestled in perfect harmony with pleasant, inspiring naturescapes.

WEAPON: Punching dagger (hand-to-hand group).

MISSION: Teach enlightenment through strict asceticism.

ORGANIZATION: Followers with the greatest wisdom and mastery of Ymuri's gifts lead those still walking the path to enlightenment. Followers seek to reveal the multiverse's hidden order. Good beings evoke negative unintended consequences, while evil and chaotic beings waste energy. Ymuri teaches against bureaucracy, which she views as a corruption of true order.

RITEs: Daily rituals of meditation, prayer, martial arts in addition to lectures on the mind and practice sessions to harness the mind's potential. Occasionally, members visit with the unembodied, church elders who have transcended the flesh for a pure spirit form.

SERVICE: 1) Advance yourself by developing your inner power rather than superficial holdings like gold or land. 2) Expose illusions, disguises, and frauds, and also end confusion and insanity. 3) Lead by wisdom and example. 4) Remember enlightenment is a journey not a destination.

BASIC BOONS

Followers may select the following basic abilities as boons.

ACOLYTE OF THE THIRD EYE^M: A third eye briefly opens on the forehead of you or an adjacent ally. Through the eye, the subject learns whether invisible or astral creatures, illusion, magic, traps or strong alignments (CE, CG, LE or LG) are present within a 30-ft cone. The subject learns whether any of the phenomena are present, but not which ones or where they are. Costs 1 vitality.

ACUITY: Once daily, boost an Insight or Perception check by +10.

AUSPICE: Boost Diplomacy, Insight, and Perception checks by +3.

MINDLINK^M: You form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Once formed, the bond works like normal speech, both ways, and over any distance. You can have 1 bond at a time.

SELF-REALIZATION: Select any 1 basic ability listed under the psion class that has no prerequisites. You know this ability.

SINGULAR POWER: You realize the depth of your own power and purpose. Whenever you spend a move action to focus on your own unique nature, you enjoy a +1 bonus on all dice rolls for the remainder of your turn.

INTERMEDIATE BOONS

Followers may select the following intermediate abilities as boons.

CRYSTAL VERGE^M: You place a basic magic ability that you know into a crystal or gem, expending any vitality as usual. At any time thereafter, you (and only you) may release the ability as an immediate action. Afterward, you may place a new basic magic ability in the gem. This boon requires a 50 gp crystal or gem, and placing an ability takes 4 hours. You are limited to 1 verge at a time.

DETECT ALIGNMENT^M: You focus on 1 creature within 30 ft and learn its alignment if you beat its Will. Otherwise, you learn only whether it is chaotic. Costs 2 vitality.

MENTAL BARRIER: Permanently boost your Will by +5.

MIND'S EYE^M: Until the start of your next turn, you try to peer through a 5-ft-square barrier composed of any material except lead. You penetrate 1 inch per level. Costs 2 vitality.

PROJECT THE THIRD EYE^M: One sentient creature within 30 ft suffers 1d6 psychic damage per level, or ½ damage if Will resists. Costs 2 vitality.

PSYCHIC KEEPSAKE^M: Within 3 rounds of an adjacent sentient creature's death you may draw echoes of its mind into a crystal or gem worth at least 100 gp. Thereafter you (and only you) may use Mindlink with the crystal to speak to the creature as if it were alive. A repository can hold up to 1 mind per 100 gp. Requires Mindlink. Drawing the mind into the crystal costs 2 vitality. Reading the crystal is free.

STRENGTH OF ONE^M: As Singular Power, except you focus on your group rather than yourself and the benefit extends to all allies within 30 ft.

ADVANCED BOONS

Followers may select the following advanced abilities as boons.

ENNUI^M: You realize the futility of the multiverse and its warring supernatural forces. You enjoy a +1 bonus on all your saves, and once daily you may completely ignore 1 attack against you as an immediate action.

KARMIC RETORT^M: You designate a foe as a swift action. For 5 minutes, whenever that foe strikes you, record the hit point damage dealt. The next time you strike that foe, deal damage as normal or the largest amount recorded, whichever is more. Costs 5 vitality.

MASTER OF THE THIRD EYE: This improves Acolyte of the Third Eye, such that you also learn which phenomena are in which spaces. Costs 5 vitality.

PSYCHIC CLEANSING^M: An adjacent willing or helpless creature is immediately freed from 1 mental compulsion or disability such as Charm, Confusion or Insanity. Costs 5 vitality.

TRUE SIGHT^M: You see through all illusions, disguises, and concealments for 1 round. This reveals secret doors and invisibility. It also bypasses the Nondetection ability. Costs 5 vitality.

PARAGON BOONS

Followers may select the following paragon abilities as boons.

FORESIGHT^M: You cannot be surprised and may ignore Sneak Attack damage if Will resists. Also, once daily you may completely ignore 1 attack against you as an immediate action as if you had foreseen the moment. This ability does not work while you are unconscious.

KARMIC DANCE: This improves Karmic Retort such that is usable as an immediate action and applies to all your foes within 30 ft. Costs 10 vitality.

MASS TRUE SIGHT: This improves True Sight such that its benefit extends to all allies within 120 ft. Costs 10 vitality.

UNEMBODIED^M: You shed your physical body for 5 minutes. In this form you enjoy a fly speed of 30 ft, mundane attacks against you miss 90% of the time, and magical attacks miss 50% of the time. Similarly, you can pass through magical and mundane barriers and hold objects with an equally likely chance each round. You may appear as a ghost-like image of yourself or a brilliant luminous ball that sheds light out to 30 ft and shadow out to 60 ft (assuming dark conditions). Costs 25 vitality.

UNITY WITH THE MULTIVERSE^M: You realize the multiverse's purpose and your place in it. Your alignment becomes lawful neutral and cannot be changed by any means. Also, if you should die, you return to life after 1d12 days in a location of your choice or within 100 miles of where you died. A Wish spell blocks your return.

X-RAY VISION^M: You target a 5-ft-square area to peer through it as if it were not there. You can peer through 15 ft of wood, 5 ft of stone or 1 ft of metal. Or you can view a creature to see it naked with clear outlines of any metal objects on or within its person, such as hidden daggers. Costs 5 vitality.

CHAPTER 8

Equipment

What armor, weapons, and gear does your character have? How much does it cost and weigh? And what accessories can be applied to improve these items? This chapter describes wealth, encumbrance, armor, weapons, adventuring gear, poison, property, steamgear, electrotech, and other nonmagical items.

WEALTH

Wealth comes in many forms, and coins are standard currency of exchange for adventuring characters.

STARTING WEALTH

A character begins with the number of gold pieces indicated for his class at 1st level. In addition to starting gold, assume a character owns at least 1 outfit of normal clothes such as an artisan's outfit, entertainer's outfit or traveler's outfit that suits his class.

MONETARY UNITS

The most common coin is the gold piece (gp). Table 8-1: Coins summarizes common coins and their worth in gold pieces. In a typical marketplace, people use copper or silver before gold to purchase everyday items. Merchants may exchange trade goods without using currency at all. Coins that are composed of valuable heavy metals tend to be smaller than coins composed of low-value metals. A standard coin weighs about $\frac{1}{3}$ of an ounce (50 coins to the pound).

TABLE 8-1: COINS

Coin (abbreviation)	Value in Gold
Copper piece (cp)	1/100
Silver piece (sp)	1/10
Gold piece (gp)	1
Platinum piece (pp)	10
Diamond nugget (dn)	100

SELLING LOOT

In general, a character can sell an item for $\frac{1}{2}$ its listed price. Trade goods that are of everyday use to people such as salt, linen, farm animals and so forth are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

WEALTH ABOVE 1ST LEVEL

When a character enters the game above 1st level, use the table at right to determine the character's wealth. This wealth can be spent to purchase anything with a market price.

PROPERTY

OPTION: In many societies, property and wealth are distinct. If the GM allows, a character enjoys a land grant: full benefits of a property (page 170) with a market value up to his wealth. The grant cannot be traded or sold though characters may pool their grants to enjoy a single shared property.

TABLE 8-2: STARTING WEALTH ABOVE 1ST LEVEL

Level	Wealth	Level	Wealth
1	—	11	25,000 gp
2	500 gp	12	30,000 gp
3	1,250 gp	13	35,000 gp
4	2,500 gp	14	40,000 gp
5	5,000 gp	15	50,000 gp
6	7,500 gp	16	60,000 gp
7	10,000 gp	17	70,000 gp
8	13,000 gp	18	80,000 gp
9	17,000 gp	19	90,000 gp
10	21,000 gp	20	100,000 gp

"During the Great War, our factories forged huge golems to defend against the Fell Kingdoms, but our dim iron servants left more harm than good."

ENCUMBRANCE

Encumbrance rules determine how much a character can carry before his gear significantly hampers him. Encumbrance uses an abstract slot-based system. Use the following formula:

$$\# \text{ OF SLOTS} = \text{CHARACTER'S STRENGTH SCORE} + \text{ENCUMBRANCE BONUSES, IF ANY}$$

For example, a character with a Strength score of 13 can fill 13 slots before he becomes over-loaded. Table 8-3: Encumbrance Slots lists the slots filled by armor, shields, weapons, and miscellaneous gear. Assume the clothes you wear occupy 0 slots.

For gear not listed, assume 1 slot is approximately 5-10 pounds, with the exact number reflecting bulkiness, weight distribution, and so forth (not just gross weight) as the GM decides.

TABLE 8-3: ENCUMBRANCE SLOTS

Type of Gear	Slots ¹
Armor (Light)	1
Armor (Medium)	3
Armor (Heavy)	5
Shield (Light)	1
Shield (Heavy)	2
Shield, tower	3
Weapon (Light)	1
Weapon (Medium)	2
Weapon, (Heavy)	3
Weapon, over-sized ²	5
Pack, basic	3
Pack, expert	5
Gear (per 5 lbs of items)	1
Coins (per 50 pieces)	½
Body (Small)	4
Body (Medium)	8

¹ Multiply slots 2x when character is not proficient with armor or weapon.

² An oversized weapon is normally too large for a character, such as a Small character wielding a Large weapon.

SMALLER & BIGGER CREATURES: The slot formula above is for Medium and Small bipeds. Tiny characters carry ½ as much. Large and Huge characters carry 2x and 4x as much, respectively. Quadrupeds and other multi-legged creatures carry 2x as much (in addition to effects of size). Thus, a Huge dragon with 25 Strength carries 200 slots (25 x 4 x 2 = 200).

SLOTS AS WEIGHT: As needed, generously assume 1 slot = 10 pounds for the purpose of lifting, dragging or otherwise moving items.

LIFTING: A character can lift over his head as much as his maximum load and suffer the associated penalties. He may lift off of the ground as much as 2x his maximum load, but he can only stagger around with it. While doing so, he is defenseless and can move only 5 ft per round.

DRAGGING A character can generally push or drag along the ground as much as 5x his maximum load. Favorable conditions such as the use of ropes or a sloping ramp can double the amount, and bad circumstances can reduce the amount to ½ or less.

WORKING TOGETHER: When 2 or more characters lift or drag together, the effective weight of the object equals the total weight divided by the number of characters.

A character with an 11 Strength can handle Medium armor, a Heavy shield, a Medium weapon, a Light weapon, and 15 pounds of items. In contrast, a Strength 18 character can handle Heavy armor, a Heavy shield, a Heavy weapon, 2 Light weapons, and 30 pounds of items.

OVER-LOADED:

When a character exceeds his slots, he moves at ½ speed, cannot run, and suffers a -5 penalty on all d20 rolls. Each hour he must pass a DC 15 Endurance check or be unable to move or attack until he sheds the excess gear for at least 1 hour thereafter.

MAXIMUM

LOAD: A character can carry up to 2x his slots before his speed drops to 5 ft, he cannot make attack rolls or use Dexterity-based skills, and he automatically fails to resist attacks against Reflex.

UPKEEP

Living costs money. At the start of each new week or month, decide how a character lives and subtract from his funds as indicated in Table 8-5: Character Upkeep. The cost does not cover adventuring gear or services. Characters with followers expend additional funds per person. It is acceptable to treat followers to 1 living standard lower than one's own standard, but no less.

TABLE 8-4: CHARACTER UPKEEP

Living Standard	Weekly Cost	Monthly Cost	Example Lifestyle
Self-Sufficient	5 sp	2 gp	Hunt and take shelter in the wild.
Meager	12 sp	5 gp	Scavenge and live in poor houses.
Poor	3 gp	12 gp	Use basic travelers accommodations.
Common	12 gp	48 gp	Share quarters in inns with tavern meals.
Good	25 gp	100 gp	Keep private quarters with fine food and clothing.
Extravagant	50 gp	200 gp	Enjoy luxury lodging with fine dining, stylish clothing, and personal assistants.
Royal	100 gp	400 gp	Fulfill unique tastes and fantasy projects with personal servants.

QUICK GEAR

After buying weapons and perhaps a suit of armor and a shield, you may wish to limit your shopping to quickly get started. Typically, all characters buy the basic package below and everyone chips in to buy 1 expert package, which someone volunteers to carry!

BASIC PACK (13 GP, 15 POUNDS, 3 SLOTS)

This package includes a travelers outfit, which you wear, plus the following items: standard ID papers, traveling papers, 2 days trail rations, a full waterskin, a backpack with a bedroll, a wooden holy symbol, 2 empty belt pouches (for coins), a sunrod (to light the way for up to 6 hours), and a tindertwig (to start camp fires). This costs 13 gp, weighs 15 pounds, and occupies 3 slots.

EXPERT PACK (130 GP, 25 POUNDS, 5 SLOTS)

On top of a basic package, consider an expert package with these items: 50 ft of silk rope, 2 pitons and a grappling hook, a flask of oil (1 pint), a second sunrod, 2 more days of rations, a flask of alchemist's fire, a vial of antitoxin, a flask of holy water, a small mirror, a 10-ft pole, and a journal book with an ink vial and ink pen. This costs 130 gp, weighs 25 pounds, and occupies 5 slots.

GP LIMITS

A settlement's size influences whether you can find items. The GM is welcome to use the table below to limit characters' buying options.

Type	Settlement Population	GP Limit	Mundane Item*	Magic Item*
Outpost	1-25	50 gp	75%	10%
Small town	26-250	250 gp	90%	25%
Town	251-2,500	1,000 gp	95%	50%
Large town	2,501-25,000	5,000 gp	99%	75%
City	25,001-250,000	25,000 gp	100%	90%
Metropolis	250,001+	No limit	100%	99%

* Indicates percent chance to find a particular item of that kind.

ARMOR

This section describes armor that characters can wear. The term armor refers to suits of armor, shields, and other protective accessories.

ARMOR CATEGORIES

Armors are grouped into categories (Light, Medium, Heavy, shields, and accessories) as summarized in Table 8-5 through Table 8-9. A character must be proficient with a type of armor to wear it effectively.

ARMOR QUALITIES

Here is an explanation of armor qualities.

DAMAGE REDUCTION: Abbreviated DR. Each armor reduces damage dealt to the wearer by the indicated amount. A character is limited to wearing 1 suit of armor, wielding 1 shield, and donning 1 helm. Add bonuses from each source of armor separately. A character may wield 2 Light shields if he foregoes the use of a weapon.

PRICE: The market price in gp listed is intended for Small or Medium humanoid creatures. Armor for Large creature are 2x normal while armor for Tiny and Huge creatures are 5x normal.

WEIGHT: This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs ½ as much, and armor for Large characters weighs 2x as much. However, the number of encumbrance slots remains unchanged.

MATERIAL: Armor may be composed of metal, leather, wood, or other components. Metal armor is steel. Natural armor is made from leather and/or wood. Mixed armor contains metallic and plant-based materials.

HIT POINTS: Armor has hit points (abbreviated HP) just like a character. These are equivalent to wound points rather than vitality. Attacks that directly target armor, as opposed to the creature wearing it, harm the armor. Apply DR as usual to reduce damage dealt.

ARMOR NONPROFICIENCY: When a character wears armor with which he is not proficient, he suffers a -5 penalty on all d20 rolls. A character is similarly hampered by shields and armor accessories for which he lacks proficiency.

SLEEPING IN ARMOR: A character who sleeps in Medium or Heavy armor is automatically fatigued the next day.

IMPAIRMENT: Armor is at least somewhat bulky. Medium armor inflicts a -2 penalty on all Dexterity-based skill checks while Heavy armor inflicts a -5 penalty. Nothing counters this penalty.

ARMOR FEATURES

Here are descriptions of armor, including special features.

ARMOR SPIKES: You can have spikes added to your armor, which allow you to deal damage (see Table 8-13: Weapon Statistics) on a successful attack. The spikes count as a Light weapon. You can't make an attack with armor spikes if you have already made an attack with another weapon unless you have an ability such as Rapid Attack that allows you to do. A set of armor spikes can be made into a magic weapon.

BANDED MAIL: This armor consists of overlapping strips of metal sewn to a backing of leather and chainmail. The strips protect vital areas, while leather allows flexibility at the joints. The suit includes gauntlets, though the character can use gauntlets from a different suit of armor without losing the armor's DR benefit.

BREASTPLATE ARMOR: A metal plate covers the front and back of the body, with studded leather underneath and at the joints to provide padding and flexibility. Includes gauntlets.

BUCKLER: This small metal shield is worn strapped to your forearm. You can use a bow or crossbow without penalty while carrying it. You can also use your shield arm to wield a weapon, but you take a -1 penalty on attack rolls while doing so. This penalty stacks with other penalties.

If you use a weapon in your off hand, you don't get the buckler's DR bonus for the rest of that round. Also, you can't bash someone with a buckler.

TABLE 8-5: LIGHT ARMOR (1 SLOT)

Armor	DR	Price	Weight	Material	HP
Leather shirt	1	3 gp	8 lb	Natural	3
Cloth	1	5 gp	10 lb	Natural	5
Leather	2	10 gp	15 lb	Natural	10
Silkweave ^{mwk}	2	310 gp	7 lb	Natural	15
Studded leather	3	25 gp	20 lb	Mixed	15
Warmech clippons	3	325 gp	18 lb	Mixed	18
Chain shirt	4	100 gp	25 lb	Metal	20
Elven mail ^{mwk}	4	400 gp	12 lb	Metal	30

TABLE 8-6: MEDIUM ARMOR (3 SLOTS)

Armor	DR	Price	Weight	Material	HP
Hide	4	15 gp	25 lb	Natural	15
Scalemail	4	50 gp	30 lb	Metal	20
Chainmail	5	150 gp	40 lb	Metal	25
Lamellar	5	175 gp	35 lb	Natural	25
Breastplate	5	200 gp	30 lb	Metal	25
Monsterhide ^{mwk}	6	550 gp	35 lb	Natural	60
Dwarfplate ^{mwk}	7	900 gp	25 lb	Metal	55

TABLE 8-7: HEAVY ARMOR (5 SLOTS)

Armor	DR	Price	Weight	Material	HP
Splintmail	6	200 gp	45 lb	Metal	30
Banded mail	6	250 gp	35 lb	Mixed	30
Mechaplate ^{mwk}	6	1,100 gp	30 lb	Metal	25
Ironwood	7	500 gp	55 lb	Natural	35
Half-plate	7	600 gp	50 lb	Metal	35
Full plate	8	1,500 gp	50 lb	Metal	40
Godswrought ^{mwk}	9	1,800 gp	25 lb	Metal	80

TABLE 8-8: SHIELDS (1, 2 OR 3 SLOTS)

Armor	DR	Price	Weight	Material	HP
Buckler*	+1	15 gp	5 lb	Mixed	5
Light wood shield	+1	3 gp	5 lb	Natural	7
Light steel shield	+1	9 gp	6 lb	Metal	10
Heavy wood shield	+2	7 gp	10 lb	Natural	15
Heavy steel shield	+2	20 gp	15 lb	Metal	20
Mithral shield ^{mwk}	+2	320 gp	7 lb	Metal	40
Tower shield	+3	30 gp	45 lb	Natural	20

* A buckler only grants a bonus against 1 foe at a time.

TABLE 8-9: ARMOR ACCESSORIES (1 SLOT)

Armor	DR	Price	Weight	Material	HP
Great helm	+1	12 gp	6 lb	Any	5
Locked gauntlet	+0	8 gp	5 lb	Metal	2
Armor spikes	+0	50 gp	10 lb	Any	10
Shield spikes	+0	10 gp	5 lb	Any	5

CHAIN SHIRT: As chainmail, but covers only the torso, leaving the extremities free for easy movement.

CHAINMAIL: This armor is made from interlocking metal rings over a layer of quilted padding. Most of the suit's weight rests on the shoulders. This suit includes gauntlets.

CLOTH: This protective clothing consists of quilted layers of cloth and batting. It can quickly become hot, grimy, and flea infested and is generally good for only 1 adventure and cannot be washed.

DWARFPLATE: This armor is equivalent to half-plate in terms of design and protective value but it weighs ½ as much. It is usually made by and sized for dwarves.

ELVEN MAIL: This metal armor is infused with mithral and is so light and fine that it is can be worn under clothing and provides excellent protection. It is usually made by and sized for elves.

FULL PLATE: Each suit of full plate must be individually fitted to its owner by a master smithy, although a captured suit can be resized to fit a new owner at a cost of 200 to 800 (2d4 x 100) gold pieces.

GODSWROUGHT: This half-plate is infused with adamantine to boost its strength while lowering weight. It is usually sized for humans.

GREAT HELM: A large, often ornate helmet that covers the head and neck. It is also known as an armet or basinet. A great helm grants a +10 bonus on Disguise checks to not be recognized as oneself, and inflicts a -2 penalty on Perception checks.

HALF-PLATE ARMOR: This armor is a combination of chainmail and platemail. Plates cover the vital areas while chain protects the joints. Buckles and straps link the elements. This suit includes gauntlets.

HIDE ARMOR: This primitive armor consists of layers of animal pelts sewn together to provide a semblance of protection over much of the body. It is often worn by barbarians.

IRONWOOD ARMOR: This nearly-seamless wood armor is made from rare ironwood trees. It covers the torso and extremities. Each suit of ironwood must be individually fitted to its owner and cannot be resized.

LAMELLAR: This armor consists of strong, flexible bands of lacquered wood. It covers the torso and extremities, and includes a layer of comfortable padding underneath.

LEATHER ARMOR: This popular armor is made from animal hide cured in boiling oil. It is strong and thin with modest flexibility, and covers the torso and extremities.

LEATHER SHIRT: As leather, but only covers the torso, leaving the extremities free for easy movement.

LOCKED GAUNTLET: This armored gauntlet has small chains and braces that allow the wearer to attach a weapon to the gauntlet so that it cannot be dropped easily. It provides a +10 bonus to resist the Disarm ability. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a standard action.

The price given is for a single locked gauntlet. The weight given applies only if you're wearing a breastplate, Light armor, or no armor. Otherwise, the locked gauntlet replaces a gauntlet you already have as part of the armor.

While the gauntlet is locked, you can't use the hand wearing it for pressing implements, employing skills or manipulating objects.

MECHAPLATE: This unusual breastplate is suited for warmech to wear over their chassis. While costly, it provides protection. Only warmech can wear this armor. It can be worn or removed as normal.

MITHRAL SHIELD: This shield is forged from mithral. It is ½ the weight and 2x as tough as a standard steel shield and fills 1 slot rather than 2.

MONSTERHIDE: Choice selections of a slain dragon, demon, magical beast or such are crafted into a suit of armor that is somewhat heavy but very tough. Although not as good as some armors, it has high prestige value.

SCALEMAIL: This armor consists of overlapping scales, similar to a fish, placed over a leather coat. The suit includes gauntlets.

SHIELD, LIGHT OR HEAVY: You strap this shield to your forearm and grip it with your hand. A light shield's weight lets you carry other items in that hand, although you cannot use weapons

with it. A heavy shield is so heavy that you can't use your shield hand for anything else.

SHIELD BASH ATTACKS: You can bash a foe with a shield, using it as an off-hand weapon. See Table 8-13: Weapon Statistics for the damage dealt by a shield bash. Used this way, a shield is a melee bludgeoning weapon. For the purpose of penalties on attack rolls, treat a Light shield as a Light weapon and a Heavy shield as a Medium weapon, and a tower shield as a Heavy weapon. If you use your shield as a weapon, you lose its DR bonus until your next action (usually until the next round). A magic bonus on a shield does not improve the effectiveness of a shield bash made with it, but the shield can be made into a magic weapon in its own right.

SHIELD SPIKES: When added to your shield, these spikes turn it into a martial piercing weapon that increases the damage dealt by a shield bash, per Table 8-13: Weapon Statistics. You can't put spikes on a buckler or a tower shield. Otherwise, attacking with a spiked shield is like making a shield bash attack (see above). A set of armor spikes can be made into a magic weapon.

SILKWEAVE: This form-fitting material is crafted from the alchemically treated silk of giant spiders. It is as light as clothing and provides more protection than leather. It is usually cut to look similar to underclothes.

SPLINTMAIL: This armor is made of narrow vertical strips of metal riveted to a backing of leather and cloth padding. The suit includes gauntlets.

TOWER SHIELD: This massive wooden shield stands nearly 6 ft high. In most situations, it provides the indicated bonus to your DR. However, you can use it as total cover, though you must give up your attacks to do so. You cannot bash with a tower shield unless you are size Large or Huge, nor can you use your shield hand for anything else. When employing a tower shield in combat, you take a -2 penalty on attack rolls because of the shield's encumbrance.

WARMECH CLIPPONS: These sturdy wood and steel plates clip snugly onto a warmech's chassis. Clippons do not stack with mechaplate. Only warmech can wear clippons.

MASTERWORK ARMOR

Among the armor options, some are already masterwork. These are indicated with a ^{mwk} notation by the armor's name. Silkweave is masterwork leather, elven mail is masterwork chainmail, and so on. You can purchase or craft masterwork versions of other armors. Such rare items are like the normal version except that they are ½ the usual weight, occupying 1 less slot (minimum 1 slot), and cost +300 gp. The listed masterwork armors are already improved. You can't add the masterwork quality to an item after it is created.

GETTING INTO AND OUT OF ARMOR

The time needed to don armor depends on its type as shown in Table 8-10: Donning Armor.

DON: This column tells how long it takes to put on the armor.

DON HASTILY: This column tells how long it takes to don the armor in a hurry. The DR bonus for hastily donned armor is 1 point worse than normal.

REMOVE: This is how long it takes to remove the armor.

ASSISTANCE: If the character has some help, cut this time in ½. A single character doing nothing else can help 1 or 2 adjacent characters. Two characters can't help each other don armor at the same time.

TABLE 8-10: DONNING ARMOR

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	N/a	1 move action
Light armor	1 minute	5 rounds	1 minute
Medium armor	4 minutes	1 minute	1 minute
Heavy armor	4 minutes	2 minutes	4 minutes

WEAPONS

This section describes many kinds of weapons that characters can wield and the key properties of those weapons. Performance details for all weapons are summarized on Table 8-13: Weapons Statistics on page 160-161. Ammunition for ranged weapons is shown in Table 8-11: Ammunition.

WEAPON CATEGORIES

Weapons are grouped into categories. A weapon's category indicates its general type (axes, bows, chains, etc), its usefulness either in close combat (melee) or at a distance (ranged), and how it is used most effectively (its grade). Thrown and projectile weapons are both ranged weapons. Below are descriptions of the categories.

GROUP: Weapons are organized into 16 groups shown in Table 8-13: Weapon Statistics on page 160. Firearms are available if your GM allows them, and in some settings firearms may be 5x to 10x cheaper. Generally, a character is proficient with a group of weapons rather than a single weapon. The exception is racial weapons, when a character may be proficient with only a single entry in a group.

WEAPON NON-PROFICIENCY: A character who uses a weapon with which he is not proficient, or in a nonstandard way such as using a greatsword in 1 hand, suffers a -5 penalty on attack rolls, and is also knocked back 5 ft if the weapon is a firearm.

MELEE AND RANGED WEAPONS: Melee weapons such as swords are used for attacking adjacent foes, though some can also be thrown. Ranged weapons are thrown weapons (such as axes) or projectile weapons (such as bows) that are not effective in melee.

REACH WEAPONS: A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him or her. Most reach weapons double the wielder's natural reach, meaning that a typical wielder of such a weapon can attack a creature 10 ft away, but not a creature in an adjacent square.

DOUBLE WEAPONS: A character can fight with both ends of a double weapon as if fighting with 2 weapons. If the character can normally make 2 or more melee attacks per turn (such as using Rapid Strike) then apply a -2 penalty on each attack roll using the weapon. Otherwise, apply a -5 penalty on each attack roll.

The character can also choose to use a double weapon 2 handed, attacking with only 1 end of it. A creature wielding a double weapon in 1 hand can't use it as a double weapon—only 1 end of the weapon can be used in any given round.

THROWN WEAPONS: The wielder applies his Strength modifier to damage dealt by thrown weapons (except for splash weapons).

It is possible to throw a weapon that isn't designed to be thrown (that is, a melee weapon that doesn't have a numeric entry in the Range Increment column on Table 8-13: Weapon Statistics), but a character who does so suffers a -5 penalty on his attack roll. Throwing such a weapon is a standard action. The attack may result in a critical hit, as normal. Such a weapon has a range increment of 10 ft.

PROJECTILE WEAPONS: Some projectile weapons such as bows require 2 hands to use (see specific weapon descriptions). A character gets no Strength bonus on damage rolls with a projectile weapon unless it's a specially built composite shortbow, specially built composite longbow, or sling. If the character has a penalty for low Strength, apply it to damage rolls when he uses a bow or a sling.

AMMUNITION: Projectile weapons use ammunition: arrows (for bows), bolts (for crossbows), gun bullets (for guns) or sling bullets (for slings). When using a bow, a character can draw ammunition as a swift action. Crossbows, guns, and slings require a standard action for reloading. Ammunition that hits its target is destroyed, while normal ammunition that misses has a 50% chance of being destroyed or lost. Ammunition may be made of, packed with or be coated in holy water, iron, salt, silver or even wood, for a cost (see Special Materials on page 159). Table 8-11: Ammunition lists various packs characters can buy. Each pack takes up 1 encumbrance slot.

TABLE 8-11: AMMUNITION (1 SLOT)

Ammunition	Weapon	Number	Price	Weight
Arrow	Bows	20	1 gp	3 lb
Bolt	Crossbows	10	1 gp	1 lb
Bullet, firearm	Firearms	10	2 gp	3 lb
Bullet, sling	Sling	10	1 sp	5 lb
Needle	Blowgun	20	1 gp	—
Shot	Shotgun	10	2 gp	3 lb

LIGHT WEAPON: These include hand-to-hand weapons and light blades.

- » Used in 1 hand.
- » Target of attack must resist using Reflex to avoid harm.
- » Can use while grappling or being grappled.
- » If used in primary hand, add Strength modifier to damage.
- » If used in 2 hands, no extra benefit.

MEDIUM WEAPON: A Medium weapon can be used in either the primary hand or the off hand.

- » Used in 1 hand.
- » Target of attack must resist using Fortitude to avoid harm.
- » Cannot use while grappling.
- » If used in either hand, add Strength modifier to damage.
- » If used in off hand, apply -2 penalty on attack roll.
- » If used in 2 hands, grant Strength x 1.5 to damage.

HEAVY WEAPON: Two hands are required to use a heavy melee weapon effectively.

- » Used in 2 hands (thus, no shield).
- » Target of attack must resist using Fortitude to avoid harm.
- » Cannot use while grappling.
- » If used in both hands, add 1½x Strength modifier to damage dealt.
- » If used in primary hand only, suffer -2 penalty on attack roll and no Strength bonus to damage (a penalty still applies).
- » If used in off hand, suffer -5 penalty on attack roll and no Strength bonus to damage (a Strength penalty still applies).

CREATURE SIZE: Medium characters use weapons in the manner described here. In contrast, Small characters use Light weapons as Medium weapons, and Medium weapons as Heavy weapons. A Small character who attempts to use a Heavy weapons suffers a -5 penalty on his attack roll and does not apply his Strength modifier to damage dealt regardless of the weapon's normal statistics.

Large characters use Medium weapons as Light weapons, and Heavy weapons as Medium weapons. Most bows require 2 hands to use, regardless of their rating as Light, Medium or Heavy.

IMPROVISED WEAPONS: Objects not crafted as weapons may see use in combat. A creature using such an object is considered nonproficient with it and suffers a -5 penalty on attack rolls made with it. Such weapons typically deal 1d3 damage if wooden or 1d6 damage if metallic. An improvised thrown weapon has a range increment of 10 ft, or 30 ft with an additional -5 penalty on the attack roll.

WEAPON DR AND HIT POINTS: Metal weapons such as swords are DR 10 while wooden weapons such as spears are DR 5. Light weapons have 2 hit points, while Medium and Heavy weapons have 5 and 10 hit points, respectively.

FIREARMS: Firearms rely on gun powder and bullets. Early firearms like the musket and pistol date to the 14th century and require that powder and bullet be loaded separately. Later firearms like the hunting rifle and shotgun date to the 18th century and automatically draw from a magazine of bullets. Crafting these items requires the Mechanics skill. See page 106 for details.

A firearm fails to function on roll of 1 when making an attack roll. When that occurs, the shooter must pass a DC 10 Acrobatics check or suffer 1 fire wound damage. Firearms do not work in water and must be dried for 24 hours in order to work after immersion. Drying Touch or Desiccating Touch (page 56) instantly restore wet firearms.

Firearms are very noisy. Gunfire is normally audible within 1 to 2 miles. Apply a DC 10 Perception check if you are unsure.

WEAPON QUALITIES

Here is the format for weapon entries, given as column headings on Table 8-13: Weapon Statistics, below.

PRICE: This value is the weapon's market price in gold pieces (gp) or silver pieces (sp). The price includes miscellaneous gear that goes with the weapon.

RATING: A weapon is Light, Medium or Heavy, as explained on the previous page.

DAMAGE: The Damage column gives the damage dealt by the weapon on a successful hit. If the table indicates 2 damage ranges, then the weapon is a double weapon. Use the second damage figure for the double weapon's extra attack.

RANGE INCREMENT: Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative -5 penalty on the attack roll. A thrown weapon has a maximum range of 5 range increments. A projectile weapon can shoot out to 10 range increments.

WEIGHT: This column specifies the weapon's weight.

TYPE: Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. If a weapon is of 2 types, the damage it deals is not 1/2 of a type and 1/2 another. Rather, it is both types. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

SPECIAL: See a weapon's description regarding special details. In particular, some melee weapons can reach foes who are 10 ft or 15 ft away. Some weapons grant an attack bonus when using the weapon with the Disarm and/or Trip abilities.

WEAPON FEATURES

Here are guidelines for weapons, including special features and unusual uses.

ARROWS: An arrow used as a melee weapon is treated as an improvised weapon (-5 penalty on attack rolls) and deals damage the same as a dagger. Arrows come in a leather quiver that holds 20 arrows. An arrow that hits its target is destroyed. One that misses has a 50% chance of being destroyed or lost.

AXE, ORC DOUBLE: This is a double weapon.

BLADED MAUL: This is a double weapon. One end is a wood and metal bulb for bludgeoning foes, while the other end is a blade for slashing or piercing.

BLOWGUN: This is short-ranged weapon that allows you blow a dart through a short tube. Poison darts cost extra.

BOLAS: This allows you to target foes at a distance using Trip.

BOLTS: A crossbow bolt used as a melee weapon is treated as a Light improvised weapon (-5 penalty on attack rolls) and deals damage equal to a dagger. Bolts come in a wooden case that holds 10 bolts (or 5, for a repeating crossbow). A bolt that hits its target is destroyed. One that misses has a 50% chance of being destroyed or lost.

BOOMERANG: A boomerang is a throwing stick that, when used correctly, travels in a curved path and returns to its point of origin. It has a minimum range of 15 ft, and you can target foes at a distance when using the Disarm or Trip abilities.

BULLETS, FIREARM: These come in a small box that holds 10 bullets. A expended bullet can be retrieved but not reused. Firing a bullet generates intense pressure and noise. An attacker who is non-proficient with a gun is knocked back 5 ft. Gunfire is normally audible within 1 to 2 miles on a DC 10 Perception check.

BULLETS, SLING: Bullets come in a leather pouch that holds 10 bullets. A bullet that hits its target is destroyed. One that misses has a 50% chance of being destroyed or lost.

CHAIN, SPIKED: A spiked chain has reach, so you can strike foes from 10 ft away. Unlike most other weapons with reach, it can also be used against an adjacent foe. When using a spiked chain, apply a +2 bonus on attacks using the Disarm and Trip abilities.

CHAKRAM: A chakram a ranged weapon. It is flat metal disc with a sharp outer edge. It has a minimum range of 10 ft, and you can target foes at a distance when using the Disarm or Trip abilities.

CROSSBOW, HAND: You can draw a hand crossbow back by

hand. Loading a hand crossbow is a move action. You can shoot, but not load, a hand crossbow with 1 hand at no penalty. You can shoot a hand crossbow with each hand, but you take a penalty on attack rolls as if attacking with 2 weapons.

CROSSBOW, HEAVY: You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a standard action. Normally, operating a heavy crossbow requires 2 hands. However, you can shoot, but not load, a heavy crossbow with 1 hand at a -5 penalty on attack rolls. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with 2 one-handed weapons. This penalty is cumulative with the penalty for one-handed firing.

CROSSBOW, LIGHT: You draw a light crossbow back by pulling a lever. Loading a light crossbow is a move action. Normally, operating a light crossbow requires 2 hands.

However, you can shoot, but not load, a light crossbow with 1 hand at a -2 penalty on attack rolls. You can shoot a light crossbow with each hand, but you take a penalty on attack rolls as if attacking with 2 Light weapons. This penalty is cumulative with the penalty for one-handed firing.

CROSSBOW, REPEATING: The repeating crossbow (whether heavy or light) holds 5 crossbow bolts. As long as it holds bolts, you can reload it by pulling the reloading lever (a swift action). Loading a new case of 5 bolts takes 2 move actions.

You can fire a repeating crossbow with 1 hand or fire a repeating crossbow in each hand in the same manner as you would a normal crossbow of the same size. However, you must fire the weapon with 2 hands in order to use the reloading lever, and you must use 2 hands to load a new case of bolts.

DAGGER: You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body.

FLAIL, GNOLL DIRE: A dire flail is a double weapon. When using a dire flail, you get a +2 bonus on attacks using the Disarm and Trip abilities.

FLAIL OR HEAVY FLAIL: With a flail, you get a +2 bonus on attacks using the Disarm and Trip abilities.

GARROTE: This length of leather or wire is used to strangle foes. It requires both hands to use. If you succeed on your attack, you deliver damage and also inflict a -5 penalty on the target's Reflex when defending against other combatants until the start of its next turn.

A garrote is ineffective against foes with metal neck protection, as usually worn with Heavy armor, and can only be used against a target that has a neck and is your size or 1 size smaller (typically, Medium or Small target for a Medium attacker).

If and when a target is first reduced to 0 vitality or lower in combat with a garrote, it falls unconscious for 1d4 rounds if you beat its Fortitude.

GAUNTLET: This metal glove lets you make an unarmed strike without penalty even if you are not proficient with unarmed combat. The cost and weight given are for a single gauntlet. Medium and Heavy armors (except breastplate) come with gauntlets.

GAUNTLET, SPIKED: A foe cannot use the Disarm ability to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet.

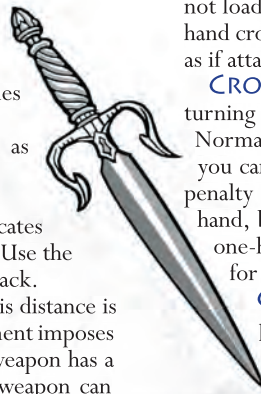
GLAIVE: A glaive has reach. You can strike foes 10 ft away with it, but you can't use it against an adjacent foe.

GUISARME: A guisarme has reach. You can strike foes 10 ft away with it, but you can't use it against an adjacent foe. Also, you can use it to target foes at a distance using the Trip ability.

HALBERD: If you use a move action to set a halberd against a charge, you deal 2x damage on a successful hit against a charging foe. Also, you can use it to target foes at a distance using the Trip ability.

HAMMER, GNOME HOOKED: A gnome hooked hammer is a double weapon. When using this weapon, apply a +2 bonus on your attack using the Trip ability.

HUNTING RIFLE: This firearm helps when you need to quickly hit multiple far targets. It holds 5 rounds at a time and requires either a move action to load 1 round or one's entire turn to reload all 5



rounds. Comes with a 2 gp bayonet (treat as dirk or shortspear).

JAVELIN: Javelins are ranged weapons similar to spears but not designed for melee. You suffer a -5 penalty on attack rolls if you use a javelin as a melee weapon.

KNIFE, HALFLING: This blade is smaller than a standard dagger. It counts as a Light weapon for Small characters and delivers +1 damage in their hands when they are proficient with it.

LANCE: A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike foes 10 ft away with it, but you can't use it against an adjacent foe. While mounted, you can wield a lance with 1 hand.

LASSO: A lasso (also called a lariat) is a loop of rope that is designed to be thrown around a target and tightened when pulled. Lasso rope is stiff so that the noose stays open when the lasso is thrown. Small weights and reinforcements improve handling.

When you use a lasso, make a ranged attack against your target. A lasso's maximum range is 20 ft. If you hit, the target is restrained and suffers a -2 penalty on attack rolls, a -2 penalty to Reflex, and a -5 penalty on Dexterity-based skill checks. A lasso can only be used against Medium or Large foes.

If you control a lasso's trailing rope by succeeding on an opposed Athletics check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to use a magic ability, it must make a DC 15 Arcana check or be unable to do so.

An entangled creature can escape with a DC 15 Acrobatics check as a standard action. The lasso has 2 hit points and can be burst with a DC 25 Athletics check.

LONGBOW: You need at least 2 hands to use a longbow. A longbow is too unwieldy to use while you are mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a longbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite longbow (see below) but not a regular longbow.

LONGBOW, COMPOSITE: You need at least 2 hands to use a composite longbow. You can use a composite longbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is less than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite longbow requires a Strength of 10 or higher to use with proficiency. A composite longbow can be made with a high strength rating to take advantage of an above-average Strength score. This feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 100 gp to its cost.

For purposes of weapon proficiency, a composite longbow is treated as if it were a longbow.

LONGSPEAR: A longspear has reach. You can strike foes 10 ft away with it, but you can't use it against an adjacent foe. If you use a move action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

MANCATCHER: A mancatcher is a pole mounted with a 2 pronged head. Each spring-loaded prong is semi-circular to wrap around a Small, Medium, or Large foe. The mancatcher is treated as a melee weapon with 10-ft reach. If you hit, the target is entangled and suffers a -2 penalty on attack rolls, a -2 penalty on Reflex, a -5 penalty on Dexterity-based skill checks, can move at only 1/2 speed, and cannot charge or run.

A mancatcher only harms unarmed or lightly armored foes. Foes in Medium or Heavy armor suffer no damage. Once you have a standing or mounted foe secure in a mancatcher, you can knock prone your foe on a successful opposed Athletics check.

An entangled creature can escape with a DC 20 Acrobatics check. The mancatcher has 12 hit points and can be forced open with a DC 25 Athletics check. Entanglement lasts only as long as you keep

applying the mancatcher as a standard action.

MANCATCHER, BARBED: As a mancatcher, except it causes more damage and is effective against a creature wearing Medium armor, but not Heavy armor.

MUSKET: This firearm is excellent for distance shots. It holds a single shot and requires a standard action to reload, or a move action if it's masterwork. A musket is a 2-handed weapon. Muskets are noisy. Comes with a 2 gp bayonet (treat as dirk or shortspear).

NET: A net is used to entangle Small, Medium, and Large foes. When you throw a net, make a ranged attack against your target. A net's maximum range is 10 ft. If you hit, the target is knocked prone, dazed for 1 round, and entangled. An entangled creature suffers a -2 penalty on attack rolls, a -2 penalty on Reflex, a -5 penalty on Dexterity-based skill checks, is reduced to 1/2 speed, and cannot charge or run. If you control a net's trailing rope by succeeding on an opposed Athletics check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to use a magic ability, it must make a DC 15 Arcana check or be unable to do so.

An entangled creature can escape with a DC 20 Acrobatics check. The net has 5 hit points and can be burst with a DC 25 Athletics check.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged attack. After the net is unfolded, you suffer a -5 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and 2x that long for a nonproficient user to do so.

PISTOL: This small, classy firearm holds a single shot and requires a standard action to reload, or a move action if it's masterwork. Its range is better than a shotgun but not as good as a musket or hunting rifle. A pistol can be readied or stowed as a swift action on a DC 15 Trick check, and when readied as part of initiating combat, a target must win an opposed Perception check or be surprised. Pistols are noisy.

QUARTERSTAFF: This is a double weapon. There is no cost for a standard quarterstaff, but you must pay 300 gp for a masterwork quarterstaff.

RANSEUR: A ranseur has reach. You can strike foes 10 ft away, but you can't use it against an adjacent foe. With a ranseur, you get a +2 bonus on attacks using the Disarm ability.

RAPIER: This is a long, slim, poiny blade. You can't wield a rapier in 2 hands in order to apply more damage.

REVOLVER: This beefed-up pistol sports a magazine with 6 rounds and is a favorite weapon for use in close range combat. It requires either a move action to load 1 bullet or one's entire turn to reload all 6 bullets. Revolvers are noisy.

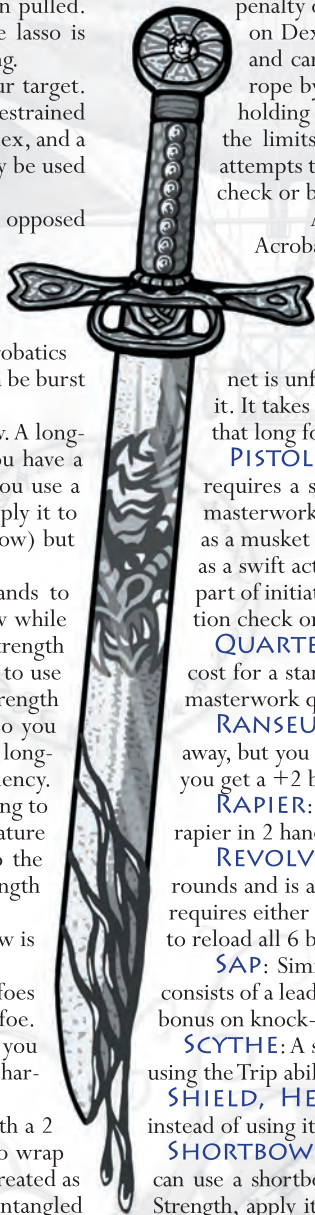
SAP: Similar to a small easily-concealed club, this weapon consists of a lead weight within a leather wrap. Grants its user a +2 bonus on knock-out attempts (page 227).

SCYTHE: A scythe grants a +2 bonus on your attack roll when using the Trip ability.

SHIELD, HEAVY OR LIGHT: You can bash with a shield instead of using it for defense. See Armor for details.

SHORTBOW: You need at least 2 hands to use a shortbow. You can use a shortbow while mounted. If you have a penalty for low Strength, apply it to damage rolls when you use a shortbow. If you have a bonus for high Strength, you can apply it to damage rolls when you use a composite shortbow (see below) but not a regular shortbow.

SHORTBOW, COMPOSITE: You need at least 2 hands to use a shortbow. You can use a composite shortbow while mounted. All composite bows are made with a particular strength rating (that is, each requires a minimum Strength modifier to use with proficiency). If your Strength bonus is lower than the strength rating of the composite bow, you can't effectively use it, so you take a -2 penalty on attacks with it. The default composite shortbow requires a Strength modifier of +0 or higher to use with proficiency. A composite short-



bow can be made with a high strength rating to take advantage of an above-average Strength score. This feature allows you to add your Strength bonus to damage, up to the maximum bonus indicated for the bow. Each point of Strength bonus granted by the bow adds 75 gp to its cost.

For purposes of weapon proficiency and similar feats, a composite shortbow is treated as if it were a shortbow.

SHORTSPEAR: A shortspear is small enough to wield one-handed. It may also be thrown. A Small character uses a shortspear with 2 hands, while a Medium or larger character uses it with 1 hand.

SHOTGUN: This muscular firearm performs best at close range and uses explosive shells rather than rounds. The shells usually contain small metal balls, whether lead, cold iron, silver, or adamantine. Shot may also be salt, holy wafer bits, or similar materials harmful to certain creatures. A shotgun holds 6 rounds at a time and requires either a move action to load 1 shot or one's entire turn to reload all 6 shots. Shotguns are noisy.

SICKLE: A sickle grants a +2 bonus on your attack roll when using the Trip ability.

SLING: Your Strength modifier applies to damage rolls when you use a sling, just as it does for thrown weapons. You can fire, but not load, a sling with 1 hand. Loading a sling is a move action that requires 2 hands.

You can hurl ordinary stones with a sling, but stones are not as dense or as round as bullets. Thus, such an attack deals 1 less point of damage and you suffer a -1 penalty on attack rolls.

SPEAR: A spear can be thrown. If you use a move action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

SPIKED ARMOR: You can outfit your armor with spikes, which can deal damage. The listed values are typical. See page 154 for details.

SPIKED SHIELD: You can bash with a spiked shield instead of using it for defense. The listed values are typical. See page 154 for details.

SWORD, BASTARD: A bastard sword is a 2-handed weapon, but can be used as a 1-handed weapon by Large creatures or Medium by creatures with 15+ Strength.

SWORD, TWO-BLADED: This is a double weapon.

TITAN BOW: A titan bow is a composite longbow that is 5 pounds heavier with a 50 ft longer range, and more damage potential.

TRIDENT: This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

URGROSH, DWARVEN: A dwarven urgrosh is a double weapon. The urgrosh's axe head is a slashing weapon that deals 1d8 points of damage. Its spear head is a piercing weapon that deals 1d6 points of damage. You can use either head as the primary weapon.

If you use a ready action to set an urgrosh against a charge, you deal double damage if you score a hit against a charging character. If you use an urgrosh against a charging character, the spear head is the part of the weapon that deals damage.

WARAXE, DWARVEN: A dwarven waraxe is a 2-handed weapon, but can be used as a 1-handed weapon by Large creatures or by Medium creatures with 15+ Strength.

WHIP: A whip deals no damage to a creature wearing Medium or Heavy armor. The whip is treated as a melee weapon with 15-ft reach. Unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). A whip allows you to target a foe at a distance when using the Disarm or Trip abilities, and apply a +2 bonus on attacks using Disarm and Trip.

WHIP, BARBED: As a whip, except it causes more damage and works against targets wearing Medium armor, but not Heavy armor.

MASTERWORK WEAPONS

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 bonus on attack and damage rolls.

You can't add masterwork quality to a weapon after it is created. It

must be crafted as a masterwork weapon (see the Warcraft skill). The masterwork quality adds 300 gp to the cost of a normal weapon (or 6 gp to the cost of a single unit of ammunition). Adding the masterwork quality to a double weapon costs 600 gp.

Masterwork ammunition is effectively destroyed when used.

Magic weapons, and weapons made from special materials, are always of masterwork quality and suitable for enchantment.

SPECIAL MATERIALS

Weapons and ammunition can be crafted using special materials and secret alchemical techniques at great cost. Only weapons with metal parts can be made from the materials below. Thus, a sword, axe or arrow could be made with special material but a quarterstaff could not. Table 8-12: Special Materials summarizes the items and their effect on market price relative to a normal item.

TABLE 8-12: SPECIAL MATERIALS

Item	Silver or Jade	Adamantine	Cold Iron	Mithral	Shadar
Ammunition	+2 gp	+60 gp	x2 gp	+30 gp	+5 gp
Light weapon	+20 gp	+700 gp	x2 gp	+350 gp	+120 gp
Medium weapon	+90 gp	+3,000 gp	x2 gp	+1500 gp	+500 gp
Heavy weapon	+180 gp	+6,000 gp	x2 gp	+3000 gp	+1000 gp

ADAMANTINE: This ultrahard metal strengthens a weapon such that it has one-third more hit points and delivers +1 more damage than normal. This is the rarest and most expensive of all special materials.

ALCHEMICAL SILVER: A complex process bonds silver to steel weapon so that it affects creatures such as lycanthropes. Silver is softer than normal metal and does 1 point less damage per hit.

COLD IRON: This iron is mined deep underground and known to harm fey. It is forged at a lower temperature to preserve its delicate properties.

JADE: Weapons made of jade are splendid pieces of artwork and are also known to focus or diffuse psychic power and harm aberrations. Jade is usually green but may be blue, lavender or pink. It is best used for light blades.

MITHRAL: This is a rare silvery, glistening metal that is lighter than iron but just as hard. It is used to make elven chainmail and dwarfplate but can also be used to make weapons 50% lighter than normal. The lighter weight does not change the weapon's category but it does grant the wielder a +1 bonus on attack rolls to reflect its easier handling and increased speed.

SHADAR: Weapons soaked in this supernatural liquid make no sound even when they clash against other weapons, negating the usual noise of combat (or an assassination). Crafting a shadar weapon requires you know the Liquid Shadow ability (page 88).

PRIMITIVE MATERIALS

Metallurgy may not be available in some primitive societies. Alternatively, characters may use Warcraft (page 107) to improvise weapons from the environment. Such primitive weapons are made entirely from bone, bronze, wood or similar basic materials. Only metal melee weapons such as daggers and swords can be crafted as primitive weapons.

BONE/WOOD/STONE: The weapon costs ¼ the usual price and the wielder suffers a -2 penalty on attack and damage rolls (minimum of 1 point of damage). Bone weapons are DR 6 with 10 hit points per 1-in thickness, while stone weapons are DR 8 with 15 hit points per 1-in thickness. When making Warcraft checks, reduce the DC by 5 when crafting weapons using these materials.

BRONZE: The weapons costs ½ the usual price and the wielder suffers a -1 penalty on attack and damage rolls (with a minimum of 1 point of damage). Bronze weapons are DR 9 with 20 hit points per 1-in thickness.

TABLE 8-13: WEAPON STATISTICS

	Weapon	Price	Rating	Damage	Range	Weight	Type ²
AXES	Axe, throwing	8 gp	Light	1d6	10 ft	2 lb	Slashing
	Battleaxe	10 gp	Medium	1d8	—	6 lb	Slashing
	Great Axe	20 gp	Heavy	1d12	—	12 lb	Slashing
	Handaxe	6 gp	Light	1d6	—	3 lb	Slashing
	Pick, light	4 gp	Light	1d4	—	3 lb	Piercing
	Pick, heavy	8 gp	Medium	1d6	—	6 lb	Piercing
	Waraxe, dwarven	30 gp	Medium	1d10	—	8 lb	Slashing
BOWS	Longbow ¹	75 gp	Heavy	1d8	100 ft	3 lb	Piercing
	Longbow, composite ¹	100 gp	Heavy	1d8	110 ft	3 lb	Piercing
	Shortbow ¹	30 gp	Medium	1d6	60 ft	2 lb	Piercing
	Shortbow, composite ¹	75 gp	Medium	1d6	70 ft	2 lb	Piercing
	Titan bow ¹	400 gp	Heavy	1d10	150 ft	8 lb	Piercing
CHAINS	Chain, spiked ³	25 gp	Heavy	2d4	—	10 lb	Piercing
	Flail	8 gp	Medium	1d8	—	5 lb	Bludgeoning
	Flail, gnoll dire	90 gp	Heavy	1d8/1d8	—	10 lb	Bludgeoning
	Flail, heavy	15 gp	Heavy	1d10	—	10 lb	Bludgeoning
	Morning Star	8 gp	Medium	1d8	—	6 lb	Bludgeoning and piercing
	Whip ²	1 gp	Light	1d2	—	2 lb	Slashing
	Whip, barbed ³	2 gp	Medium	1d3	—	3 lb	Slashing and piercing
CLOSE QUARTERS	Shield, light	Special	Light	1d3	—	Special	Bludgeoning
	Shield, heavy	Special	Medium	1d4	—	Special	Bludgeoning
	Spiked armor	Special	—	1d6	—	Special	Piercing
	Spiked shield	20 gp	Medium	1d6	—	Special	Piercing
CLUBS	Club	1 cp	Medium	1d6	10 ft	3 lb	Bludgeoning
	Greatclub	5 gp	Heavy	1d10	—	8 lb	Bludgeoning
CROSSBOWS	Crossbow, heavy ⁶	50 gp	Medium	1d10	120 ft	8 lb	Piercing
	Crossbow, light ⁶	35 gp	Light	1d8	80 ft	4 lb	Piercing
	Crossbow, hand ⁶	100 gp	Light	1d4	30 ft	2 lb	Piercing
	Crossbow, repeating heavy ⁶	400 gp	Heavy	1d10	120 ft	12 lb	Piercing
	Crossbow, repeating light ⁶	250 gp	Medium	1d8	80 ft	6 lb	Piercing
DOUBLE WEAPONS	Axe, orc double	60 gp	Heavy	1d8/1d8	—	15 lb	Slashing
	Bladed maul	60 gp	Heavy	1d8/1d8	—	12 lb	Any, as desired
	Hammer, gnome hooked	20 gp	Medium	1d8/1d6	—	6 lb	Bludgeoning and piercing
	Quarterstaff	1 cp	Heavy	1d6/1d6	—	4 lb	Bludgeoning
	Sword, 2-bladed	100 gp	Heavy	1d8/1d8	—	10 lb	Slashing
	Urgrosh, dwarven	50 gp	Heavy	1d8/1d6	—	12 lb	Piercing or slashing
FIREARMS⁵	Hunting Rifle	750 gp	Heavy	2d10	80 ft	8 lb	Piercing
	Musket	400 gp	Heavy	1d12	150 ft	10 lb	Piercing
	Pistol	200 gp	Light	1d10	50 ft	2 lb	Piercing
	Revolver	450 gp	Light	2d6	30 ft	3 lb	Piercing
	Shotgun ¹	500 gp	Medium	2d8	30 ft	7 lb	Piercing

1. See the weapon's description for important details not shown here. For example, bows, shotguns, and some swords require 2 hands to use.
2. When 2 types are given, the weapon is both types if the entry specifies "and" or either type (player's choice) if the entry specifies "or".
3. Reach weapon allows the wielder to target foes within 10 ft rather than adjacent foes. A spiked chain can target both adjacent and close foes.
4. A bastard sword inflicts 1d10 damage when held in 1 hand or 2d6 when held in 2 hands. Requires Strength 15+ to hold in 1 hand.
5. Prices assume firearms are rare. If uncommon or common, reduce the price to 20% or 10% the listed amount, respectively.
6. The weapon delivers a critical hit on a natural roll of 19 or 20 on a d20, rather than the usual critical hit on just a natural 20.

TABLE 8-13: WEAPON STATISTICS CONT.

	Weapon	Price	Rating	Damage	Range	Weight	Type ²
HAMMERS	Hammer, light	1 gp	Light	1d4	20 ft	2 lb	Bludgeoning
	Mace	5 gp	Medium	1d8	—	6 lb	Bludgeoning
	Warhammer	12 gp	Medium	1d8	—	5 lb	Bludgeoning
HAND-TO-HAND	Dagger, punching	2 gp	Light	1d4	—	1 lb	Piercing
	Garrote, leather ¹	1gp	Light	1d3	—	½ lb	Bludgeoning
	Garrote, wire ¹	3 gp	Light	1d6	—	½ lb	Slashing
	Gauntlet	2 gp	Light	1d3	—	1 lb	Bludgeoning
	Gauntlet, Spiked	5 gp	Light	1d4	—	1 lb	Piercing
	Unarmed Strike	—	Light	1d3	—	—	Bludgeoning
HEAVY BLADES	Falchion ⁶	75 gp	Heavy	2d4	—	8 lb	Slashing
	Greatsword	50 gp	Heavy	2d6	—	8 lb	Slashing
	Longsword	15 gp	Medium	1d8	—	4 lb	Slashing
	Scimitar ⁶	15 gp	Medium	1d6	—	4 lb	Piercing
	Scythe	18 gp	Heavy	2d4	—	10 lb	Piercing or slashing
	Sword, bastard ⁴	35 gp	Heavy	1d10 or 2d6	—	6 lb	Slashing
LIGHT BLADES	Dagger	2 gp	Light	1d4	10 ft	1 lb	Piercing or slashing
	Dirk/longknife/bayonet* ⁶	2 gp	Light	1d4	—	1 lb	Piercing or slashing
	Knife, halfling ¹	1 gp	Light	1d3	—	1 lb	Piercing or slashing
	Kukri ⁶	8 gp	Light	1d4	—	2 lb	Slashing
	Rapier ⁶	20 gp	Medium	1d6	—	2 lb	Piercing
	Sickle	6 gp	Light	1d6	—	2 lb	Slashing
	Sword, short	10 gp	Light	1d6	—	2 lb	Piercing
POLE ARMS	Glaive ³	8 gp	Heavy	1d10	—	10 lb	Slashing
	Guisarme ³	6 gp	Heavy	2d4	—	12 lb	Slashing
	Halberd	10 gp	Heavy	1d10	—	12 lb	Piercing or slashing
	Quarterstaff	1 cp	Heavy	1d6/1d6	—	4 lb	Bludgeoning
	Ranseur ³	10 gp	Heavy	2d4	—	12 lb	Piercing
SPEARS	Javelin ¹	1 gp	Medium	1d6	30 ft	2 lb	Piercing
	Lance ³	10 gp	Heavy	1d8	—	10 lb	Piercing
	Longspear ³	5 gp	Heavy	1d8	—	9 lb	Piercing
	Shortspear/afixed bayonet ⁴	1 gp	Medium	1d6	20 ft	3 lb	Piercing
	Spear	2 gp	Heavy	1d8	20 ft	6 lb	Piercing
	Trident	15 gp	Medium	1d8	10 ft	4 lb	Piercing
SUBDUAL WEAPONS	Lasso	1 gp	Medium	—	20 ft	7 lb	—
	Mancatcher	20 gp	Heavy	1d2	—	10 lb	—
	Mancatcher, barbed	30 gp	Heavy	1d4	—	15 lb	Piercing
	Net	20 gp	Medium	—	10 ft	6 lb	—
	Sap	1 gp	Light	1d2	—	2 lb	Bludgeoning
SMALL PROJECTILES	Blowgun	1 gp	Light	1	15 ft	2 lb	Piercing
	Bolas	5 gp	Light	1d4	10 ft	2 lb	Bludgeoning
	Boomerang ¹	1 gp	Light	1d3	150 ft	1 lb	Bludgeoning
	Chakram ¹	15 gp	Medium	1d4	120 ft	2 lb	Slashing
	Dart	5 sp	Light	1d4	20 ft	½ lb	Piercing
	Sling	1 cp	Light	1d4	50 ft	5 lb	Bludgeoning
	Throwing star	5 sp	Light	1d4	10 ft	¾ lb	Piercing

*Treat a bayonet as a shortspear when affixed to an eligible firearm and as a dirk when used alone. Also, firearm proficiency includes the bayonet.

GEAR

Here are items commonly used during adventures.

ALCHEMICAL SUBSTANCES & ITEMS

All of these substances except holy water can be made by artificers.

ACID: You can throw a flask of acid as a splash weapon. Treat this attack as a ranged attack with a range increment of 10 ft. A direct hit deals 1d6 acid damage. Every creature within 5 ft of the point where the acid hits takes 1 point of acid damage from the splash.

ALCHEMIST'S FIRE: You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged attack with a range increment of 10 ft.

A direct hit deals 1d6 points of fire damage. Every creature within 5 ft of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. The target can use a standard action to extinguish the flames before taking this additional damage. To extinguish the flames, a creature must resist using Reflex against an attack roll of d20+5. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

ANTITOXIN: If you drink antitoxin, you get a +5 bonus on Fortitude saves against poison for 1 hour.

CALTROPS: A caltrop is a four-pronged iron spike crafted so that 1 prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 ft square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it steps on one if it fails to resist using Reflex against an attack of d20+0. If the creature is wearing shoes or other footwear, it gets a +2 bonus on its save. The caltrop deals 1 point of wound damage, and the creature's speed is reduced by ½ because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at ½ speed or slower can pick its way through a bed of caltrops with no trouble.

EVERBURNING TORCH: This otherwise normal torch has a Continual Flame spell cast upon it. An everburning torch clearly illuminates a 20-ft radius and provides shadowy illumination out to a 40-ft radius.

HOLY WATER: Holy water damages undead creatures and fiends almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a splash attack (page 227) with a range increment of 10 ft. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, you must open the flask and pour the holy water out onto the target. Thus, you can douse an incorporeal creature with holy water only if you are adjacent to it. Doing so is a ranged attack.

A direct hit by a flask of holy water deals 2d4 holy damage to an undead creature or fiend. Each such creature within 5 ft of the point where the flask hits takes 1 point of damage from the splash.

POISON GAS: This poison is either generated from alchemical reactions or captured in underground or volcanic regions. The gas is stored in a sealed canister. Unstopping or breaking the canister releases the gas, which is usually colorless and odorless, though not always. The canister can be thrown out to 10 ft to break on impact. Each round, creatures within 15-ft of the source suffer 1 wound damage from mild gas or 1d6 wound damage and 10 minutes of blindness from deadly gas. A Fortitude save reduces the effect to ½ damage. These rules assume that creatures seek to cover their mouth and eyes. The gas dissipates with a moderate wind or after 1 minute unless it is released in a sealed-off area.

POWDER BOMB: Uses gunpowder for a serious explosion.

You light a fuse that triggers the bomb when it has burned away. The fuse can be as short as 1 round or as long as 2 minutes depending on the fuse length. The standard length lasts for 3 rounds. The explosion delivers 2d6 fire damage within a 5-ft-radius area and 1d6 damage within an additional 30 ft. You can throw the bomb. It has a 10 ft range.

SMOKE BOMB: This works like a powder bomb except it causes no damage and instead provides concealment within a 5-ft-radius area and concealment out to 30 ft for 2 minutes.

SMOKESTICK: This alchemically treated wooden stick creates thick, opaque smoke when ignited. The smoke fills a 10-ft cube (treat the effect as a Fog spell on page 98 except that a moderate or stronger wind dissipates the smoke in 1 round). The stick is consumed after 1 round, and the smoke dissipates naturally after 2 minutes.

SUNROD: This 1-ft-long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-ft radius and provides shadowy illumination in a 60-ft radius. It glows for 6 hours, after which the gold tip is burned out and worthless.

TANGLEFOOT BAG: When you throw a tanglefoot bag at a creature (as a ranged attack with an increment of 10 ft), the bag comes apart and the goo bursts out, entangling the target and becoming tough and resilient upon exposure to air. An entangled creature suffers a -2 penalty on attack rolls and a -5 penalty on Dexterity-based skill checks and must resist using Reflex against d20+5 or be glued to the floor, unable to move. Even on a successful save, it can move only at ½ speed. Huge creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must resist using Reflex or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Athletics check or by dealing 15 points of damage to the goo with a slashing weapon or using acid. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll. Hitting the goo is automatic, after which the attacker rolls damage to see how much goo is scraped off. Once free, the creature can move (even fly) at ½ speed. A character capable of spellcasting bound by goo must make a DC 15 Endurance check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. Applying universal solvent to a stuck creature dissolves the goo immediately.

THUNDERSTONE: You can throw this stone as a ranged attack with a range increment of 20 ft. When the stone strikes a hard surface, it emits a deafening bang that is treated as a sonic attack. Each creature within a 10-ft radius must resist using Fortitude or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a -5 penalty on initiative and must pass a DC 25 Arcana check or miscast and lose any spell with a verbal component that it tries to cast. Since you don't need to hit a specific target with a thunderstone, you can simply aim at a particular 5-ft space and succeed on an attack against Reflex as a splash attack (page 227).

TINDERTWIG: The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a tindertwig is much faster than creating a flame with flint and steel (or a magnifying glass) and tinder. Lighting a torch with a tindertwig is a standard action, and lighting any other fire using a tindertwig is at least a standard action.

ANIMALS, BARDING, & STABLING

Here are typical mounts plus armor options for mounts and other animals.

BARDING FOR MEDIUM AND LARGE CREATURES: Barding is a type of armor that covers the head, neck, chest, body, and possibly legs of a horse or other mount. Barding made of Medium or Heavy armor provides better protection than Light barding, but at the expense of speed. Barding can be made of any of the armor types found on Table 8-5: Light Armor through Table 8-7: Heavy Armor on pages 154-155.

Armor for a horse (a Large quadruped) costs 4x as much as armor

for a human (a Medium humanoid) and also weighs 2x as much as normal armor. If the barding is for a pony or other Medium mount, the cost is only double, and the weight is the same as for Medium armor worn by a humanoid. Medium or Heavy barding slows a mount that wears it, as shown on the table below.

TABLE 8-14: EFFECT OF BARDING ON SPEED*

Barding	40 ft	50 ft	60 ft	80 ft
Light	40	50	60	80
Medium	35	40	50	70
Heavy	30	35	40	60

* A mount wearing Heavy armor moves at only triple its normal speed when running instead of quadruple.

Flying mounts, except creatures of the dragon type, can't fly in Medium or Heavy barding.

Removing and fitting barding takes 5x as long as the figures given on Table 8-10: Donning Armor. A barded animal cannot be used to carry any load other than the rider and normal saddlebags.

DOG, RIDING: This Medium dog is specially trained to carry a Small humanoid rider. It is brave in combat like a warhorse. You take no damage when you fall from a riding dog.

DONKEY OR MULE: Donkeys and mules are stolid in the face of danger, hardy, surefooted, and capable of carrying heavy loads over vast distances. Unlike a horse, a donkey or a mule is willing (though not eager) to enter dungeons and other strange or threatening places.

FEED: Horses, donkeys, mules, and ponies can graze to sustain themselves, but providing feed for them is much better. If you have a riding dog, you have to feed it at least some meat.

HORSE: A horse (other than a pony) is suitable as a mount for a Medium character. A pony is smaller than a horse and is a suitable mount for a Small character. Warhorses and warponies can be ridden easily into combat. Light horses, ponies, and heavy horses are hard to control in combat.

SADDLE, EXOTIC: An exotic saddle is like a normal saddle of the same sort except that it is designed for an unusual mount. Exotic saddles come in military, pack, and riding styles.

SADDLE, MILITARY: A military saddle braces the rider, providing a +2 bonus on Handle Animal checks related to staying in the saddle. If you're knocked unconscious while in a military saddle, you have a 75% chance to stay in the saddle (compared to 50% for a riding saddle).

SADDLE, PACK: A pack saddle holds gear and supplies, but not a rider. It holds as much gear as the mount can carry, though oddly-shaped items may not fit.

SADDLE, RIDING: The standard riding saddle supports a rider.

BOOKS & PAPERS

In civilized societies, official papers are often required to conduct various activities.

BOOK: Books come in all shapes and sizes from small pocket booklets and pamphlets to large leather-clad tomes. Content determines the base cost: 10 gp for how-to manuals and similar nonfiction works compared to 1 gp for novels. For masterwork paper and binding add 100 gp.

ID PAPER: This sturdy paper is notarized with an arcane mark and acts as personal identification. The details vary among kingdoms. Most ID papers list a person's name, birthplace, nationality, and noble title (if any). The arcane mark glows in the hands of the person to which it belongs. More costly ID papers show a small painted portrait. Many people store their ID paper in a small leather booklet costing an additional 1 sp.

INK: This is black ink. Ink in other colors costs 2x as much.

INVISIBLE INK: As the name suggests, the ink is invisible to the unaided eye. The ink is a mix of fruit juice, white wine, and baking soda. The ink is made visible by heating the page in an oven or over a

flame for 1 minute.

LETTER OF CREDIT: This is a bank letter sanctioned with an arcane mark. It is not paper money. Rather, it allows the holder to withdraw funds from all branches of the same bank. Typically, the letter indicates a maximum amount that can be withdrawn on a given day. The arcane mark glows in the hands of the person it belongs to.

LETTER OF MARQUE: This letter grants official permission for the holder to engage in combat or warlike acts on behalf of a monarch, usually against persons, locations, or vessels named in the letter. The letter is stamped with an arcane mark that glows in the hands of the person it belongs to.

PRESS (WOODBLOCK): This simple printing press relies on inked wood blocks that are arranged to spell out a page's message 1 character at a time. Preparing the press for a single page requires 2 hours. Once prepared, it can produce 30 copies of 1 particular sheet per hour by applying manual pressure to imprint on each copy. The result is crude but readable. A press cannot copy documents, letters or stamps. A press is 2 ft wide, 3 ft deep, 3 ft high, and consists of a set of rollers and blocks on a stand. It prints documents that are up to 18 in wide and 2 ft long.

SIGNET RING: This ring is popular with nobles, bankers, and sages. It produces a visible seal to close letters and ensure veracity. The masterwork vision produces invisible strokes that glow under a darklight.

STAMP: This small imprint or adhesive paper is needed to send a letter by carrier service.

TAX STAMP: This stamp is affixed to crates or bags containing goods for sale. The goods cannot be sold legally unless the stamp is present. The cost of the stamp varies by the goods and transaction.

TRANSLATION BOOK: Each 2-page spread of this book is divided into 6 columns and 24 rows. Each row contains a different common word or phrase such as "I would like an ale", "Which way to find lodging?" or "I love you very much". The first column is usually written in Common. The other columns are usually written in Draconic, Dwarvish, Elvish, Gnomish, and Sylvan, though other languages are possible. Using the book grants a person a +2 bonus on Literacy checks made to write in a language the user does not know and a +2 bonus on Literacy checks made to speak in a language the user does not know.

TRAVELING PAPER: This sturdy paper is similar to an ID paper but demonstrates that the person has official permission to enter a location (usually a city or kingdom). Traveling papers are granted at official entryways to kingdoms or by ambassadorial staff prior to leaving for one's destination. A person found in a foreign land without traveling papers is assumed to have snuck in illegally.

CLOTHING

A person's clothing says much. Here are outfits for various occasions.

ARTISAN'S OUTFIT: This outfit includes a shirt with buttons, a skirt or pants with a drawstring, shoes, and perhaps a cap or hat. It may also include a belt or a leather or cloth apron for carrying tools.

CLERIC'S VESTMENTS: These ecclesiastical robes are for performing priestly functions, not for adventuring.

COLD WEATHER OUTFIT: A cold weather outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 bonus on Fortitude saves against exposure to cold weather.

COURTIER'S OUTFIT: This outfit includes fancy, tailored clothes in whatever fashion happens to be the current style in the courts of the nobles. Anyone trying to influence nobles or courtiers while wearing street dress will have a hard time of it (-2 penalty on Charisma-based skill checks to influence such individuals). If you wear this outfit without jewelry (costing an additional 50 gp), you look like an out-of-place commoner.

ENTERTAINER'S OUTFIT: This set of flashy, perhaps gaudy, clothes is for entertaining. While the outfit looks whimsical, its practical design lets you tumble, dance, walk a tightrope, or just run (if the audience turns ugly).

ALCHEMICAL ITEMS

Item	Price	Weight
Acid (flask)	10 gp	1 lb
Alchemist's fire (flask)	20 gp	1 lb
Antitoxin (vial)	50 gp	—
Everburning torch	110 gp	1 lb
Holy water (flask)	25 gp	1 lb
Smokestick	20 gp	½ lb
Sunrod	2 gp	1 lb
Poison gas (mild)	25 gp	—
Poison gas (deadly)	250 gp	—
Powder bomb	150 gp	1 lb
Smoke bomb	70 gp	1 lb
Tanglefoot bag	50 gp	4 lb
Thunderstone	30 gp	1 lb
Tindertwig	1 gp	—

ANIMALS

Item	Price	Weight
Cow	10 gp	—
Dog (guard)	25 gp	—
Dog (riding)	150 gp	—
Donkey or mule	8 gp	—
Falcon/hawk (trained)	40 gp	—
Horse (heavy)	200 gp	—
Horse (light)	75 gp	—
Pony	30 gp	—
Sheep	2 gp	—
Warhorse (heavy)	400 gp	—
Warhorse (light)	150 gp	—
Warpony	100 gp	—

BARDING, FEED & STABLING

Item	Price*	Weight
Barding (leather, DR+2)	30 gp	30 lb
Barding (chain, DR+5)	300 gp	80 lb
Barding (plate, DR+8)	500 gp	100 lb
Bit and bridle	2 gp	1 lb
Feed (per day)	5 cp	10 lb
Saddle (military)	20 gp	30 lb
Saddle (pack)	5 gp	15 lb
Saddle (riding)	10 gp	25 lb
Saddle (exotic mount)	60 gp	40 lb
Saddlebags	4 gp	8 lb
Stabling (per day)	5 sp	—

* Assumes Large animal. Multiply price and weight by 4x for Huge animals.

BOOKS & PAPERS

Item	Price	Weight
Book (manual)	10 gp	3 lb
Book (novel)	2 gp	½ lb
ID papers (standard)	2 gp	—
ID papers (with portrait)	5 gp	—
Ink (1 oz. vial)	8 gp	—
Inkpen	1 sp	—
Invisible ink (1 oz. vial)	24 gp	—
Letter of credit	25 gp	—
Letter of marque	500 gp	—
Paper (sheet)	4 sp	—
Parchment (sheet)	2 sp	—
Press (woodblock)	750 gp	70 lb
Signet ring	5 gp	—
Traveling papers	2 sp	—
Translation book	20 gp	2 lb
Vial, for ink or potion	1 gp	1/10 lb

CLOTHING

Item	Price	Weight
Artisan's outfit	1 gp	4 lb
Clerics vestments	5 gp	6 lb
Cold weather outfit	8 gp	7 lb
Courtier's outfit	30 gp	6 lb
Entertainer's outfit	3 gp	4 lb
Explorer's outfit	10 gp	8 lb
Monk's outfit	5 sp	2 lb
Noble's outfit	75 gp	10 lb
Peasant's outfit	1 sp	2 lb
Royal outfit	200 gp	15 lb
Scholar's outfit	5 gp	6 lb
Traveler's outfit	1 gp	5 lb

DRUGS & POISONS

Item	Price (1 dose)
Calfrass	2 gp
Desert spice	25 gp
Dream seed	12 gp
Fey ecstasy	5 gp
Fresh blood (1 oz. vial)	25 gp
Liquid arcana	9 gp
Margras root	8 gp
Poison (mild)	25 gp
Poison (moderate)	100 gp
Poison (severe)	600 gp
Shadow dust	15 gp
Smelling salts (1 oz. vial)	2 cp
Truth serum	50 gp

EXPLORERS GEAR

Item	Price	Weight
Backpack (empty)	2 gp	2 lb
Barrel (empty)	2 gp	30 lb
Basket (empty)	4 sp	1 lb
Bedroll	1 sp	5 lb
Bell	1 gp	—
Block and tackle	5 gp	5 lb
Bottle or wine glass	2 gp	—
Bouquet (common)	1 sp	2 lb
Bouquet (beautiful)	1 gp	3 lb
Caltrops	1 gp	2 lb
Camel pack (empty)	50 sp	3 lb
Candle	1 cp	—
Canvas (sq. yd.)	1 sp	1 lb
Case, map or scroll	1 gp	½ lb
Chain (10 ft.)	30 gp	2 lb
Chalk, 1 piece	1 cp	—
Chest (empty)	2 gp	25 lb
Condom	1 cp	—
Crowbar	2 gp	5 lb
Firewood (per day)	1 cp	20 lb
Fish hook	1 sp	—
Fishing net, 25 st. ft.	4 gp	5 lb
Flask (empty)	3 cp	1½ lb
Flint and steel	1 gp	—
Grappling hook	1 gp	4 lb
Hammer	5 sp	2 lb
Hourglass	25 gp	1 lb
Icebox (empty)	500 gp	105 lb
Ladder, 10-ft	5 cp	20 lb
Lamp, common	1 sp	1 lb
Lantern, bullseye	12 gp	3 lb
Lantern, hooded	7 gp	2 lb
Lock, simple	20 gp	1 lb
Lock, average	40 gp	1 lb
Lock, good	80 gp	1 lb
Lock, amazing	150 gp	1 lb
Manacles	15 gp	2 lb
Manacles ^{mwk}	50 gp	2 lb
Mirror, small steel	10 gp	½ lb
Oil (1-pint flask)	1 sp	1 lb
Pick, miner's	3 gp	10 lb
Piton	1 sp	½ lb
Pole (10 ft)	2 sp	8 lb
Pot, iron	5 sp	10 lb
Pouch, belt (empty)	1 gp	½ lb
Ram, portable	10 gp	20 lb
Rope, hempen (50 ft)	1 gp	10 lb

Item	Price	Weight
Rope, silk (50 ft)	10 gp	5 lb
Roses, bouquet	2 gp	1 lb
Sack (empty)	1 sp	½ lb
Sealing wax	1 gp	1 lb
Sewing needle	5 sp	—
Signal whistle	8 sp	—
Sledge	1 gp	10 lb
Soap (per lb)	5 sp	1 lb
Spade or shovel	2 gp	8 lb
Spectacles	75 gp	—
Spinning wheel	88 gp	20 lb
Spinning fiber (poor)	3 sp	1 lb
Spinning fiber (good)	5 gp	1 lb
Spyglass	250 gp	1 lb
Sun goggles	200 gp	—
Tent	10 gp	20 lb
Torch	1 cp	1 lb
Waterskin	1 gp	4 lb
Whetstone	2 cp	1 lb

FOOD & DRINK

Item	Price	Weight
Ale (gallon)	2 sp	8 lb
Ale (mug)	4 cp	1 lb
Banquet (per person)	10 gp	—
Bread (per loaf)	2 cp	½ lb
Cheese (hunk of)	1 sp	½ lb
Distilled spirits (shot)	2 sp	½ lb
Fruit (basket)	1 gp	5 lb
Ice (1-cubic-ft block)	50 gp	57 lb
Ice (bag loose chips)	10 gp	10 lb
Meat (chunk of)	3 sp	½ lb
Spices (box)	2 gp	1 lb
Sweets (box)	5 gp	1 lb
Rations, trail (per day)	5 sp	1 lb
Water (boiled, quart)	1 cp	2 lb
Water (rose, quart)	1 sp	2 lb
Wine (pitcher)	2 sp	6 lb
Wine (fine bottle)	10 gp	1½ lb

GEMS, JEWELS, & ARTWORK

Item Rating	Gem	Jewel/Art
Costume	10 gp	25 gp
Common	50 gp	100 gp
Uncommon	100 gp	250 gp
Rare	500 gp	1,000 gp
Very rare	1,000 gp	2,500 gp
Prized	5,000 gp	10,000 gp

HIRED SERVICES / TRAVEL

Item	Price
Coach cab (per mile)	3 cp
Hired townie, unskilled	3 sp/hour
Hired townie, magical	5 gp/day
Hired townie, mundane	2 gp/day
Messenger (per mile)	2 cp/mile
Ship/dirigible/rail (1st class)	1 gp/mile
Ship/dirigible/rail (2nd class)	1 sp/mile
Ship/dirigible/rail (3rd class)	1 cp/mile
Social (small, common)	5 gp/4 hrs
Social (small, aristocratic)	25 gp/4 hrs
Social (large, common)	30 gp/4 hrs
Social (large, aristocratic)	150 gp/4 hrs

LODGING, BATH, & MEALS

Item	Price
Daily inn (good)	2 gp
Daily inn (common)	5 sp
Daily inn (poor)	2 sp
Daily meals (good)	5 sp
Daily meals (common)	3 sp
Daily meals (poor)	1 sp
Hot bath	1 sp

SPELLCASTING

Item	Price*
Basic spell	25 gp
Intermediate spell	250 gp
Advanced spell	500 gp
Paragon spell	1,000 gp
Use wondrous item	5 gp/use

* Doesn't include expense of materials and assumes a safe, convenient locale.

TOOLS & SKILL KITS

Item	Price	Weight
Artificer's lab	250 gp	40 lb
Artisan's tools	5 gp	5 lb
Artisan's tools, mwk	55 gp	5 lb
Climber's kit	80 gp	5 lb
Construct repair kit	50 gp	2 lb
Disguise kit	50 gp	8 lb
Healer's kit	50 gp	1 lb
Holly and mistletoe	—	—
Holy symbol, wooden	1 gp	—
Holy symbol, silver	25 gp	1 lb
Holy symbol, gold	250 gp	1 lb
Implement, amulet	25 gp	—

Item	Price	Weight
Implement, orb	25 gp	1 lb
Implement, wand	2 gp	1 lb
Inquisitor's kit	250 gp	4 lb
Magnifying glass	100 gp	—
Make-up (fine jar)	5 gp	1 lb
Musical instrument	5 gp	3 lb
Music instrument ^{mwk}	100 gp	3 lb
Scale, merchant's	2 gp	1 lb
Spellbook (blank)	15 gp	3 lb
Spellshard (empty)	3 gp	½ lb
Surgical bay	250 gp	40 lb
Thieves tools	30 gp	1 lb
Thieves tools ^{mwk}	100 gp	2 lb
Tool, mwk	50 gp	1 lb
Water clock	1000 gp	200 lb

TORTURE DEVICES

Item	Price	Weight
Branding iron	2 gp	4 lb
Cup of hot lead	1 sp	1 lb
Iron maiden	200 gp	250 lb
Jaw breaker	10 gp	1 lb
Pillory	50 gp	50 lb
Rack	150 gp	200 lb
Flenser	4 gp	—
Thumbscrew	1 gp	1 lb

VEHICLES

Item	Price	Weight
Carriage	100 gp	600 lb
Carriage, armored	580 gp	1,300 lb
Cart	15 gp	200 lb
Cloudhopper	20,000 gp	900 lb
Dirigible	30,000 gp	—
Galley	30,000 gp	—
Galley, arcane	50,000 gp	—
Hot air balloon	40,000 gp	1,500 lb
Keelboat	3,000 gp	—
Longship	10,000 gp	—
Rowboat	50 gp	100 lb
Sailing ship	10,000 gp	—
Sled	20 gp	300 lb
Wagon (covered)	50 gp	550 lb
Wagon (open)	35 gp	400 lb
Warship	25,000 gp	—

— No weight, or no weight worth noting.
Note: Small versions of items weigh ¼ the listed amount and carry ¼ the normal amount.

EXPLORER'S OUTFIT: This is a full set of clothes for someone who never knows what to expect. It includes sturdy boots, leather breeches or a skirt, a belt, a shirt (perhaps with a vest or jacket), gloves, and a cloak. Rather than a leather skirt, a leather overtunic may be worn over a cloth skirt. The clothes have plenty of pockets (especially the cloak). The outfit also includes any extra items you might need, such as a scarf or a wide-brimmed hat.

MONK'S OUTFIT: This simple outfit includes sandals, loose breeches, and a loose shirt, and is all bound together with sashes. The outfit is designed to give you maximum mobility, and it's made of high-quality fabric. You can hide small weapons in pockets hidden in the folds, and the sashes are strong enough to serve as short ropes.

NOBLE'S OUTFIT: This set of clothes is designed specifically to be expensive and to show it. Precious metals and gems are worked into the clothing. To fit into the noble crowd, every would-be noble also needs a signet ring (see Adventuring Gear, above) and jewelry (worth at least 100 gp).

PEASANT'S OUTFIT: This clothing consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress.

ROYAL OUTFIT: This is just the clothing, not the royal scepter, crown, ring, and other accoutrements. Royal clothes are ostentatious, with gems, gold, silk, and fur in abundance.

SCHOLAR'S OUTFIT: Perfect for a scholar, this outfit includes a robe, a belt, a cap, soft shoes, and possibly a cloak.

TRAVELER'S OUTFIT: This set of clothes consists of boots, a wool skirt or breeches, a sturdy belt, a shirt (perhaps with a vest or jacket), and an ample cloak with a hood.

DRUGS & POISONS

These powerful substances offer both beneficial and baneful effects. Multiple doses of the same drug or poison do not stack.

CALFRASS: After chewing this medicinal herb for 10 minutes, the user falls asleep for 6 hours and heals at 2x the normal rate. However, the sleep is so deep that rousing the user takes 1 full minute rather than 1 round.

DESERT SPICE: This orange sand-like substance is reputedly harvested from desert worms. Snorting or eating a dose grants a +5 bonus on Pilot checks for 24 hours and reverses one's apparent (but not actual) physical age by 1 year to a minimum of the young adult age for your race (age 15 for humans). After 10 or more doses, the user's eyes turn deep orange.

DREAM SEED: Smoking this flower evokes hallucinations and offers a glimpse of the near future. For 1 hour, the user experiences a potent vision, suffers a -10 penalty on Perception checks, and is limited to a single move or standard action each round. At any time in the next 24 hours, the user enjoys a +5 bonus on a single d20 roll to reflect what was foreseen. During this time, the user also suffers a lingering -2 penalty on Perception checks.

FEY ECSTASY: This delicious liquid is distilled from tears of nymphs and dryads and grants the user a +2 bonus on Diplomacy checks, or +5 in romantic situations, for 1d4 hours. Thereafter, the user experiences a dramatic mood swing to suffer an equivalent penalty for 1d4 hours.

FRESH BLOOD: Whether magically preserved or simply fresh, this 1-oz vial of warm blood from a healthy person is sufficient to rejuvenate an undead creature for 1d4+1 vitality. Also, medicants often use fresh blood to create magical effects.

LIQUID ARCANA: A single dose of this colorful liquid boosts the user's effective level by +1 for the purpose of adjudicating the effects of magical abilities that vary by level. The effect lasts 1d4 hours. Afterward, the user is dazed for 10 minutes due to confusion.

MARGRAS ROOT: This root boosts physical prowess. A single dose of this bitter root boosts the user's effective level by +1 for the purpose of adjudicating the effects of nonmagical abilities that vary by level. The effect lasts 1d4 hours. Afterward, the user is dazed for 10 minutes due to pain.

POISON: This toxin can be mild, moderate or severe. The effect starts 2 minutes after ingestion or 2 rounds after introduction through a wound. Cure Ailment and Herbalist can neutralize poison.

Mild: The target suffers 1d2 wound damage and feels a mild upset with a -1 penalty on d20 rolls for 1 minute.

Moderate: The target suffers 1d3+1 wound damage and experiences a lingering upset with a -1 penalty on d20 rolls for 10 minutes.

Severe: The target suffers 1d4+2 wound damage and experiences nausea with a -2 penalty on d20 rolls for 24 hours.

Ingested poisons must be placed in food or wine to mask their taste, which is usually mild and requires a DC 30 Perception check to notice 1 dose. Reduce the DC by 5 for each additional dose added. There is no way to resist an ingested poison's effect.

A single dose of poison can be placed on a weapon and delivered on the next successful strike that deals damage with that weapon.

SHADOW DUST: Inhaling shadow dust causes the user to turn gray for 2 minutes, providing a +2 bonus on Stealth checks, or +5 when hiding.

SMELLING SALTS: Also called "sal volatile", this white crystalline compound easily revives an unconscious person or animal on a DC 5 Heal check. It causes muscles that control breathing to work faster.

TRUTH SERUM: A dose of this odious brew loosens the drinker's tongue for 2 minutes. Each dose causes 1d6 damage, inflicts a -20 penalty on Bluff checks, and forces the drinker to speak at least 10 words.

EXPLORERS GEAR

The following items are available almost everywhere, though items costing over 50 gp may be found only in larger cities.

BACKPACK: A large leather satchel secured to the back with straps that wrap around the arms and torso. Its empty weight is 2 pounds. A full backpack holds up to 50 pounds.

BOUQUET: A seasonal arrangement of common flowers is 1 sp and lasts 3 days. Rare or unseasonal flowers in an artistic arrangement with preserving agents are 1 gp and last 5 days. Vase not included.

CAMELPACK: A small leather bladder, secured to the back with straps, has a single narrow opening to accept liquids and a flexible tube that delivers the liquid to the mouth by the power of suction. The pack holds 50 ounces of water which sustain 1-2 hours of intense activity. A camel pack is small enough to be worn under or beside a backpack.

CANDLE: A candle dimly illuminates a 5-ft radius and burns for 1 hour.

CHAIN: A chain has DR 10 and 5 hit points. It can be burst with a DC 25 Athletics check.

CONDOM: This protective sheath is made of sheep or pig intestine or a sheer linen fabric. It blocks pregnancy 90% of the time. The normal chance of pregnancy is about 1 in 6 on a given day (a window of 5 days each month).

CROWBAR: Using a crowbar grants a +2 bonus on Athletics checks made for such purposes. If used in combat, treat a crowbar as a one-handed improvised weapon that deals 1d4 damage.

FLINT AND STEEL: Lighting a torch with flint and steel takes a full turn, and lighting any other fire with them takes at least that long.

GRAPPLING HOOK: Throwing a grappling hook successfully requires a Trick check (DC 10, +2 per 10 ft of distance thrown).

HAMMER: If a hammer is used in combat, treat it as a one-handed improvised weapon that deals damage equal to that of a spiked gauntlet.

ICEBOX: A 5-ft-high, 3-ft-square wooden cabinet with a large upper compartment to place a block of ice. The cabinet is well-insulated and coated with a thick layer of tin, zinc or silver. Food is placed on shelves under the ice block. The ice must be replaced every 1 to 2 days or else the food spoils.

LAMP, COMMON: A lamp clearly illuminates a 15-ft radius, provides shadowy illumination out to a 30-ft radius, and burns for 6 hours on a pint of oil. You can carry a lamp in 1 hand.

LANTERN, BULLSEYE: A bullseye lantern provides clear illumination in a 60-ft cone and shadowy illumination in a 120-ft cone. It burns for 6 hours on a pint of oil. You can carry a bullseye lantern in 1 hand.

LANTERN, HOODED: A hooded lantern clearly illuminates a 30-ft radius and provides shadowy illumination in a 60-ft radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in 1 hand.

LOCK: The DC to open a lock with the Mechanics skill depends on the lock's quality: simple (DC 20), average (DC 25), good (DC 30) or superior (DC 40).

MANACLES AND MANACLES, MASTERWORK: Manacles can bind a Medium creature. A manacled creature can use the Acrobatics skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires an Athletics check (DC 26, or DC 28 for masterwork manacles). Manacles have DR 10 and 10 hit points. Most manacles have locks. Add the cost of the lock you want to the cost of the manacles.

For a Large or Tiny creature, manacles cost 10x the indicated amount, and for a Huge creature, 100x this amount.

OIL: A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist's fire (page 162), except that it takes a full round action to prepare a flask with a fuse. Once it is thrown, there is a 50% chance of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 ft square, provided that the surface is smooth. If lit, the oil burns for 2 rounds and deals 1d3 points of fire damage to each creature in the area.

RAM, PORTABLE: This iron-shod wooden beam gives you a +2 bonus on Athletics checks made to break open a door and allows a second person to automatically help you (no roll required), increasing your bonus by an additional +2.

ROPE, HEMPEN: This rope has 2 hit points and can be burst with a DC 23 Athletics check.

ROPE, SILK: This rope has 4 hit points and can be burst with a DC 24 Athletics check. It is so supple that it provides a +2 bonus on Trick checks when working with ropes.

ROSES, BOUQUET: Presenting a person with this set of a half-dozen fine roses or similarly alluring flower grants a +2 bonus on Diplomacy checks. The roses last a few days or 1 week with care.

SPECTACLES: These fragile wire-frame lenses are typically used by older folk and academics to correct the effects of nearsightedness or farsightedness.

SPINNING WHEEL: This smart device consists of a 2-ft-diameter wheel mounted on a stool with rollers and pins to thread and weave fibers (wool, silk, etc) into clothing. A pound of fiber becomes a pound of clothing.

SPYGLASS: Objects viewed through this device are magnified to 2x their size.

SUN GOGGLES: This pair of rugged quartz-coated goggles mutes the sun's rays to negate the effects of Light Blindness typical for drow and kobolds. However, the wearer suffers a -2 penalty on Perception checks.

TORCH: A torch burns for 1 hour, clearly illuminating a 20-ft radius and providing shadowy illumination out to a 40-ft radius. If a torch is used in combat, treat it as a 1-handed improvised weapon that deals 1d3 damage plus 1 point of fire damage.

VIAL: A vial holds 1 ounce of liquid. The stoppered container usually is no more than 1 inch wide and 3 inches high.

FOOD, DRINK, LODGING, BATH, & MEALS

Unless a character is living in the wilderness, he must expend funds for meals and lodging.

FOOD: The listed foods are average quality and free of rot. Double the price for high quality food and halve the price for rotten food. A character must pass a DC 12 Endurance check to avoid nausea from rotten food.

HOT BATH: A character who foregoes a bath suffers a cumulative -1 penalty on Comeliness per day, to a maximum penalty of -5.

INN: Poor accommodations at an inn amount to a place on the floor near the hearth. Common accommodations consist of a place on a raised, heated floor and the use of a blanket and a pillow. Good

accommodations consist of a small, private room with a bed, some amenities, and a covered chamber pot in the corner.

MEALS: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew, carrots, and watered-down ale or wine. Good meals might be composed of bread and pastries, beef, peas, and ale or wine.

WATER: Drinking impure water is dangerous. A character must pass a DC 15 Endurance check to avoid nausea from water that hasn't been boiled.

GEMS, JEWELS, & ARTWORK

Even if characters don't buy artwork, they may often gain it as treasure. Gems are a convenient means to transport large amounts of personal wealth. Even cheap gems hold much value relative to their minute size. Jewelry often consists of gems embedded in or suspected by a metal clasp. Artwork is often made from fine materials. Here are typical gem types by category.

TABLE 8-15: GEMS BY PRICE AND TYPE

Quality	Price	Typical Gems
Costume	10 gp	Agate, azurite, blue quartz, hematite, lapis lazuli, malachite, obsidian, and irregular pearl.
Common	50 gp	Bloodstone, carnelian, citrine, jasper, moonstone, onyx, peridot, clear quartz, sardonyx, and rose quartz.
Uncommon	100 gp	Amber, amethyst, coral, earth garnet, jade, fine pearl, spinel, and tourmaline.
Rare	500 gp	Alexandrite, aquamarine, black pearl, generic corundum, sea garnet, and topaz.
Very rare	1,000 gp	Black opal, blue sapphire, fire opal, pale emerald, sapphire, and star ruby.
Prized	5,000 gp	Bright emerald, diamond, and jacinth.

TABLE 8-16: JEWELS AND ARTWORK BY PRICE AND TYPE

Quality	Price	Typical Jewels / Artwork
Costume	25 gp	Silver ewer, carved bone or ivory statuette, fine gold bracelet, brass mug, silver plate setting, porcelain dish set.
Common	100 gp	Gold-treated vestments, black velvet mask with tiny costume gems, silver chalice inlaid with costume gems, small wool tapestry, solid silver idol, fine mirror.
Uncommon	250 gp	Silver comb with common gems, silver-plated sword with gems, common gems inlaid in the hilt, large fine wool tapestry, carved harp with irony and inlaid common gems, crystal goblet.
Rare	1,000 gp	Gold comb with uncommon gem, gold bottle with inlaid uncommon gems, solid gold idol, ceremonial platinum dagger, old masterpiece painting, embroidered silk and velvet mantle with inlaid common gems, life-like stone bust.
Very rare	2,500 gp	Bejeweled pair of gloves or hat, eyepatch with gem for mock eye, opal pendant on fine gold chain, pearl necklace, small gold bejeweled earrings, gold music box, life-like human-sized stone statue.
Prized	10,000 gp	Gold crown or platinum ring with very rare gems, gold ring with inset ruby, gold cup set with emeralds, life-like bronze statue.

HIRED SERVICES & TRAVEL

Sometimes the best solution for a problem is to hire someone else to take care of it.

COACH CAB: The price given is for a ride that transports people (and light cargo) between towns. For a ride in a cab that transports

passengers within a city, 1 copper piece usually takes you anywhere you need to go.

HIRED TOWNIE, MAGICAL: The amount shown is a typical daily wage for a townie with a magical profession as indicated by a * for townies listed on pages 259-276. The pay affords a middle class lifestyle. Typical magical professions include the healer and mage-wright.

HIRED TOWNIE, MUNDANE: The amount given is the typical daily wage for a townie with a mundane profession, which is any townie without a * as listed on pages 259-276. Typical mundane professions include the archer, courtesan, and sailor.

MESSENGER: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only ½ the indicated amount.

ROAD OR GATE TOLL: A toll is sometimes charged to cross a well-trodden, well-kept, and well-guarded road to pay for patrols on it and for its upkeep. Occasionally, a large walled city charges a toll to enter or exit (or sometimes just to enter).

SHIP'S PASSAGE: Most sailing ships do not specialize in passengers, but many are able to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship. While dirigible and rail travel focus on passengers, they charge triple for unusual creatures and cargo due to space limitations.

SOCIAL: A room or garden with tables, chairs, and such to accommodate a group of people whether small (12) or large (80) for dances, shows, weddings, etc. Does not include food. The cost is hourly.

SPELLCASTING

Characters can hire spellcasters to use magic abilities on their behalf.

SPELL: The indicated amount is how much it costs to hire a NPC to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his convenience (up to 24 hours later). If you want to bring the spellcaster somewhere to cast a spell you need to negotiate, and the default answer is no.

The cost given is for a spell with no cost for a material component. Add the cost of any material components to the cost of the spell.

Furthermore, if a spell has dangerous consequences, the spellcaster will certainly require proof that you can and will pay for dealing with any such consequences (that is, assuming that the spellcaster even agrees to cast such a spell, which isn't certain). In the case of spells that transport the caster and characters over a distance, you will likely have to pay for 2 castings of the spell, even if you aren't returning with the caster.

In addition, not every town or village has a spellcaster of sufficient level to cast any spell. In general, you must travel to a small town (or larger settlement) to be reasonably assured of finding a spellcaster capable of casting basic spells, a large town or a small city for intermediate spells, a large city for advanced spells, and a metropolis for paragon spells. Even a metropolis isn't guaranteed to have someone who is able to cast any paragon spell.

TOOLS & SKILL KITS

Specialized kits contain tools and materials that boost execution of particular skills such as climbing and crafting.

ARTIFICER'S LAB: This lab always has the perfect tool for making various magic items, from potions to constructs. A character must have access to this lab in order to use abilities marked with a °.

ARTISAN'S TOOLS: These special tools include the items needed to pursue any craft. Without them, you have to use improvised tools (-2 penalty on Craft checks), if you can do the job at all.

ARTISAN'S TOOLS, MASTERWORK: These tools serve the same purpose as artisan's tools (above), but they are the perfect tools for the job, so you get a +2 bonus on Craft checks while using them.

CLIMBER'S KIT: This is the perfect tool for climbing and gives you a +2 bonus on Athletics checks when climbing.

CONSTRUCT REPAIR KIT: This kit contains tiny mechanical tools from screws and nails to tweezers and a miniature hammer

suitable to repair construct. Using the kit provides a +2 bonus on Mechanics checks. A construct kit requires 5 gp worth of replenishment every 10 uses.

DISGUISE KIT: The kit is the perfect tool for disguise and provides a +2 bonus on Disguise checks. A disguise kit is exhausted after 10 uses.

HEALER'S KIT: It is the perfect tool for healing and provides a +2 bonus on Heal checks. A healer's kit is exhausted after 10 uses.

HOLY SYMBOL, SILVER OR WOODEN: A holy symbol focuses positive energy. A cleric or paladin uses it as the focus for his spells and as a tool for turning undead. Each religion has its own holy symbol.

INQUISITOR'S KIT: This kit contains a magnifying glass, staining powders and papers and other alchemical tools suited to investigate crimes. Using the kit provides a +5 bonus on Appraise checks used to analyze a crime scene. An inquisitor's kit is exhausted after 10 uses.

MAGNIFYING GLASS: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least 1 full round. A magnifying glass grants a +2 bonus on Appraise checks involving any item that is small or highly detailed.

MAKEUP, FINE JAR: A blend of rose water plus either copper, zinc or white lead along with licorice and other finely ground roots and flowers. Requires 10 minutes to apply and improves comeliness by +2 for 4 hours. Also requires reapplication after combat. One jar contains 28 applications.

MUSICAL INSTRUMENT, COMMON OR MASTERWORK: These are handheld instruments. Large and huge instruments such as pianos and pipe organs cost and weigh more. A masterwork instrument grants a +2 bonus on Music checks involving its use.

SCALE, MERCHANT'S: A scale grants a +2 bonus on Appraise checks involving items that are valued by weight, including anything made of precious metals.

SPELLBOOK (BLANK): A spellbook contains 100 pages of parchment. Basic magic abilities take up 1 page. Intermediate, advanced, and paragon magic abilities take 2, 5, and 10 pages respectively. The time to imprint a spell equals 1 hour per page.

SPELL SHARD (BLANK): A spellshard is a fist-sized crystal into which a wizard can imprint up to 20 pages worth of spells. Focusing on the crystal for 1 round brings a spell to the crystal's surface to review mentally. Basic magic abilities take up 1 page. Intermediate, advanced, and paragon magic abilities take 2, 5, and 10 pages respectively. The time to imprint a spell equals 1 hour per page.

SURGICAL BAY: A surgical bay always has the perfect tools for performing operations. A medicant must have this lab in order to use abilities marked with a °.

THIEVES TOOLS: This kit contains the tools you need to use the Mechanics skill, whether picking locks or repairing constructs. Without these tools, you must improvise tools, and you take a -2 penalty on Mechanics checks.

THIEVES TOOLS, MASTERWORK: This kit contains extra tools and better tools, which grant a +2 bonus on Mechanics checks.

TOOL, MASTERWORK: This well-made item is the perfect tool for a specific job. It grants a +2 bonus on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

UNHOLY SYMBOLS: An unholy symbol is like a holy symbol except that it focuses negative energy and is used by evil clerics (or by neutral clerics who want to cast evil spells or command undead).

WATER CLOCK: This large, bulky contrivance gives the time accurate to within 1d6 x 5 minutes since it was last set. It requires a source of water, and it must be kept still because it marks time by the regulated flow of droplets of water.

TORTURE DEVICES

Here are statistics for various torture devices. You may imagine the exact implementation. What is important is their ultimate effect.

Torture requires a captive who is either securely grappled or restrained in a stationary device. A captive can attempt an Acrobatics or Athletics check to break free. An easy DC is 20, a medium DC is 25, and a difficult DC is 30. When a captive attempts to escape, the torturer enjoys a free attack as an immediate action to deliver a coup de grace. Thus, captives are wise to attempt escape only when left alone.

Prying secrets or gaining submission requires a successful Bluff, Diplomacy or Intimidate check. A captive can attempt a fake confession using Bluff or seal a deal using Diplomacy. Captives are generally not in a position to use Intimidate. Adjudicate Bluff checks against Insight checks.

Typical devices include racks, iron maidens, brands, dunking in water or mild acid, flaying, piercing, crucifixion, and scourges. Each round, a device inflicts anywhere from 0 wound points to 5 wound points of damage. Simply being tied down inflicts 0 damage, while an iron maiden inflicts 5 wound points just in the first round. Table 8-17: Torture Devices lists the damage per round of use.

A torturer might also employ Detect Thoughts, Ray of Enfeeblement, Touch of Idiocy (from the mageblade and psion classes) or other magic abilities to weaken a captive's resolve. The psiscope townie (page 268) acts as a powerful mind-reaving torture.

When resolving the effects of torture, apply a bonus on the torturer's Bluff, Diplomacy, and Intimidate checks equal to the hit point damage delivered per round. Moreover, for each spell used, apply an additional +2 bonus in the torturer's favor. These various bonuses stack, and each torture session after the first grants an additional cumulative +2 bonus. Thus, even hardy creatures cannot last forever.

Most torture devices do not require introduction, but here are key details. A crucifix is a cross-shaped wooden stand onto which victims are securely nailed through their hands and feet. Sometimes a victim is placed upsidedown and small cuts made behind the ears to allow blood to slowly seep out, which greatly increases and prolongs the agony. An iron maiden is a snug form-fitting coffin lined with nails on the inside. A winch is used to close the maiden progressively tighter to pierce the victim from all sides. A jaw breaker fits inside the mouth and is slowly expanded using a winch. The jaw breaker breaks teeth and then bone. A pillory is a wooden or metal framework erected on a post, with holes for securing the head and hands, and possibly the feet as well. It is tiring and used as much to publicly shame victims as well as harm them. A rack is a wooden bed. A victim is strapped to the bed and winches are used to elongate the bed, slowly pulling apart the victim until joints pop. A flenser is used to deftly remove flesh. A thumbscrew is a typically a small device used to crush a victim's fingers or toes. Larger versions are known to crush arms, legs, or even heads.

TABLE 8-17: TORTURE DEVICES

Device	Wound Damage	Escape DC
Branding iron	1	—
Crucifix*	5	30
Hot lead (cup)	2	—
Dagger	2	—
Iron maiden*	5	30
Jaw Breaker	3	—
Needle	1	—
Pillory	2	20
Rack	1	20
Flenser	2	—
Thumbscrew	1	—
Winch	1	25

* Inflicts an additional 1 wound/hour.



VEHICLES

Here are typical ways characters get around besides walking or horseback.

CARRIAGE: This four-wheeled vehicle can transport as many as 4 people within an enclosed cab, plus 2 drivers. In general, 2 horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

CARRIAGE, ARMORED: This steel-clad carriage has DR 10 (rather than a wooden carriage's DR 5), costs 580 gp, and weighs 1,300 pounds. It requires 4 barded horses, rather than 2, to move at full speed.

CART: This 2-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

CLOUDHOPPER: As a hot air balloon (see below) but suitable for 1 passenger. A cloudhopper takes up a 15-ft-diameter circular area.

DIRIGIBLE: A lighter-than-air vehicle that relies on hot air to rise and a rudder and propeller to maneuver. Dirigibles have some

form of internal support within the balloon, which is made from light canvas and silk. A dirigible is 180 ft long and 30 ft wide, travels 15 miles per hour in typical weather, requires a crew of 6, and ferries up to 60 passengers or 15 tons of cargo. An alchemical coating protects the balloon from lightning strikes, while alchemical reactions motivate the propeller.

GALLEY: This three-masted ship has 70 oars on either side and requires a total crew of 200. A galley is 130 ft long and 20 ft wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

GALLEY, ARCANES: This is similar to a galleon but is enchanted by an artificer using the Propel Craft ability. The magic propels it swiftly on the water regardless of weather conditions. It requires a pilot and crew of 20 and can carry 150 tons cargo or 150 passengers (or a mix thereof). The pilot must pay 2 vitality per hour.

HOT AIR BALLOON: A lighter-than-air vehicle that relies on an alchemically-treated bag capable of containing air that is heated by a burner at the base of the bag. The burning is akin to an intense oil lamp. As the air heats, the balloon lifts a sturdy wicker basket that holds 1 crewman and 4 Medium, 2 Large, or 8 Small passengers. A masterwork hot air balloon can rise safely to 15,000 ft while a common one is limited to 2,500 ft. The pilot maneuvers by opening and closing vents along the balloon. A hot air balloon can travel up to 25 miles per hour when winds are under 15 miles per hour. At higher wind speeds the balloon is unsafe and should land. A fully loaded hot air balloon weighs 1,500 pounds.

KEELBOAT: This 50- to 75-ft-long ship is 15 to 20 ft wide and has a few oars to supplement its single mast with a square sail. It has a crew of 8 to 15 and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

LONGSHIP: This 75-ft-long ship with 40 oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

ROWBOAT: This 8-ft-long to 12-ft-long boat holds 2 or 3 Medium passengers. It moves about 1½ miles per hour.

SAILING SHIP: This larger, seaworthy ship is 75 to 90 ft long and 20 ft wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its 2 masts and can make sea voyages. It moves about 2 miles per hour.

SLED: This is a wagon on runners for moving through snow and over ice. In general, 2 horses (or other beasts of burden) draw it. A sled comes with the harness needed to pull it.

WAGON: This is a four-wheeled, open wooden vehicle for transporting heavy loads. In general, 2 horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

WAGON, COVERED: A covered wagon costs 50 gp and weighs 550 pounds. It provides shelter against the elements. It is a favorite among travelers including gypsies and tinkers.

WARSHIP: This 100-ft-long ship has a single mast, though oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2½ miles per hour when being rowed or under sail.

PROPERTY & BUSINESS

Adventurers can invest treasure in property to gain a regular income that offsets their often-lavish lifestyles. They may also gain property as a gift, by force or by trickery. Table 8-18: Property lists common properties and their typical values, which act as a guide when negotiating a property's final market price. If you don't see a property, find the nearest equivalent.

TABLE 8-18: PROPERTY

Property	Value	Property	Value
Dock	250 gp	Train station (medium)	7,500 gp
Shop (basic)	500 gp	Mill	10,000 gp
Barn/Stable/Dock	1,000 gp	Brothel/Inn	15,000 gp
Cottage	1,000 gp	Tower	15,000 gp
Grove/Vineyard	1,000 gp	Mining rig (large)	25,000 gp
Tunnel	1,000 gp	Factory	25,000 gp
Shop (upscale)	2,000 gp	Train station (large)	25,000 gp
Train station (small)	2,500 gp	Prison/Asylum	37,500 gp
Warehouse	2,500 gp	Theater/Arena	37,500 gp
House/Chalet	5,000 gp	Moat with bridge	50,000 gp
Mining rig (small)	5,000 gp	Keep	50,000 gp
Orphanage	5,000 gp	Mansion	100,000 gp
Tavern	5,000 gp	Theater/Arena (large)	200,000 gp
Theater/Arena (small)	7,500 gp	Castle	500,000 gp
Sky station	7,500 gp	Fortress/Palace	1,000,000 gp

LOCATION: In poor districts, a property's market price is ½ its value. In rich districts, its market price is 2x its value. Otherwise, its price equals its value.

CONSTRUCTION: You can build a listed property for ½ its market price. If you wish to design a unique building not shown in the table, the value is 25 gp per 5-ft square (or 1 gp per square ft) for soft construction, which is thatch and wood with some rough brick or stone. Alternatively, the price is 500 gp per 5-ft-square (or 20 gp per square ft) for hard construction, which includes worked stone, marble, glass, and iron. In contrast, mixed construction might be a well-built brick home with glass windows and wood floors. It prices at 125 gp per 5-ft square (or 5 gp per square ft). Boost the market price by +50% for underground, unusual or dangerous locales.

COURT TAX: Two paper deeds represent ownership. One deed is held by the owner and the other is held by the local court. Property transactions are subject to court approval and a 10% stamp tax covered by the buyer.

INCOME: Renting a property brings monthly income equal to 1/40th the property's value. Thus, a 1,000 gp cottage rents for 25

gp per month. Property that is used as a business brings additional income as described in the property's description.

EXPENSES: Maintaining a property costs money. You should pay property tax, insurance, and maintenance.

Annual property taxes average 1% of the property's value. Low tax areas are ½ as much while high tax areas are 2x as much. Property taxes are mandatory. Failure to pay results in forfeiture of the property.

Annual insurance costs 1% of the property's cost in a safe area, 5% in an average area, and 10% in a dangerous area. Insurance is optional.

Finally, annual maintenance of fixtures, roofing, and so forth costs 1d20% of the property's value. When a property is neglected, its value decreases by ½ the cost of missed maintenance.

PROPERTY

Here are typical properties and their size and value. Listed costs include typical furnishings.

BARN/STABLE/DOCKHOUSE: A simple wooden 500-square-ft building designed to shelter wagons, carriages, small boats, equipment, hay, mounts, farm animals or so forth. Wide front doors afford easy access. The interior consists of bays divided by wooden partitions. A wooden ladder leads to a loft space. Barns are sturdy and withstand strong winds but are easily destroyed by fire.

BROTHEL: This is a tavern (see below) that provides in-room services at an hourly rate: One sp for 1 hour of limited service, 3 sp for an hour of routine service, and 1 gp for an hour of exceptional or unusual service.

Eight hours of nightly operation at full capacity reaps 50 gp. The madame keeps ¼ the proceeds, the owner keeps ½ the proceeds, and the remainder is tips. A brothel has 20 hirelings for room service plus 10 more as bouncers, bartenders, and so forth, for a cost of 15 gp per day. Overall, a brothel profits its owner 15 gp per week.

CASTLE: A stone-hewn mansion, typically on a sprawling estate, with numerous wood and stone support buildings such as stables and sheds. A typical size is 10,000 square ft. Construction is entirely of worked stone to resist fire, inclement weather, and armed assault (from axes and so forth). It hosts 20 persons comfortably, or 50 persons maximum.

CHALET/PALAFITTE: This narrow 2-story house stands atop sturdy pilings or stilts and is ideal for rough terrain from snowy alpine slopes to fetid sandy swamps. The design protects against flooding and wild animals. The shady space underneath the house is often used for work, storage or animal husbandry. The house itself is 2 stories, each floor 20 ft wide x 25 ft deep, for 1,000 square ft total. Construction is heavy wood with metal and wood pilings sunk deep into the earth, possibly into a stone foundation. It comes with strong shutters, a metal door, barred and/or high-set windows, and a clay tiled roof with a metal base to withstand wind storms. Inside, it has a chimney and a spacious cupboard for water and bland foodstuffs to last 360 person-days. It hosts 3 persons comfortably or 6 maximum.

COTTAGE: This is either a small stand-alone house with a front yard or it is an apartment or modest townhouse. Typical size is 20 ft wide x 25 ft deep for 500 square ft total. Construction is light wood and thatch with a stone foundation. It hosts 2 persons comfortably or 4 at maximum.

DOCK: This basic planked dock is either 10-ft wide and 30-ft long or 5-ft wide and 60-ft long. Increase the cost accordingly for a wider or longer dock.

FACTORY: This 2-story 5,000-square-ft stone building holds machines and cubicles for craft workers. Machines may be wooden or mechanical and, unless they are unusual, are included in the cost of the property. A factory comes with a windowed office that overlooks the floor plus a bank of 5 brick foundries at one end and a secure storage room at the other end. In the middle is an assembly of wooden cubicles sized to the product, from suits of armor to carriages or even boats.

A factory's annual output and expenses vary according to what it makes. A factory can produce each day 100 copies of a cheap item

(cost 1 gp or less), 10 copies of an average item (cost 1 gp to 10 gp), or 1 copy of an expensive item (cost 10 gp or more). An item's craft cost equals $\frac{1}{2}$ its market price. For example, a musical instrument costs 5 gp. A factory can produce 10 musical instruments per day for a cost of 25 gp in materials.

Assume 10 hirelings to fully staff a factory. Each hiring costs 3 sp daily for cheap items, 7 sp daily for average items, or 1 gp daily for expensive items. For example, employing 10 hirelings to craft musical instruments costs 7 gp per day.

A factory cannot sell products to people who cannot afford its products or who don't need them. However, a factory's hirelings can spend wages to buy goods. It is bad for morale to charge hirelings full price for the products they make. In all cases, common sense prevails.

FORTRESS: A complex of linked stone-hewn buildings suitable to defend against attackers. Includes protective stone walls, iron doors, and iron palisade, arrow slots and at least 1 tower. Usually includes an interior garden and well to sustain the occupants during a siege. It hosts 50 persons comfortably, or 100 maximum.

GROVE/VINEYARD: An outlay of 1,000 gp buys 1 acre of average agricultural land. An acre is about 43,000 square ft, or 210 ft x 210 ft.

High quality land with rich soil costs and produces 2x as much, while poor land costs and produces $\frac{1}{2}$ as much.

Each acre is a vineyard or orchard: It hosts 500 grape vines or 25 fruit-bearing trees. A vineyard acre costs 500 gp yearly to maintain and produces 5 tons of grapes or 2 barrels (700 bottles) of wine. An orchard acre costs 100 gp yearly to maintain and produces 5 tons of fruit per year. If a fine bottle of wine sells for 10 gp and a 5-pound basket of fruit sells for 1 gp, then a small fortune can be made from good land. The annual maintenance cost includes hirelings to plant, tend, and harvest the plants.

The quality of land determines the quality of produce. Double the quality and market price of produce when you plant only $\frac{1}{2}$ as much per acre for the same maintenance cost. Conversely, halve the quality and market price when you plant 2x as much per acre.

When land starts barren, it costs $\frac{1}{2}$ price and produces its first crop after 3 years. When land is used for 7+ years in a row, permanently decrease its output and quality by $\frac{1}{2}$ until it is left fallow for a year.

HOUSE: A house is either a spacious townhouse or a stand-alone family dwelling with a large yard. A typical size is 1500-2000 square ft. Construction is heavy wood and brickwork. A house hosts 5 persons comfortably, and 10 maximum.

INN: This handsome space offers lodging, drinking, dining, and stabling. A typical inn has 20 10-ft-square rooms plus common areas, kitchen, wash, and so forth increasing the footage by 50%, for 3,500 square ft total. Fine private rooms are 2 gp daily. Average rooms for up to 2 persons are 5 sp per day. A cramped room with 4 bunks is 2 sp daily. Typically, 50% of the rooms are poor, 30% are good, and 20% are fine. The daily occupancy rate equals $50\% + 1d10 \times 5\%$, though many inns experience seasonal fluctuations. An inn employs 10 hirelings as cooks, maids, and so forth, each for 5 gp daily.

KEEP: A keep is similar to a tower (see below) but it is built of thick stone and usually acts as living quarters or to store valuables such as munitions.

MANSION: A fine home reflects the wealth and prestige of its owner and hirelings. A typical size is 5000 square ft. Construction is brick and stone with wood interior walls. A mansion hosts 10 persons comfortably, or 20 maximum. It includes a carriage-

way, stables, and possibly a boat house or similar adjoining structure along with a wood, streams, cemetery, and garden.

MILL: Mills are driven by water or wind. A water mill is located over a narrow river or in a coastal tidal basin. Water flows down over a circular wheel, turning it and thus motivating a millstone inside. A windmill consists of sails fixed to the top-half of a stout tower. The sails are linked by a vertical shaft to a millstone within. Unless the region is windy, windmills are less productive than water mills. A mill might process grains, fruits and other produce grown in a grove or vineyard. Or a factory may use a mill to run spinners and other machines.

MINING RIG: This 75-ft to 150-ft tall structure sits atop an ore vein, oil pocket or similar resource. Its center piece is an elevator (or wide pipe) that rises up from underground, where miners toil to supply the elevator with raw materials. A metal latticework supports the elevator and 1 or 2 cottages. The cottages, some 20-ft to 25-ft in diameter, provide processing, office, and storage space. A small rig provides 1,000 square ft of such space, while a large rig provides 2,500 square ft. A rig has stairs or ladders with at least 1 observation walk for guards. The rig is built to withstand fire.

Typically, closable ramparts lead from the cottages to ground level. After ore is measured, examined, and refined, it is dumped into carts, ships or rail cars that pass adjacent to the rig.

A small rig boosts Dungeoneering checks when mining by +5 for up to 10 miners at a time, or by +10 for up to 25 miners for a large rig. With a full complement of miners, 1 day's toil grants gold nuggets or gold-equivalent material worth 120 gp at a small rig or 425 gp at a large rig. A location's potential is low (75%), medium (20%) or high (5%). Assessing potential is a DC 15 Dungeoneering check.

A low potential area lasts 1d6 days. Medium and high potential last 3d6 and 10d10 days respectively. Each prospector has a 5% chance each day to suffer harm, either minor (75% chance of 1d6 wound damage) or major (25% chance of 4d6 wound damage). See page 105 for more about mining.

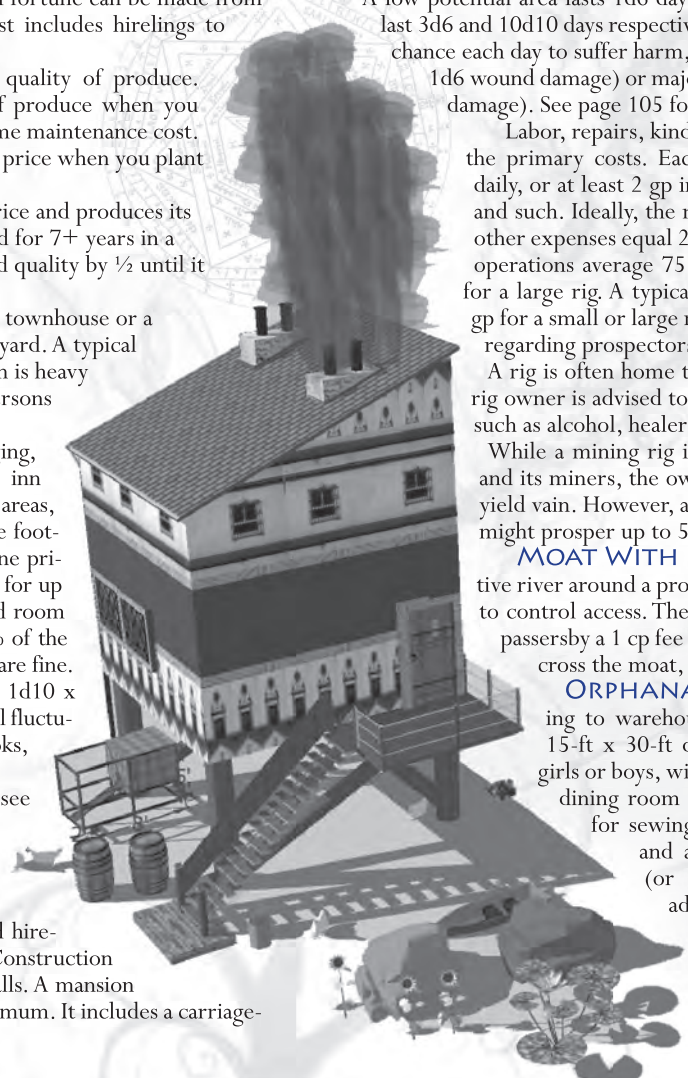
Labor, repairs, kindling, explosives, and such are the primary costs. Each prospector demands 5 gp daily, or at least 2 gp in gold plus free room, board, and such. Ideally, the rig employs 2 to 5 guards. All other expenses equal 20% of a day's haul. Thus, daily operations average 75 gp for a small rig or 200 gp for a large rig. A typical day's profit is 45 gp or 225 gp for a small or large rig, respectively. See page 268 regarding prospectors.

A rig is often home to theft, brawling or worse. A rig owner is advised to offer cheap or free amenities such as alcohol, healers, and courtesans.

While a mining rig is profitable for a community and its miners, the owner suffers the risk of a low-yield vein. However, a skilled and very lucky owner might prosper up to 500 gp a week.

MOAT WITH BRIDGE: This adds a protective river around a property, with retractable bridge to control access. The owner might wish to charge passersby a 1 cp fee per head, or perhaps more, to cross the moat, to generate income.

ORPHANAGE: A large wooden building to warehouse orphans. It has a pair of 15-ft x 30-ft dormitories, each hosting 12 girls or boys, with a stone kitchen, communal dining room with fireplace, 2 workrooms for sewing or carpentry, simple baths, and an office for the headmaster (or headmistress) and 2 other adult guardians. Ideally, the orphanage also has a fenced yard. The orphans are each 0 to 15 years old (roll 3d6-3) and are organized into



morning and afternoon shifts. One shift takes school lessons and the other crafts items for sale to sustain the orphanage's finances. Each child costs and produces 3 gp a week, and the 3 adults cost 50 gp weekly, meaning the orphanage operates at a loss of 200 gp each month, or 1,200 gp per year. Typically, charitable contributions make up the difference. Unlike other workers, the orphans cannot quit, though a promising orphan might be put up for adoption in exchange for a large charitable donation.

PRISON/ASYLUM: This small, above-ground holding area is similar to an orphanage (see above) except it is made of thick stone and has barred windows, locked gates, and a courtyard to conduct inspections and executions, which occur more often with crowding. It also requires 1 guard per 4 inmates, who each cost 2 gp daily.

SHOP, BASIC: This basic 300-square-ft (15 ft x 20 ft) building is suitable to craft, stock, and sell one's wares. A shop is for a single owner and 1 or 2 hirelings. The shop's interior is partitioned into front and back sections. It offers shelving cramped with minimal room to move. There is a clerk's desk and an outside sign to advertise the shop. A trained hireling costs 3 sp daily and requires some supervision. An expert hireling costs 1 gp daily and requires no supervision, essentially running the shop for you.

SHOP, FINE: This fine 1500- to 1800-square-ft building (about 40 ft x 40 ft) is laid-out like a basic shop but more spacious and finished for aristocratic customers who expect the best. Floor, walls, and ceilings are expertly finished. There is a welcoming foyer and comfortable spacing between shelves. The shop has a clerk's desk, exterior sign, and a front glass window and display area. It lacks plumbing. Hirelings cost 3 sp or 1 gp daily like a basic shop. However, a fine shop employs up to 10 hirelings to ensure every customer receives personal service. The extra labor cost is offset by limited hours of operation and higher prices.

SKY STATION: This station sends off and receives dirigible passengers. It is similar to a medium-sized train station (see below) but has a single 20-ft-cube wooden tower for passengers rather than a platform.

TAVERN: This modest drinking and smoking establishment hosts up to 50 people in a 1,500 to 2,000 square-ft space. It serves 150 mugs an hour, at 4 cp each, for 6 gp hourly. A tavern is open for 8 hours, from dusk until 2 hours past midnight. Daily restocking equals ½ value sold. The tavern has 10 hirelings including servers, bartenders, and bouncers, costing 4 gp per night. Thus, a tavern profits 20 gp a night at full

capacity, which occurs only a few nights a week. A tavern makes 70 gp per week. As usual, the tavern cannot gain more than the local community is able to afford.

THEATER/ARENA: This large building hosts plays, jousts, wrestling matches, and such for public consumption, often with betting. It includes a stage, seating, dressing rooms, a lobby, ticket kiosk, bar, and maybe betting booths.

There are 3 sizes. A small venue holds a maximum of 100 people (3,000 square ft for 7,500 gp). A large venue holds up to 500 people (15,000 square ft for 37,500 gp), and a huge venue holds up to 2,500 people (75,000 square ft for 200,000 gp).

A typical performance runs 3 hours at night and charges 2 cp for poor seats, 2 sp for good seats, or 2 gp for fine seats. Typically, 50% of the seats are poor, 40% are good, and 10% are fine.

A play or match runs 3d100 nights before visitors expect something new.

Crew totalling 10% of the audience—actors, bouncers, gladiators, waiters, and so forth—cost 2 gp daily per person, with 2d6 weeks of work required before opening night.

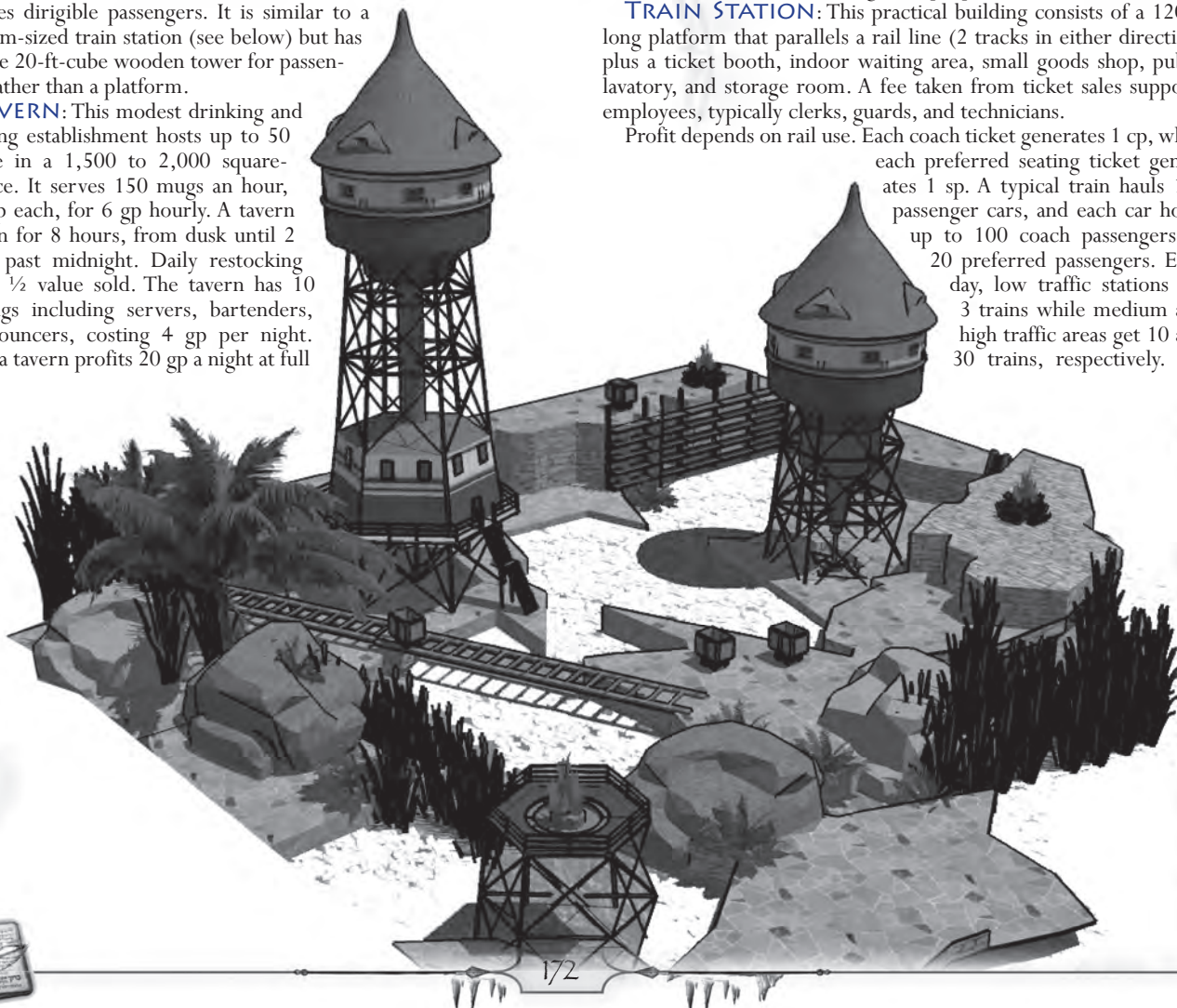
Competitions invite betting. A typical 5-minute match brings 1 gp in bets for every 20 people. The arena owners takes 10%, or 1 sp per match. The rest goes to betters and winners. A very high-stakes match brings in 1 gp per level for each of the combatants.

A good daily profit is 15 gp for a small venue, 75 gp for a medium venue, and 375 gp for a large venue. Many days may be less.

TOWER: Brick and wood towers are used for storage, crafting or as living quarters. A typical tower is 20 ft square at its base and rises 5 stories, or 50 ft high, to provide approximately 2,000 square ft. Narrow stairs or ladders provide access between levels. When used for lodging, a tower comfortably hosts 2 people per floor or 4 persons maximum per floor. Towers may have windows, a wash room, and other basic amenities as suiting their purpose.

TRAIN STATION: This practical building consists of a 120-ft long platform that parallels a rail line (2 tracks in either direction) plus a ticket booth, indoor waiting area, small goods shop, public lavatory, and storage room. A fee taken from ticket sales supports employees, typically clerks, guards, and technicians.

Profit depends on rail use. Each coach ticket generates 1 cp, while each preferred seating ticket generates 1 sp. A typical train hauls 1d6 passenger cars, and each car holds up to 100 coach passengers or 20 preferred passengers. Each day, low traffic stations get 3 trains while medium and high traffic areas get 10 and 30 trains, respectively. On



average, a station employs 1 person per train, each with a day's wages of 2 gp. Thus, a small station profits 1 gp daily while a medium or large station profits 3 gp or 9 gp daily. Over time, profit adds up.

TUNNEL: A semi-worked underground passage that is 10 ft wide, 10 ft high, and 30 ft long. The tunnel assumes a 10 ft depth below the earth. Double the cost for deeper tunnels. Tunnels are used for mining, sewage, burial, storage or escape.

WAREHOUSE: A large 2-story stone building with 5,000 square ft (50 ft wide x 100 ft long) of empty floor space to pile barrels and crates. A warehouse has few if any windows and sports a strong, extra-wide padlocked set of iron doors. A catwalk lines the interior perimeter and a ladder or narrow stairway leads up to a small 10-ft-cube windowed office that overlooks the floor space. A warehouse requires a security guard (3 sp daily), a foreman (1 gp daily), and up to 10 untrained hirelings (1 sp daily).

WAR MACHINES

Here are a variety of huge, mundane projectile weapons to menace foes on the battlefield or during siege warfare.

BALLISTA: A ballista is a heavy crossbow that is fixed in place. It costs 500 gp, has a range of 120 ft, and inflicts 3d8 damage. Use Strength to adjudicate the attack roll. It requires 1 person to reload it. Reloading takes 2 rounds unless the crewman is size Large or Huge.

CANNON: Cannons are artillery that rely upon gun powder to wreck devastation from a distance. Table 8-21: Cannon Statistics summarizes 5 cannons from a small hand cannon to the 10,000 pound siege cannon.

Cannons must be loaded with balls. Loading takes several rounds and the balls are heavy, weighing up to 32 pounds. Cannons require a cool-down time and cannot be loaded and used faster. A crew of 2 is required.

Cannons also tend to be inaccurate. The cannon operator targets a specific square. Adjudicate the attack roll using Intelligence rather than Strength or Dexterity. Apply a -5 penalty to the attack roll if the crew cannot see the target square, and apply a +2 bonus each time the crew misses (and see they missed or a spotter indicates a miss). Creatures in the target 5-ft space and all adjacent spaces can resist using Reflex for ½ damage. If the cannon misses, roll d8 to determine which direction in which adjacent space it lands.

TABLE 8-21: CANNON STATISTICS

Cannon	Ball Weight	Area Damage	Range	Price	Weight	Fire Every:
Hand	4 lbs	1d12	200 ft	150 gp	31 lbs	3 rnds
Light	8 lbs	4d6	375 ft	600 gp	3,000 lbs	3 rnds
Medium	12 lbs	4d10	550 ft	1,000 gp	4,800 lbs	4 rnds
Heavy	16 lbs	4d12	650 ft	1,800 gp	6,700 lbs	4 rnds
Siege*	32 lbs	4d20	900 ft	5,000 gp	10,000 lbs	5 rnds

* Siege Cannons are too heavy for most conveyances and are usually placed as fixed defenses.

CATAPULT, HEAVY: A catapult is a nonmagical engine capable of hurling rocks or other heavy objects. It costs 800 gp, takes up 15-square-ft, has a range of 200 ft, inflicts 6d6 damage, and takes a crew of 4 to operate. A heavy catapult's minimum range is 100 ft. A heavy catapult can be fired every 2 rounds but requires 3 rounds to re-aim. Winching the catapult's ammunition into place requires a successful DC 15 Athletics check.

Catapults tend to be inaccurate. The catapult operator targets a specific square, then adjudicates the attack roll using Intelligence rather than Strength or Dexterity. Apply a -5 penalty to the attack roll if the crew cannot see the target square, and apply a +2 bonus each time the crew misses (and sees they missed or a spotter indicates a miss). Creatures in the target 5-ft space and all adjacent spaces can resist using Reflex for ½ damage. If the catapult misses, roll d8 to

determine in which adjacent space it lands.

CATAPULT, LIGHT: A light catapult is very much like a heavy one. It costs 550 gp, takes up 10-square-ft, has a range of 150 ft, inflicts 4d6 damage, and takes a crew of 2 to operate. A light catapult's minimum range is 100 ft. A light catapult can be fired every round but requires 2 rounds to re-aim. Winching the catapult's ammunition into place requires a successful DC 10 Athletics check.

RAM: A ram is a heavy pole, either carried by the crew or (more often) suspended from a movable scaffold that allows the crew to swing it back and forth. A typical ram is 30 ft long, costs 1,000 gp, and inflicts 3d6 damage. Use Strength to adjudicate the attack roll. A ram on a movable scaffold has a minimal crew of 8 Small, 4 Medium, 2 Large or 1 Huge creature. An unsupported ram requires a crew of 10 Medium creatures. A ram can be used once every 2 rounds in combat. Re-aiming takes 1 round.

SIEGE TOWER: A siege tower is a mobile armored shelter used to support a battering ram and/or provide sheltered elevated access to a castle's ramparts. A typical tower has 5 stories, stands 60 ft high, costs 2,000 gp, and requires a crew of 20. It can hold 1 ram, catapult, or cannon. Although it is made of wood, it is often covered with shields or similar metallic plates to minimize the chance of destruction by fire.

SIEGE ENGINE: This is similar to the standard siege tower but significantly taller and wider, up to 150 ft high and 50 to 75 ft wide. A siege engine is divided into 10 stories and holds 200 infantry or archers along with 10 catapults or cannons. Because of the weight, the engine requires a rack and pinion to be moved effectively. It costs 18,000 gp.

TABLE 8-22: WAR MACHINE STATISTICS

Machine	Damage	Range	Price	Fire Every:	Reaim	Crew
Ballista	3d8+Str	120 ft	500 gp	3 rnds	Instant	1
Catapult, heavy	6d6	200 ft*	800 gp	2 rnds	3 rnds	4
Catapult, light	4d6	150 ft*	550 gp	1 rnds	2 rnds	2
Ram	3d6+Str	0 ft	1,000 gp	2 rnds	1 rnd	4

* A catapult has a minimum range of 100 ft.

The table below lists typical values for buildings. For example, a small wood and brick fort is classified as a "wood / stone mix" material. The walls are 6 inches thick and enjoy DR 6. Opening a spacious 5-ft-square breach requires 72 points of damage, and demolishing it requires 360 points of damage.

TABLE 8-23: STRUCTURAL INTEGRITY VALUES

Material	DR	HP/Inch	5-ft-Square of Wall*	Small Building	Large Building
Wood	5	10	3 in, 30 hp	150 hp	1200 hp
Wood/stone mix	6	12	6 in, 72 hp	360 hp	2880 hp
Stone, light	7	14	1 ft, 168 hp	840 hp	6720 hp
Stone, heavy	8	16	2 ft, 384 hp	1920 hp	15360 hp
Stone/metal mix	9	20	2 ft, 480 hp	2400 hp	19200 hp
Iron/Steel	10	30	6 in, 180 hp	900 hp	7200 hp

* First value indicates wall thickness.

When assaulting the small fort above, a light cannon delivers 4d6 damage per hit, or an average of 8 points every 3 rounds counting its reload time and the house's DR. Thus, opening a 5-ft-square breach takes about 9 hits, or 3 minutes. In contrast, a siege cannon would breach it in a mere 2 hits in about 1 minute.

Creatures suffer damage when a building is destroyed. Those adjacent to a 5-ft-square wall suffer 1d6 damage when it is destroyed. Similarly, creatures suffer 5d6 damage and 40d6 damage when they are caught inside a small or large building, respectively, when it is destroyed. Reflex resists for ½ damage.

STEAMGEAR

The following nonmagical gear is available in societies that have steam-based technology as well as the finely crafted instruments needed to support that technology. The items are available in other societies at 10x their listed price.

Assume characters are unfamiliar with how to operate steamgear even if they have prior incidental exposure. A character must pass a DC 15 Mechanics check the first time he encounters an item in order to use it successfully. After initial success, he may use it again with a DC 5 Mechanics check.

BASICS

The following items are essential steamgear.

BELLOWS: This device is among the most important of steamgear items. A bellows delivers pressurized air or other consumables like oil or water in a controlled quantity to a pressurized canister or other locale. It is 2 ft to 5 ft long and has a deformable container and an outlet nozzle. When the bellows is squeezed (manually or by a steam device), the consumable is pushed through the outlet. The costs are for hand-held bellows useful in a small lab or an artificer on the go. Price: One gp for a 2-ft bellows, 15 gp for a 5-ft bellows.

CANISTER (EMPTY): A 6-in-diameter, 2-ft-long metal tank used to store air, oil, steam, water or other consumables under pressure. Price: 10 gp.

FURNACE OIL: This flammable liquid is refined from the fat of whales and other blubbery creatures. It is efficient, such that 1 gallon can power a rail engine or steamship for 1 hour or 30 miles. Price: One gp per gallon.

LIGHTER: A mechanical version of flint and tinder. A lighter consists of a tiny mechanical cylinder that holds furnace oil under pressure. When a lever is flicked to open the cylinder, the oil moves to escape and is alighted by the friction of the lever. The flame costs 1 vitality damage per round of contact and requires 1 minute of use to instigate a fire. Price: 5 gp.

PRESSURE GAUGE: This useful device reports the number of bars pressure within a steam engine or other enclosed volume. As a reference, normal breathable air is 1 bar and every 10 ft underwater adds 1 bar. Zero bars is a vacuum. A person can handle 6 bars for a few minutes, or up to 15 bars for a few rounds. A value of 1 to 20 bars is safe for a study iron tank.

PRESSURIZED TANK: A steel container that holds a volume of air, water, oil or other substance under high pressure. A pressurized tank has a market price of 50 gp per 5-cubic-ft of volume.

When a pressurized tank explodes, the damage equals 1d6 damage per bar (max of 20d6) to creatures within 15 ft of the tank or ½ damage for creatures within 30 ft. Reflex resists for ½ damage. Price: 5 gp.

FINE INSTRUMENTS

The following devices keep accurate time.

ANALYTIC ENGINE: This wind-up calculating machine can evaluate mathematical formulas. It is 6-ft high, 6-ft wide, and 2-ft deep. The user prepares a paper tape with punched holes that stand for instructions to the machine, then feeds the paper into the machine, which outputs results on a second paper spool by punching its own holes.

Understanding the pattern of holes is a language unto itself. The analytic engine is useful for accounting, census taking, navigation, and so forth. Price: 1500 gp.

COMPASS: This shows the direction of the strongest magnetic force, which means it usually (but not always) points due north. Price: 8 sp.

CRYPTOGRAPH: A wind-up calculating machine about the size of a small chest that encodes and decodes messages according to 1 or more formulas built in to the machine. The user indicates whether to encode or decode and then feeds in a paper tape with a message. The cryptograph outputs a translation. Price: 500 gp.

GRANDFATHER CLOCK: A miniature mechanical clock tower, typically 6 ft tall, 1½ ft wide, and 1 ft deep. It is made of glass, steel, and wood. It requires rewinding once weekly and service every 18 months, after which time it has a 1% chance of failure per week. Typical Price: 1,000 gp. Price Range: 500 gp to 5,000 gp.

MICROSCOPE: Allows the user to view features of objects and creatures smaller than size Tiny as if they were size Tiny. It is adjustable to allow close-inspection of objects that don't fit on its glass tray. Using a microscope provides a +2 bonus on Appraise and Craft checks. Price: 200 gp.

POCKET WATCH: This spring-based timekeeper accurately reports time to within 1 minute. It is made of steel, wood, and glass. It requires daily rewinding, with a single winding lasting 28-30 hours. It requires service every 18 months, after which time it has a 5% chance per day of failure. Masterwork pocket watches sport gold trim and tiny jewel points. Price: 50 gp.

SURGICAL KIT: This is like a standard healing kit (page 168) but provides a +5 bonus on Heal checks. Price: 500 gp.

TELESCOPIC: This advance over the common spyglass allows you to view distance locales as if they were 10x or more closer (or larger) than normal. Price: 1,000 gp for 10x resolution or 5,000 gp for 20x resolution.

TIMER CLOCK: A sturdy wind-up clock that can be set to expire within 72 hours to an accuracy of 1 minute. Can be set to produce a spark that lights a fuse when it expires. Price: 5 gp, or 15 gp with fuse lighter.

NOVELTY TRAVEL

The following machines afford travel on well-paved roads. They are novelty items and not for use on unpaved roads.

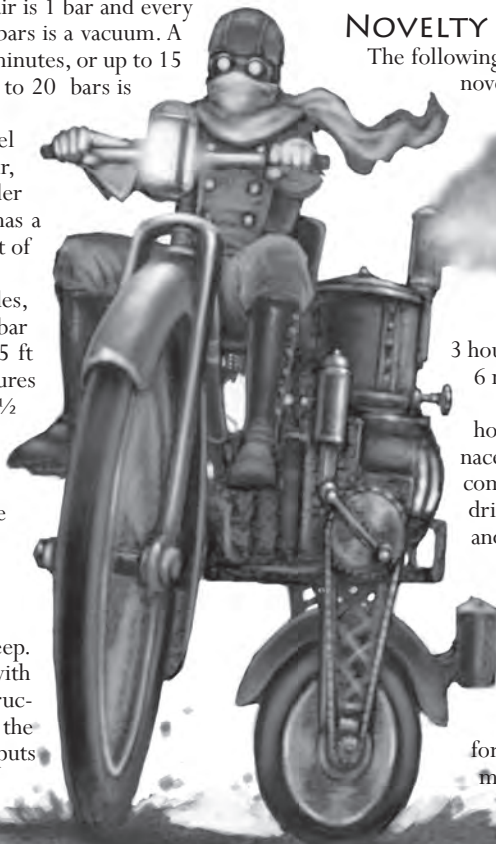
BICYCLETTE: This awkward-looking vehicle has a large front wheel, 2 training wheels, and a back wheel that pivots 36°. A single cushioned passenger seat sits atop and forward, with handles to steer and levers to control motion. Furnace oil or steam propels the cycle.

Using a 3-gallon tank of furnace oil, the cycle can travel up to 18 miles per hour for up to 3 hours. Alternatively, a steam-driven cycle can travel up to 6 miles per hour for up to 30 minutes. Price: 120 gp

HORSELESS CARRIAGE: This augmented, horseless carriage relies on pressurized steam or furnace oil in tanks mounted atop the carriage. The carriage comfortably holds 6 passengers plus a mechanically-adept driver in the front-mounted cockpit to manage steering and propulsion.

Using a 12-gallon tank of furnace oil, the carriage can travel up to 18 miles per hour for up to 12 hours. Alternatively, a steam-driven carriage can travel up to 6 miles per hour for up to 2 hours. A horseless carriage has DR 6 and 15 hit points per 5-ft-square. Price: 5,000 gp.

IRONSIDE: This horseless carriage is modified for warfare. It is plated with steel mail, its windows are mere arrow slits, and its interior allows occupants to face outward. The steam tanks are well-protected.



An ironside has DR 10 and 25 hit points per 5-ft-square. Price: 20,000 gp.

PARACHUTE: This apparatus is a light, usually hemispherical silk canopy attached by cords to a harness and worn or stored folded until deployed in descent from a far height. Once it deployed, a parachutist descends 180 ft per round though there is no acceleration so the impactful thump upon landing is safe. A successful DC 25 Pilot check lands the parachutist within 15 ft of an exact spot. Increase the distance off by 60 ft for each 5 points below the DC. The parachute fails to deploy properly 5% of the time, requiring a DC 18 Pilot check to correct. Failure indicates a nasty fall. Price: 1500 gp.

STEAM BOAT: As a galley (page 169) but travels consistently 60 kph day and night, regardless of weather conditions, though exceptional currents will speed or slow it. Price: 50,000 gp.

STEAM JUMPER: This contraption allows the user to hop around in the air. Two hand pumps control the flow of highly pressurized steam through downward-facing and backward-facing nozzles fed by twin canisters mounted on his back. The user can move upward or forward in 10-ft increments as a move action. The canisters contain enough steam for 10 moves before requiring a refill. There is a 5% chance each minute that the device stalls for a second, dropping the user 10 ft and requiring a move action to reset it. Price: 20,000 gp.

RAIL TRAVEL

The following machines are essential for rail travel.

RAIL CAR: A single large wood or iron wheeled container that can be hooked to other cars or a rail engine and pulled along tracks. Each car holds 100 tons of cargo, 100 people sitting, 200 people standing, or any combination thereof. Wood cars have DR 6 and 15 hit points per 5-ft square while iron cars have DR 10 and 25 hit points per 5-ft square. Wood cars burn and iron ones do not. Wooden steering cars cost 500 gp, coach cars cost 2000 gp, and luxury cars for aristocrats cost 5000 gp each. Quadruple the price for iron cars.

RAIL STEAM ENGINE: A rail engine is a single large iron car suited to run on wood or metal tracks. A typical rail engine uses steam generated from an intense fire to turn gears that turn wheels, propelling the engine forward. A rail engine can move up to 30 miles per hour. It requires a crew of 10 and can hold 50 tons of cargo, though several tons should be set aside to store wood, coal or furnace oil to power the engine. A rail engine costs 50,000 gp and costs 2 cp per mile to operate, or 3 cp per mile if powered by furnace oil.

A steam engine may fail due to insufficient fuel, insufficient water, excessive pressure, puncture or failure of the engine block. Escaping steam from pipes and boilers can inflict 1d6 damage per round.

RAIL TICKET: The table below shows typical costs and times for travel in various classes of travel in a passenger rail car.

TABLE 8-19: RAIL PRICES AND TIMES

Class	Seating	Price Per Mile	Price 30 mi, 1 hour	Price 100 mi, 3 hours	Price 300 mi, 10 hours	Price 1000 mi, 30 hours
1st	Preferred	1 gp	15 gp	50 gp	150 gp	500 gp
2nd	Coach	1 sp	3 gp	10 gp	30 gp	100 gp
3rd	Steerage	1 cp	3 sp	1 gp	3 gp	10 gp

RECORDING DEVICES

The following devices reproduce artwork and music.

DAGUERRETYPE: This device produces black and white photographs of still, well-lighted scenes by exposing a silver-coated copper plate to the scene for 1 round. The image is then fixed using salt and gold, and the plate is mounted behind glass to ensure preservation. The result is detailed but cannot be used to make copies. Every daguerreotype image is unique. Price: 600 gp.

GRAMOPHONE: A wind-up mechanical music player that translates etchings on a metal disk into sounds. It consists of a 1-cubic-ft oak box plus a flowery 2-ft-long horn to deliver the sound

clearly in a 15-ft-radius area. Sound quality depends on the disks placed into it. One gramophone disk plays for 2 to 5 minutes. Swapping in a new disk is a move action. Price: 900 gp.

GRAMOPHONE RECORD: An etched metallic disk, 6 in to 12 in diameter, that acts as a recording of 2 to 5 minutes of music, oratory, or other sounds. It is mounted into a gramophone. Price: 5 gp.

JOB CASE: A 2-in deep, 6-square-ft toolkit that arranges movable metal typographic elements in an optimized way that drastically speeds up the preparation process. Elements require cleaning and can be reused. Price: 25 gp.

LITHOGRAPHIC PRESS: Ideal for making colorful maps and illustrated books, this press uses a smooth limestone or metallic plate. An image is represented in painter's oil on the plate's surface. Price: 8,000 gp.

MUSIC BOX: A tiny gramophone, often in the form of a jewel box, that plays a specific 3-round song. A music box may incorporate a tiny puppet or statuette to "dance" to the music. Price: 130 gp.

PHOTOPLATE: A 6-in-square silver-coated copper plate for use in a daguerreotype. Price: One gp (blank) or 5 gp (exposed, treated, and mounted).

PRESS (MOVABLE TYPE): This mechanical printer is crafted from iron and oak and requires manual pressure. It uses etched metal tiles. Preparing the press for a single page requires 2 hours, or 20 minutes when using a "job case" toolkit. It can produce 250 sheets per hour. Price: 4,000 gp.

PRESS (STEAM): This steam-driven printing press works like the moveable type printer but relies on steam power to produce 1,000 sheets per hour, or 500 double-sided sheets per hour. Price: 15,000 gp.

WEAPONS

The following military items change the odds on the battlefield.

BOMB: This round gunpowder bomb must be lit before it is thrown up to 30 ft. Lighting it is a move action, and anyone within 5 ft of the explosion suffers 2d6 fire damage, or ½ damage if Reflex resists. Price: 150 gp.

CHLOROFORM PADS: This glass jar contains 20 pads soaked in chloroform. Holding a pad to the nose and mouth of a grappled person or animal for 2 rounds causes the target to fall unconscious for 60 to 90 minutes (no save). This doesn't affect other creature types. Price: One gp per pad.

DYNAMITE: This small explosive has a fuse that must be lit before it is set or thrown 30 ft. Lighting a stick is a move action, and the dynamite explodes that round or up to 2 minutes later (depending on the fuse's length). The 5-ft-radius explosion deals 2d6 damage, or ½ damage if Reflex resists. You can bundle multiple sticks. Each additional stick causes +1d6 damage (max 10d6) and increases the blast radius by +5 ft (max 20-ft radius). Each stick has a market price of 100 gp.

FLAME THROWER: This contraption spews flaming oil. The user holds a rod that supports a metal hose linked to a pressurized metal tank worn on the user's back. The tank contains furnace oil. As a standard action, the user flicks a lighter, which inflames the oil as it rushes to exit the hose. Targets in a 15-ft cone suffer 2d6 fire damage, or ½ damage when Reflex resists. The thrower can spew flame continuously, such that creatures who approach the user suffer damage on their own turn. A small tank holds 1 gallon of oil (10 rounds of action) while a large tank holds 3 gallons (30 rounds of action). There is a 1 in 20 chance per round that the thrower jams and requires a move action to reset. Price: 800 gp (small tank) or 1300 gp (large tank).

GAS MASK: A leather, metal, and glass mask that lets the wearer breathe normally while it blocks all mundane gas and inhaled poisons. Price: 150 gp.

SMOKE BOMB: This bomb must be lit before it is thrown up to 30 ft. Lighting it is a move action. Two rounds after it is lit, it produces a 20-ft-radius smoke cloud that conceals anyone within. The cloud dissipates after 2 minutes, or 1d4 rounds in a strong wind. Price: 70 gp.

CHAPTER 9

Electrotech



“With batteries charged after a crackling storm, Dr. Vargin exulted. He turned dials, threw switches, and filled fluids, all to animate new life.”

The following nonmagical gear is available in societies that have electrotech. These items are not available for sale in other societies. They require the Technics skill to use properly, much less craft or repair. See the skill description in the box at right, below.

Electrotech items rely on batteries that store electrical energy. While a few items can recharge themselves over time, most require you recharge them after several uses. Thus, you must remain mindful when using these complicated devices. See Table 12-13 on page 236 to resolve damage against these metal machines.

For each item, you will find details including its appearance and dimensions, batteries, the amount of energy you expend by each use, the cost and skill checks needed to create it, and its market price.

POWER SOURCES

Here are useful items that store or generate electrical energy.

BATTERY

These units store electrical energy.

DETAILS: Batteries vary from thumb-sized to elephant-sized. They are 50% lead and contain water and sulphur. Through chemical reactions, they store and release electricity, either slowly and steadily or quickly and furiously, as needed. In practice, a large battery consists of a bank of smaller batteries linked to act in concert.

A battery holds electricity as measured in energy points (ep). Using the battery drains those points. The table below describes key details of 5 sizes of batteries.

If a battery is overcharged or severely damaged then it explodes, causing harm (50% acid damage and 50% electrical damage) within the blast radius indicated in the table.

Size	Weight	Market Price	Maximum Capacity	Blast Dice	Blast Radius
Tiny	1 lb	5 gp	2 ep	1 hp	0 ft
Small	10 lb	150 gp	15 ep	2d4	5 ft
Medium	100 lb	3,000 gp	120 ep	8d6	10 ft
Large	1 ton	30,000 gp	1,000 ep	14d6	30 ft
Huge	10 tons	150,000 gp	10,000 ep	20d6	90 ft

CHARGE METER

This measures how many energy points remain in a battery.

DETAILS: This handsome device of metal, glass, and wood instantly and continuously reports the number of energy points remaining in any battery that you link to it as a standard action.

BATTERY: None ; **USAGE:** N/a

CREATION: 8 gp ; pass DC 5 Technics check.

PRICE: 15 gp.

EXTRACTOR

This complex device transforms raw ore into nucleonic fuel.

DETAILS: This 5-ft-cube machine transforms a mass of unrefined yellowish cake-like material called grok into useful nucleonic fuel. The extractor heats the grok, causing it to release a greenish gas that is captured, cooled, and turned into a hard greenish-white material for use in nucleonic plants. One cubic ft of grok yields a single 1-in diameter fuel pellet. Each size of nucleonic plant requires a number of pellets shown in the table at right. The pellets, once sealed into a plant's egg-shaped core,

Plant Size	No. of Pellets
Tiny	2
Small	15
Medium	120
Large	1,000
Huge	3,000

ignite and begin producing energy within 10 minutes. The refinery lasts 10 years.

One cubic ft of grok costs 5 gp and 1 pellet costs 35 gp. Grok is rare though not challenging or unsafe to mine.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/pellet ; **RECHARGE** Small nucleonic plant (5 ep/8 hours or 15 ep/day).

CREATION: 10,000 gp ; pass DC 25 Technics check and DC 25 Mechanics check.

PRICE: 20,000 gp.

LIGHTNING ROD

This rod recharges a battery during a lightning storm.

DETAILS: This 10-ft tall, 1-in diameter copper pole easily attracts lightning, which passes down the pole into the ground or into an attached battery via a recharge unit. Typically, the rod is placed outdoors on a roof, such that a storm may provide 1d3-1 lightning strikes per hour, each capturing 6d6 hit points worth of electricity.

BATTERY: None ; **USAGE:** N/a

CREATION: 6 gp ; pass DC 5 Technics check.

PRICE: 12 gp.

NUCLEONIC PLANT

This awe-inspiring device continuously recharges batteries.

DETAILS: A nucleonic plant consists of a thick iron wrapping around an egg-shaped core that houses glowing nucleonic fuel pellets. Reactions within the material provide a continuous stream of electrical energy to a battery via a transducer crystal. When the battery is full, excess energy is released as sparking, electrical discharges from antennae that spout out of the egg.

The table below describes key details of 5 plants of various sizes. Each plant comes with 1 or more ports. You can link an electrotech device to a port and transfer up to 2 energy points per round from the plant to the attached device.

Plant Size	Plant Weight	Battery (max ep)	Recharge Rate	Ports	Market Price*
Tiny	5 lbs	Tiny (2 ep)	2 ep/day	1	2,000 gp
Small	25 lbs	Small (15 ep)	5 ep/8 hrs	2	5,000 gp
Medium	250 lbs	Medium (120 ep)	5 ep/hour	5	20,000 gp
Large	2½ tons	Large (1,000 ep)	40 ep/hour	25	50,000 gp
Huge	25 tons	3 Large (1,000 ep each)	1 ep/round	100	200,000 gp

* Indicates purchase price. The plant costs ½ the price to craft, and the core, without the plant, costs ¼ the price.

Because nucleonic material harms living creatures, a plant is sealed tight with few serviceable parts. The nucleonic core lasts 10 years. Once removed, it must be kept safe until it is inert and harmless. Opening the core releases harmful rays, such that all living creatures continuously suffer wound damage while within 15 ft of the core and they continue to suffer for 2d12 rounds even after they leave the area, albeit less so, as shown in the table below. Treat the effect as a poison.

Size	During Exposure	For 2d12 min. after exposure	Time to Harmless	Technics Check
Tiny	1 wound/hr	N/a	1 year	DC 15
Small	1 wounds/min	1 wound total	10 yrs	DC 20
Medium	1 wound/rnd	1 wound/minute	100 yrs	DC 25
Large	3 wounds/rnd	1 wound/round	1,000 yrs	DC 30
Huge	10 wounds/rnd	3 wounds/round	10,000 yrs	DC 35

RECHARGE ANTENNA

You use this device to recharge batteries using magic.

DETAILS: This 2-pound device attaches to any battery to recharge it using Shocking Grasp, Lightning Bolts or a similar magic ability that normally inflicts electrical damage. Every 3 hit points of damage you direct to it recharges the battery 1 energy point (33% efficiency).

BATTERY: None ; **USAGE:** N/a

CREATION: One gp ; pass DC 5 Technics check.

PRICE: 2 gp.

RECHARGE CRANK

This device lets you recharge batteries by hand.

DETAILS: This 2-pound hand-crank lets you manually recharge a battery. Electricity is generated by the motion of a loop or disc of copper wire between the poles of a magnet. Each 10 minutes of vigorous cranking restores 1 energy point and also requires a DC 10 Endurance check. Failure means you must rest and restart after 1 hour.

BATTERY: None ; **USAGE:** N/a

CREATION: 6 gp ; pass DC 5 Technics check.

PRICE: 12 gp.

REFINERY

A refinery produces rocket fuel from pure water.

DETAILS: This 2-ton, 10-ft-cube device gulps in water and splits the water into its base elements that act as rocket fuel. Specifically, every 10 gallons of pure water result in 9 fuel pods plus a gallon of wasted run-off. One fuel pod is liquid hydrogen and the other 8 pods are liquid oxygen. Refining 10 gallons takes 10 minutes and 10 energy points supplied by a battery and a small nucleonic plant.

The refinery comes with 9 pods and keeps cold any filled pods for as long as it has power. When it loses power such that the fuel starts to boil off, pipes open to safely release the fuel as steam.

Except for the option to swap out pods, the sealed unit is unserviceable. Also, the pods are highly flammable, exploding if ruptured. An exploding pod inflicts 3d6 cold damage to everything within 15 ft, or ½ damage when Fortitude resists. The refinery lasts 10 years.

BATTERY: Small (15 ep) ; **USAGE:** 3 ep/day (cools pods) or 3 ep/10 minutes (fills 2 fuel pods) ; **RECHARGE** Small nucleonic plant (5 ep/8 hours or 15 ep/day).

CREATION: 10,000 gp ; pass DC 30 Technics check.

PRICE: 20,000 gp.

USING ELECTROTECH GEAR

In order to use electrotech items correctly and safely, and to craft and repair them, a character must have access to the Technics skill. The Electrotech ability (page 123 etc) grants access to this skill.

TECHNICS (INT)

Technics includes the following uses.

CRAFT TECH: Crafting electrotech items requires Craft Electrotech (pages 14, 123, etc) and a successful Technics check plus maybe other checks. If you fail a check, you may keep trying until you succeed, though the craft time (but not cost) doubles with each attempt.

MATHEMATICS: You are familiar with math symbols and operations and can solve math problems. The DC varies from 5 for trivial problems to 20 or higher for complex, multivariable challenges.

OPERATE TECH: The DC is 5 for simple, *first-time* actions with unfamiliar items, or DC 10 for more complex items. An item may also require other skill checks, as stated in its description. A roll of 1 indicates the item fails to function (50% chance) or malfunctions with dangerous sparks that inflict 1 wounds plus 1d6 vitality damage (50% chance). After a successful first use, no additional checks are needed.

SCIENCE: You are familiar with scientific concepts about invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can answer easy, average, and hard questions on DC 10, 15 and 20, respectively. Very hard and speculative questions require a DC 30 check.

TECH REPAIR: Repairing an electrotech device after 4 hours of work is a DC 15 check. Repairing in just 1 hour is a DC 25 check, and repairing in 10 minutes is a DC 35 check.

BATTELEMENTS

Here are electrotech items well-suited to combat. They include suits of armor as well as melee and ranged weapons. Items are Light, Medium or Heavy, as usual for such gear. None of the items self-recharge.

BATTLE SUIT, LIGHT

This light suit of armor sports an energy pack.

DETAILS: This Light suit is made from silk, leather, and mithral. It weighs 20 pounds, has 20 hp, and provides DR 4, or DR 5 against energy attacks. A punch with its mailed fist delivers 1d4 damage or 2d4 when the wearer expends 1 energy point as a swift action. Reflex resists. Finally, the armor has a power port that can transfer 1 energy point as a move action from its batteries to recharge an attached electrotech device.

BATTERY: 3 Tiny (2 ep each) ; **USAGE:** 1 ep/hour.
CREATION: 1,250 gp ; pass DC 10 Technics check.
PRICE: 2,500 gp.

BATTLE SUIT, HEAVY

This suit of powered armor offers major benefits.

DETAILS: This Heavy suit is made from silk, leather, mithral, and adamantine. It weighs 50 pounds, has 60 hp, and provides DR 9, or DR 12 against energy attacks. A punch with its mailed fist delivers 1d4 damage, plus an additional 1d4 damage per level (max +5d4) when the wearer expends 1 energy point as a swift action. Fortitude resists.

The suit offers other benefits when worn. Boost Acrobatics, Athletics, and Endurance checks by +5. Boost maximum encumbrance slots by +2. Also, when the wearer expends 1 energy point as a swift action, he may then jump 30 ft upward, downward or outward as a standard action without needing to make an Athletics check.

The armor has 3 power ports that can each transfer up to 5 energy points per round as a swift action from its batteries to recharge any attached electrotech devices.

BATTERY: 2 Small (15 ep each) ; **USAGE:** 1 ep/minute.
CREATION: 17,500 gp ; pass DC 23 Technics check.
PRICE: 35,000 gp.

BATTLE SUIT, MEDIUM

This suit of powered armor offers several benefits.

DETAILS: This Medium suit is made from silk, leather, and mithral. It weighs 35 pounds, has 40 hp, and provides DR 6, or DR 8 against energy attacks. A punch with its mailed fist delivers 1d4 damage, plus an additional 1d4 damage per level (max +5d4) when the wearer expends 1 energy point as a swift action. Fortitude resists. The wearer enjoys a +3 bonus on Acrobatics, Athletics, and Endurance checks. The armor has 2 power ports that can each transfer up to 2 energy points as a move action from its batteries to recharge any attached electrotech devices.

BATTERY: 1 Tiny and 1 Small (2 ep and 15 ep, respectively) ;
USAGE: 1 ep/10 minutes.
CREATION: 5,000 gp ; pass DC 15 Technics check.
PRICE: 10,000 gp.

BODY SUIT

This form-fitting suit shields the wearer from electrotech items.

DETAILS: This silver suit hugs the wearer's body and affords neither underclothes nor armor, though the wearer can don an overcoat or similar loose, voluminous item. The suit includes built-in padded shoes and a snug hood that shows only the face.

The suit provides DR 4, or DR 6 versus electrical damage. It weighs 12 pounds, has 30 hp, and is woven from of rare alchemically-treated materials. The suit allows the wearer to ignore the effects of extreme temperature between -40° and 140° F without harm. The suit's childish quality inflicts a -2 penalty on Intimidate checks.

The suit includes 2 batteries and a power port. The user can power or recharge an electrotech item attached to a port at the rate of 1

energy point per round.

BATTERY: 2 Tiny (2 ep each) ; **USAGE:** 1 ep/round (optional).
CREATION: 1,500 gp ; pass DC 10 Technics check.
PRICE: 2,500 gp.

EXORCIST'S SHOCK

Expels a possessing spirit.

DETAILS: This 15-pound Heavy weapon consists of a 1-ft copper rod, a handle and control box, and a battery. It relies on a very rare "angelic" crystal to help deliver terrible shocks at a special vibration that induces possessing spirits to leave the person or creature targeted by the rod. An unwilling, unrestrained target may resist using Reflex. Otherwise, a struck creature must resist using Will or give up 1 possessing spirit as if subject to an Exorcism spell (page 91). Whether or not the spirit is expelled, the host suffers 2d6 electrical damage and the possessing spirit suffers 2d6 holy damage.

BATTERY: Small (15 ep) ; **USAGE:** 4 ep/use.
CREATION: 5,000 gp ; pass DC 20 Technics check.
PRICE: 10,000 gp.

FLESH MELTER

Ignores DR and causes wounds.

DETAILS: This 18-pound Heavy gun leaves nonliving material untouched while harming living creatures. Each use against 1 target within 50 ft delivers 1d6 sonic wound damage that bypasses DR. Reflex resists for ½ damage. This device has no effect on nonliving things and can bypass up to 6 inches of inanimate material, except lead which blocks it.

BATTERY: Small (15 ep) ; **USAGE:** 4 ep/use.
CREATION: 2,500 gp ; pass DC 10 Technics check.
PRICE: 5,000 gp.

FORCE BLADE

When activated, this item produces a longsword-like energy blade.

DETAILS: While inactive, this 2-pound Medium weapon consists of a 6-in metal hilt with a small button and no blade. The hilt contains a rare crystal, 2 batteries, a transducer coil, and a flexible, extendable metal rod.

Pressing the button as a swift action draws 1 energy point from the battery, extends the rod, and activates the blade. The transducer draws energy from the wielder's body at the rate of 1 vitality per attack roll—or per minute when not attacking—and directs the vitality through the crystal and up the rod to produce a luminous 5-ft long blade. Pressing the button again as a swift action deactivates the blade.

When attacking, an adjacent foe must resist using Will or suffer 1d4 electrical damage + an additional 1d4 force damage per 2 levels (max 5d4 additional damage). The blade's color varies with the crystal's color.

BATTERY: 2 Tiny (2 ep each) ; **USAGE:** 1 ep/5 uses.
CREATION: 1,500 gp ; pass DC 12 Technics check.
PRICE: 3,000 gp.

FORCE KNIFE

This easily-concealed item evokes a small energy blade when activated.

DETAILS: As the force blade (see above), but this Light weapon is 2-in long, weighs 1 pound, has only 1 battery, and delivers only 1d3 electrical damage + 1d6 force damage. Reflex resists.

BATTERY: Tiny (2 ep) ; **USAGE:** 1 ep/10 uses.
CREATION: 1,000 gp ; pass DC 10 Technics check.
PRICE: 2,000 gp.

GONZO GUN

This firearm adds a major electric jolt with its bullet.

DETAILS: This 12-pound, Medium firearm has 2 modes. Switched off, it fires single bullets with 50 ft range for 1d10 damage if you beat the target's Reflex. When switched on, apply a +2 bonus on attack rolls and +1d6 electrical and +1d6 force damage, and Reflex resists for ½ damage. Switching the gun on or off is a swift action.

BATTERY: Small (15 ep) ; **USAGE:** 2 ep/round.
CREATION: 2,000 gp ; firearms proficiency and pass DC 10 Technics check and DC 10 Mechanics check.
PRICE: 4,000 gp.

JOY BUZZER

This innocuous device shocks the unwary.

DETAILS: This tiny device fits snugly in the palm of one's hand. An adjacent foe must resist using Reflex or suffer 1 vitality damage and be dazed for 1 round. An unwary subject out of combat, while shaking hands for example, suffers a -5 penalty on his save.

BATTERY: Tiny (2 ep) ; **USAGE:** 1 ep/use.
CREATION: 125 gp ; pass DC 7 Technics check.
PRICE: 250 gp.

MIMETIC SKIN

This battle suit accessory turns you invisible.

DETAILS: When attached to a battle suit port, the skin allows the wearer to turn invisible as a standard action. The effect costs 2 energy points and lasts 5 minutes. The skin contains tiny crystals that cause chameleon-like effect when electricity energizes them. Attacking disrupts the flow and ends the invisibility effect. Invisibility adds a +10 bonus on Stealth checks.

BATTERY: Small (2 ep) ; **USAGE:** 2 ep/use.
CREATION: 2,500 gp ; pass DC 18 Technics check.
PRICE: 5,000 gp.

NUCLEONIC BOMB

This bomb vaporizes everything nearby.

DETAILS: This 100-pound device sparks 2 small nucleonic plants (page 177) to release destructive nucleonic energy after a 2-minute delay. All creatures and objects within 500 ft are blinded for 2d4 days, suffer 4d6 wound damage, fly back 1d6x10 ft, and fall prone. There is no defense, though 5 ft of stone or packed earth, 6 in of lead sheeting, or a Wall of Force or Resilient Sphere blocks the effect.

BATTERY: Tiny (2 ep) ; **USAGE:** 2 ep (use destroys the item).
CREATION: 25,000 gp ; pass DC 25 Technics check.
PRICE: 50,000 gp.

NUCLEONIC RAY GUN

Use this gun to disintegrate a single target.

DETAILS: This 15-pound Medium gun projects a terrible white-hot ray at a single 5-ft cube volume or 1 creature within 90 ft. If you target a volume, unattended mundane material vanishes. If you target a foe, it suffers 2d4 wound damage and permanently vanishes if it dies. Reflex resists for ½ damage. Miracle or Wish restores disintegrated items and creatures. Wall of Force or Resilient Sphere block the ray.

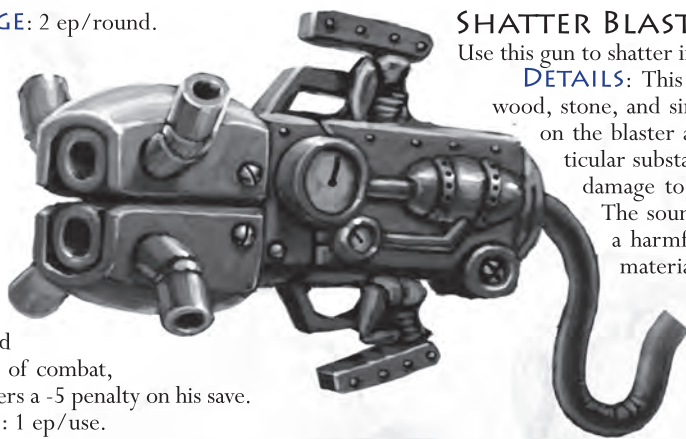
BATTERY: Small (15 ep) ; **USAGE:** 4 ep/use.
CREATION: 10,000 gp ; pass DC 20 Technics check.
PRICE: 20,000 gp.

SIEGE BLASTER

This massive canon shatters walls and other heavy obstacles.

DETAILS: Like its smaller cousin, the shatter blaster, this 1,500-pound siege gun destroys inanimate materials. A dial on the blaster allows the user to tune to a particular substance. Each use delivers 20d6 sonic damage to a 10-ft-square area within 500 ft. The sound resonates with the material in a harmful way such that it bypasses the material's DR. This device only works on nonliving things. The blaster weighs 1,500 pounds and is usually drawn by a wagon or other vehicle.

BATTERY: Large (1,000 ep) ; **USAGE:** 80 ep/use.
CREATION: 25,000 gp ; pass DC 25 Technics check.
PRICE: 50,000 gp.



SHATTER BLASTER

Use this gun to shatter inanimate obstacles.

DETAILS: This 20-pound Heavy gun destroys wood, stone, and similar inanimate materials. A dial on the blaster allows the user to tune to a particular substance. Each use delivers 3d6 sonic damage to a 5-ft-square area within 80 ft. The sound resonates with the material in a harmful way such that it bypasses the material's DR. This device only works on nonliving things.

BATTERY: Small (15 ep) ; **USAGE:** 4 ep/use.
CREATION: 2,500 gp ; pass DC 15 Technics check.
PRICE: 5,000 gp.

SHOCK GUN

This firearm adds a mild electric jolt with its bullet.

DETAILS: This 5-pound, Small firearm has 2 modes. Switched off, it fires single bullets with a range of 50 ft for 1d10 damage when you beat the target's Reflex. Switched on, apply +1d4 electrical damage. Switching on or off is a swift action.

BATTERY: 3 Tiny (2 ep) ; **USAGE:** 1 ep/3 uses.
CREATION: 500 gp ; pass DC 8 Technics check.
PRICE: 1,000 gp.

SILENCER

This attachment for electrotech firearms eliminates all firing noise.

DETAILS: Firearms can be very loud. This 3-pound attachment includes a battery-powered inverter that completely cancels out the noise of any firearm except firearms that deliver sonic damage.

BATTERY: Tiny (2 ep) ; **USAGE:** 1 ep/10 uses.
CREATION: 1,000 gp ; firearms proficiency and pass DC 10 Technics check and DC 10 Mechanics check.
PRICE: 2,000 gp.

SONIC BLASTER

This gun blasts targets with painful noise.

DETAILS: This 12-pound Medium gun delivers devastating sonic energy. The vibrations of a pliant, noisy crystal deliver 3d6 sonic damage to all creatures in a 30-cone, or ½ damage if Fortitude resists.

BATTERY: Small (15 ep) ; **USAGE:** 3 ep/use.
CREATION: 3,000 gp ; pass DC 10 Technics check.
PRICE: 6,000 gp.

VORN NAUSEATOR

This gun causes targets to become sickened.

DETAILS: This odd, 13-pound Medium gun seems to emit no sound, light or force. However, it emits sound below the threshold of normal hearing, and creatures in a 30-ft cone area are immediately nauseated for 2 minutes, or sickened for 5 minutes if they fail to resist using Fortitude. The device is named after the vorn, a race of astral warriors who often employ it against their enemies.

BATTERY: Small (15 ep) ; **USAGE:** 4 ep/use.
CREATION: 10,000 gp ; pass DC 20 Technics check.
PRICE: 20,000 gp.

ZAP GUN

This classic gun blasts foes with raw electricity.

DETAILS: This 12-pound Medium gun projects 4d6 electrical damage to a single foe within 30 ft, or ½ damage if Reflex resists. The target must also resist using Fortitude or be blown back 1d4 x 10 ft and fall prone.

BATTERY: Small (15 ep) ; **USAGE:** 3 ep/use.
CREATION: 1,000 gp ; pass DC 10 Technics check.
PRICE: 2,000 gp.

COMMUNICATORS

The following electrotech items help characters talk to each other across long distances with or without wires.

DISPATCH

This device sends message far distances.

DETAILS: This 25-pound, 2-ft-cube box contains rare crystals and features a switch, bell, microphone, and mirror. When the dispatch is activated, the crystals vibrate in unison and evoke an extradimensional conduit between the dispatch and its twin, which may be anywhere on the same realm of existence. Both the dispatch and its twin must be crafted together as a pair.

When a box is activated, the other dispatch's bell rings and the conduit remains "open" for up to 5 minutes to admit sound and images through the microphones and mirrors. Each dispatch's mirrors shifts to show a reflection of the person on the other end rather than the user's own reflection. Nothing else passes through the conduit. Rarely, there are brief transmission delays of 1d4 rounds. Either the caller or the receiver can close the conduit at any time by deactivating their dispatch.

BATTERY: Small (15 ep) ; **USAGE:** 2 ep to activate conduit + 1 ep/minute thereafter.

CREATION: 2,500 gp ; pass DC 20 Technics check.

PRICE: 5,000 gp.

RADIO TOWER

This structure transmits sound to receivers in a wide area around it.

DETAILS: Typically, this structure includes a small cabin or booth with a transmitter mounted atop a tall wood or metal tower. When the transmitter is activated, radio receivers within range may tune in to hear sounds fed live via a microphone in the cabin. Audio content includes news, music recitals, and shows.

The tower's height determines the broadcast area and the cost of the tower, as shown in the table below.

The transmitter can be set to 1 of 12 frequencies, allowing multiple towers to broadcast different content over the same area. Also, you can double or halve the broadcast range by doubling or halving (respectively) the energy points.

The large radio tower includes a small nucleonic plant that continually recharges the tower at the rate of 5 energy points per 8 hours (15 ep per day). The plant lasts 10 years.

Height*	Range	Battery	Usage	Creation**
10 ft	100 ft	2 Tiny (2 ep each)	1 ep/24 hrs	25 gp
50 ft	½ mile	2 Small (15 ep each)	1 ep/2 hrs	500 gp
100 ft	2 miles	Medium (120 ep)	2 ep/hour	2,500 gp

230 ft 10 miles Large (1000 ep) 10 ep/hour 20,000 gp

*The Technics check equals $10 + 1/10$ th the tower's height in ft.

**Market price = 2x the creation cost.

RECEIVER, BACKPACK

This small device receives and plays signals from a radio station.

DETAILS: You can wear this 12-pound device as a backpack or stand it on a sturdy table. One dial allows it to tune to 1 of 12 radio station channels, while a second dial adjusts the volume. A small speaker plays sound as it is received. A low volume is audible to adjacent creatures, while a high volume is audible out to 15 ft.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/10 minutes (low volume) or 1 ep/minute (high volume).

CREATION: 1,000 gp ; pass DC 12 Technics check.

PRICE: 2,000 gp.

RECEIVER, CABINET

This large device receives and plays signals from a radio station.

DETAILS: This 120-pound device is dressed in a fine wooden cabinet. One dial allows it to tune to 1 of 12 radio station channels,

while a second dial adjusts the volume. Four speakers play the sound as it is received. A low volume is audible to creatures within 15 ft, while a high volume is audible out to 60 ft.

BATTERY: Medium (120 ep) ; **USAGE:** 1 ep/1 minutes (low volume) or 1 ep/round (high volume).

CREATION: 2,500 gp ; pass DC 15 Technics check.

PRICE: 5,000 gp.

TELEGRAPH

A telegraph let's you talk private over a distance.

DETAILS: This 25-pound device lets users send and receive messages. Specifically, 2 conical crystalline speakers are linked by a copper wire wrapped in rubber that runs anywhere from 30 ft to 10 miles. When the user activates the battery at his end and speaks into the crystal filter, the person at the other end may be able to hear the voice. Because communication quality is poor past 30 ft, users usually rely on a simplistic code they share in common that consists of short and long beeps or tones. The telegraph typically includes a keyboard and/or tape machine that records the beeps and tones for later analysis and storage. A telegraph can only link 2 points. You must use multiple independent telegraphs to link different points.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/10 rounds or 1 ep/50 words spoken when linked to someone more than 30 ft away.

CREATION: 500 gp + 50 gp per mile of copper wire ; pass DC 10 Technics check.

PRICE: 1,000 gp + 100 gp per mile of wire.

TRANSCIVER

This compact device allows you to send and receive radio signals.

DETAILS: You wear this 18-pound device as a backpack or stand it on a sturdy table. When switched on, it has 2 modes: send or receive. You switch modes by pressing a button as a swift action.

The send mode broadcasts on a single channel. Its signal is heard by other transceivers within 2 miles that are switched on and in the receive mode and built to "hear" that same channel. The device's high cost is due to its special components and amazing range for its size.

The device comes with an optional 5-ft metal pole that can be attached to serve as a power antenna to extend the range to that boosts the range to 5 miles.

Metal, thick wood or earth will reduce or block the effect, though the exact effect is hard to predict, and a character may spend 1d4 rounds searching for a space near to his own with better performance. A transceiver does not hear a radio tower's broadcasts nor can radio receivers hear a transceiver.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/round.

CREATION: 2,500 gp ; pass DC 20 Technics check.

PRICE: 5,000 gp.

CONVENIENCES

Electrotech items may find their way into business, farms, homes, and factories to ease people's lives. In communities where electrotech is common, a batteryman may travel down-to-door offering to recharge at a rate of 1 cp per item or 1 sp for a household. He will also buy batteries at 50% of their market price.

CALCULATOR

This device aids math ability.

DETAILS: This 1-ft-cube machine has a keyboard with digits and math operation symbols plus a battery, ink well, and long spool of narrow paper. As the user types numbers and operations, the device computers answers, then advances and stamps the paper spool in ink to show the sequence of problems and solutions. The device boosts Dungeoneering and Technics checks by +2, or by +10 when solving math problems including engineering measurements.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/10 minutes of use.

CREATION: 1,000 gp ; pass DC 8 Technics check.

PRICE: 2,000 gp.

CHAMBER LAMP

This device sheds light for hours.

DETAILS: This glass and iron lantern sheds light. When an electric current runs through special crystals within the lantern's heart, the crystals vibrate and shed weak or strong illumination, as desired by the user with the flip of a switch. Weak illumination sheds light out to 15 ft and shadowy light out to 30 ft, while strong illumination extends to 30 ft and 60 ft, respectively. The light can be portable, as a traditional lantern, or it can be mounted on a pole or in the ceiling to illuminate a room or outdoor area.

BATTERY: Small (15 ep) ; **USAGE:** 2 ep/hour (weak setting) or 2 ep/10 minutes (strong setting)

CREATION: 150 gp ; pass DC 10 Technics check

PRICE: 250 gp.

COOKER

This device cooks items rapidly.

DETAILS: This 2½-ft-square, 12-pound insulated metal box rapidly heats and cooks items. It has a door, shelf, battery, and sealed coils filled with alchemical fluids that deliver heat to the cooker's interior, where the heat warms drinks and cooks a meal for 3 people or 1 horse in 1 minute. Foodstuffs do not all cook equally well, and some items (such as batteries or Tiny animals) when heated will explode.

BATTERY: Tiny (2 ep) ; **USAGE:** 1 ep/10 uses.

CREATION: 125 gp ; pass DC 5 Technics check.

PRICE: 250 gp.

COOLER

This device keeps items cold.

DETAILS: This 5-ft-square, 250-pound insulated metal box keeps items chilled. It has a door, shelves, battery, and sealed coils filled with alchemical fluids that carry away heat to the cooler's exterior, where the heat radiates away.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/4 hours of use.

CREATION: 250 gp ; pass DC 8 Technics check.

PRICE: 500 gp.

COSMETITRON

This mask restores the appearance of youth.

DETAILS: The interior of this 6-pound mask is lined with crystals that resonate when mild electricity courses through them. The resulting effect penetrates the superficial layers of the wearer's skin to prompt the growth of fresh, youthful skin, thus reducing the visible signs of aging. After 1d4+1 10-minute treatments, the subject's face is restored to the prior age bracket (old becomes middle age, middle age becomes adult, adult becomes young adult, etc). The effect lasts 3d6 months. Other body areas can be restored as well. The bulk of the device is a wheelable 100-pound unit to operate the mask.

BATTERY: Small (15 ep) ; **USAGE:** 2 ep/treatment

CREATION: 1,000 gp ; pass DC 15 Technics check and DC 10 Heal check.

PRICE: 2,000 gp.

CHRYSALIS POD

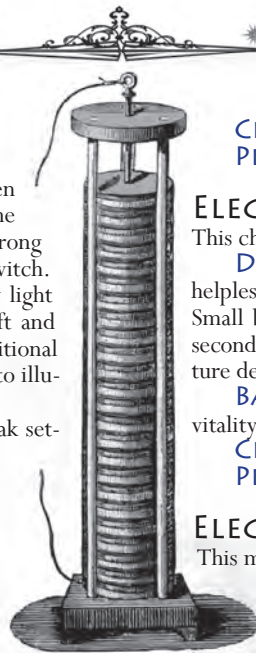
This snug device allows a person to hibernate.

DETAILS: When a person is shut into the 250-pound pod and the device's timer set and activated, the person falls unconscious after 1d4 rounds and awakens when the timer runs out.

While unconscious, the person's metabolism slows to 1/100th normal. Disease, poison, and other conditions—even aging and dying—are similarly slowed in their progression. The pod relies on a rare emerald crystal that, when energized, slows biological processes over a 5-ft area.

Conceivably, 1 Medium, 2 Small or 8 Tiny animals or plants can fit into a single pod, as would a person and his Tiny pet.

BATTERY: Medium (120 ep) ; **USAGE:** 1 ep/day.



CREATION: 2,500 gp ; pass DC 15 Technics check.
PRICE: 5,000 gp.

ELECTRIC CHAIR

This chair is used for torture and execution.

DETAILS: This 250-pound torture device blasts a secured, helpless person's body with electrical currents. It draws from 2 Small batteries: the first delivers 2d4 vitality damage while the second delivers 2d4 wound damage. See page 169 regarding torture devices.

BATTERY: 2 Small (15 ep each) ; **USAGE:** 1 ep/point of vitality or wound damage.

CREATION: 325 gp ; pass DC 12 Technics check.

PRICE: 650 gp.

ELECTRIC FENCE

This metal fence shocks trespassers.

DETAILS: This rigid 10-ft high x 20-ft wide iron and copper curtain is electrically active. It weighs 20 pounds. A continuous mild charge runs through the fence's mesh, inflicting 1 point of electrical damage to any creature that touches it and fails to resist using Reflex. Prolonged or forceful contact with the mesh evokes an electrical surge that jolts the offender for 3d6 electrical damage and 2d6 pain damage.

BATTERY: Medium (120 ep) ; **USAGE:** 1 ep/hour + 5 ep/forceful contact with fence.

CREATION: 1,750 gp ; pass DC 12 Technics check.

PRICE: 3,500 gp.

GHOST LOOM

This textile machine works on its own.

DETAILS: This device looks much like a common loom but relies on batteries to function autonomously. A person can mount the loom to run it manually and/or work a pedal that recharges the battery. When recharging by foot power, each 5 minutes of cranking restores 1 hit point, and a DC 10 Endurance check is only required every 30 minutes of pedalling. While running on battery, the loom can produce the equivalent of 1 outfit worth of material every 1 minute.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/5 minutes.

CREATION: 1,500 gp ; pass DC 12 Technics check.

PRICE: 3,000 gp.

HAND LIGHT

This device sheds light for minutes.

DETAILS: This works like the chamber lamp (above) except it uses a Tiny battery. It's main attraction is its light weight.

BATTERY: 2 Tiny (2 ep each) ; **USAGE:** 2 ep/hour (weak setting) or 2 ep / 10 minutes (strong setting)

CREATION: 50 gp ; lantern and pass DC 10 Technics check

PRICE: 100 gp.

HEAD LAMP

This metal cap provides light for minutes.

DETAILS: This metal cap is often worn by miners. A battery and crystal are mounted at the front, to shed light from the wearer's forehead. While switched on, the lamp sheds light outward for 15 ft of bright illumination and 30 ft of shadowy illumination (in darkness).

BATTERY: 2 Tiny (2 ep each) ; **USAGE:** 2 ep/hour

CREATION: 125 gp ; pass DC 7 Technics check.

PRICE: 250 gp.

HEATED JACKET

This jacket keeps you warm.

DETAILS: This masterwork jacket is lined with fur, sewn with copper wires, and bejeweled with sparkling quartz. When an electric current passes through the jacket's copper elements, the quartz vibrates to produce a mild, comfortable heat that keeps the user warm enough to avoid harm from cold down to -50° F.

BATTERY: 3 Tiny (2 ep each) ; **USAGE:** 1 ep/hour in cold weather (32° F to 0° F) or 1 ep/10 minutes in freezing or colder weather (between 0° F and -50° F).

CREATION: 125 gp ; pass DC 7 Technics check.
PRICE: 250 gp.

HEATER

This device warms a room.

DETAILS: This 18-pound, 5-ft high, 1-ft-wide insulated metal box radiates intense heat from 1 side. The heat is akin to a pleasant fire but without flame. A battery warms sealed coils filled with alchemical fluids that deliver warmth in a 15-ft-radius semi-circle around the heater's face. You turn a dial to indicate the heat boost from +10° F to +50° F. The unit weighs 15 pounds. Violent impact with the device's hot coils inflicts 1 wound fire damage per round.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/5 hours per +10 F.

CREATION: 250 gp ; pass DC 8 Technics check.

PRICE: 500 gp.

LIGHTNING CAGE

This is a cage to imprison several creatures.

DETAILS: This 1-ton, 10-ft cube iron and copper-mesh cage is attached to a battery. A continuous light charge runs through the cage's mesh, inflicting 1 hit point electrical damage on any creature that touches it and fails to resist using Reflex. Prolonged or forceful contact with the mesh evokes an electrical surge that jolts the prisoner for 3d6 electrical damage and 2d6 pain damage. Each bar is DR 10 with 30 hit points and each 6-in-square mesh panel is DR 5 with 10 hit points.

BATTERY: Medium (120 ep) ; **USAGE:** 1 ep/hour + 5 ep/forceful contact with fence.

CREATION: 2,500 gp ; pass DC 15 Technics check.

PRICE: 5,000 gp.

MEGAPHONE

This device amplifies your voice.

DETAILS: This hollow 5-pound, 1-ft-tall cone-shaped device amplifies sound. The user speaks strongly into the narrow end. Electricity causes a crystal to vibrate, boosting the user's voice by a factor of ten. Creatures within 250 ft and line of sight and hearing can hear the user clearly; others within 90 ft hear the user clearly.

BATTERY: Tiny (2 ep) ; **USAGE:** 1 ep/10 rounds of use.

CREATION: 125 gp ; pass DC 5 Technics check.

PRICE: 250 gp.

MULTIMETER

This genius device packs many useful gauges in a single unit.

DETAILS: This 5-pound, hand-held device, made of brass and wood, includes an altimeter, barometer, chronometer, compass, and thermostat. A convenient backlight allows the user to note readings in the dark. The gauges themselves do not rely on the battery to work.

BATTERY: Tiny (2 ep) ; **USAGE:** 1 ep/5 hours of use.

CREATION: 250 gp ; pass DC 8 Technics check.

PRICE: 500 gp.

NIGHT GOGGLES

These snug pair of goggles show warm living creatures.

DETAILS: These 2-pound goggles rely on a rare electrically-responsive crystalline coating to illuminate heat signatures of nearby objects. While wearing these goggles in darkness, the wearer automatically learns the location (5-ft-square) of living creatures, plants, and heat sources such as fires within line of sight. The goggles do not reveal constructs or undead. The wearer enjoys a +5 bonus on Survival checks when tracking a foe outdoors in darkness. Sudden exposure to daylight or a magical light source blinds the wearer for 1 round (no save).

BATTERY: Tiny (2 ep) ; **USAGE:** 1 ep/10 minutes of use.

CREATION: 1,000 gp ; pass DC 10 Technics check.

PRICE: 2,000 gp.

PHONOGRAPH

This device plays music.

DETAILS: Also called an electrola or minstrel, this 25-pound device plays music, speech or other sounds that have been recorded as etched grooves on a flat 12-inch plate. Each plate holds 12 minutes of sound. A hand-crank will wind a spring to play a single record, though the battery is more convenient. A single record costs 1 gp and weighs ½ pound.

BATTERY: Tiny (2 ep) ; **USAGE:** 1 ep/120 minutes of sound.
CREATION: 250 gp ; pass DC 10 Music check and DC 12 Technics check.

PRICE: 500 gp.

REANIMATION LAB

The lab restores the dead to life or undeath.

DETAILS: This 500-pound contraption consists of a large chair, control console, battery, and medicinal dispensary. When a corpse (dead no more than 2 hours) is laid on the chair, pumped with rare alchemical reagents, and the battery's current applied to the corpse, then it may rise again, either to life or undeath.

Preparation is key. The chemicals cost 100 gp per level of creature. The battery must supply a number of energy points equal to the dead creature's full normal hit points. Also, you must succeed on Heal and Technics checks with a DC equal to 10 + 2x the creature's level. If these criteria are met, the creature returns to life with 0 wound points. If all but 1 criterion is met, the creature returns as an undead monstrosity of equal level. Otherwise, there is a 50% chance the corpse is destroyed; and in any event, no benefit is gained.

In many societies, it is illegal to own or use this device.

BATTERY: Medium (120 ep) ; **USAGE:** Number of energy points equal to subject's full normal hit points.

CREATION: 25,000 gp ; pass DC 25 Technics check and DC 20 Heal check.

PRICE: 50,000 gp.

REBREATHER

A rebreather filters out harmful gasses.

DETAILS: This 3-pound mask system with sealed leather lung allows the user to breath without fear of inhaling mundane gaseous poisons or diseases. The battery supplies a mild electrical vibration to the crystalline filter on the mask. The electrical shock kills all mundane threats and is 50% effective against magical threats. During combat, there is a 10% chance per round that the rebreather is dislodged; when grappled, the chance increases to 25% chance.

BATTERY: 2 Tiny (2 ep each) ; **USAGE:** 1 ep/hour of use.

CREATION: 1,000 gp ; pass DC 10 Technics check.

PRICE: 2,000 gp.



RUBY RUSE

This decoy child's toy explodes on the user.

DETAILS: This looks just like a child's talking doll (below) but activating the doll causes it to explode with dynamite after speaking a message up to 5 words long. The 10-ft-radius explosion deals 4d6 damage or ½ damage if Reflex resists. The explosion ruins the doll.

BATTERY: Tiny (2 ep) ; **USAGE:** 2 ep (use destroys the item).

CREATION: 250 gp ; pass DC 12 Technics check and DC 10 Craft check.

PRICE: 500 gp.

SCANNING WAND

This device identifies hidden contents.

DETAILS: This 5-pound hand-held wand, when activated and waved over a 5-ft area, emits mild electric signals, some of which bounce back to vibrate the device's crystals, which in turn register on 1 or more of 5 gauges—noting cloth, flesh, fluid, metal, and wood—providing a percent value of each.

For example, a human male is 60% fluid, 38% flesh, and 2% cloth; while a human female or child is 55% or 65% fluid, respectively.

Wood and metal items including weapons easily register on the machine, even when concealed. However, the device cannot work through iron, more than 1 inch of other metals, or 6 inches of any other material. Food stuffs measure as flesh or cloth. Some items and materials may not register at all.

BATTERY: 2 Tiny (2 ep each) ; **USAGE:** 1 ep/10 uses.

CREATION: 1,000 gp ; pass DC 10 Technics check and DC 10 Craft check.

PRICE: 2,000 gp.

SHOCK BOX

This toy shocks you when you fail at solving it.

DETAILS: This 3-pound elaborate, small container is protected by latches, levers, sliders, and such that must be activated in the right order in order to solve the puzzle and open the box. A user who is unfamiliar with a particular box must succeed on a series of 6 DC 15 Mechanics checks. A failed check inflicts 1d6 electrical damage to the user.

BATTERY: Tiny (2 ep) ; **USAGE:** 1 ep/10 skill checks

CREATION: 150 gp ; pass DC 10 Technics check and

DC 15 Craft check.

PRICE: 300 gp.

TALKING DOLL

This child's toy talks to you.

DETAILS: This 3-pound child's toy "speaks" up to 5 5-word messages. Under the doll's cloth covering are wide, pressure-sensitive crystalline buttons. Applying pressure to the buttons causes a small gramophone to play and the doll to utter a brief message. Messages might be cute, quaint, funny, or vulgar, as befitting the doll's appearance and intended audience. A hatch in the back affords access to the battery.

BATTERY: 2 Tiny (2 ep each) ; **USAGE:** 1 ep/10 uses.

CREATION: 1,000 gp ; pass DC 10 Technics check and DC 10 Craft check.

PRICE: 2,000 gp.

TECHNICOAT

This wearable lab provides numerous benefits.

DETAILS: This many-pocketed, 8-pound coat is made with mithral threads and sports batteries and other electrotech elements.

The coat provides +2 DR (or +4 DR versus electricity), weighs 18 pounds, and has 30 hit points. The coat can be worn over and stack with Light or Medium armor.

The coat provides sufficient gear to afford checks using Technics skill (assuming the character can normally do so) with a +2 bonus.

Finally, the suit has a small battery and 3 power ports. The user can power or recharge an electrotech item attached to a port at the rate of 3 vitality per round. If desired, the wearer can release 3 energy points through a rod sewn along the sleeve of the right hand. One target within 15 ft must resist using Reflex or suffer 3d6 electrical damage.

BATTERY: Small (15 ep) ; **USAGE:** 1-3 ep/round (optional).

CREATION: 1,000 gp ; pass DC 8 Technics check.

PRICE: 2,000 gp.

TECHNOCRAT

Precisely answers all sorts of questions.

DETAILS: This glowing 5-ft-cube wonder weighs 500 pounds and extroverts 600 buttons that are systematically organized and labeled with a librarian's exactitude. Labels include names of creatures, deities, devices, historical events, medical procedures, nations, person-ages, places, realms of existence, recipes, spells, and more. Inside, the cube hides a multitude of phonographic recordings. A top-hatch admits access to parts for servicing.

When a button is pushed, the relevant record is loaded and played, verbalizing 12 minutes of instruction on the topic. The device grants a +5 bonus on all Intelligence-based skill checks, or a +10 bonus if the listener passes a DC 20 Literacy check to translate the record's dense technicalities into actionable knowledge. If the unit is loaded with a tape spool, the machine also dispenses a 4-in-wide written copy from the "mouth" of a false face on the machine's facade. Each recording has a different personality. Some voices are obtuse, overly fast or slow, pedantic, rude, sarcastic, smarmy or otherwise annoying. The technocrat can play up to 150 records per day.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/120 minutes of sound ; **RECHARGE** Small nucleonic plant (5 ep/8 hours or 15 ep/day).

CREATION: 25,000 gp ; pass DC 25 Technics check.

PRICE: 50,000 gp.

THEREMIN

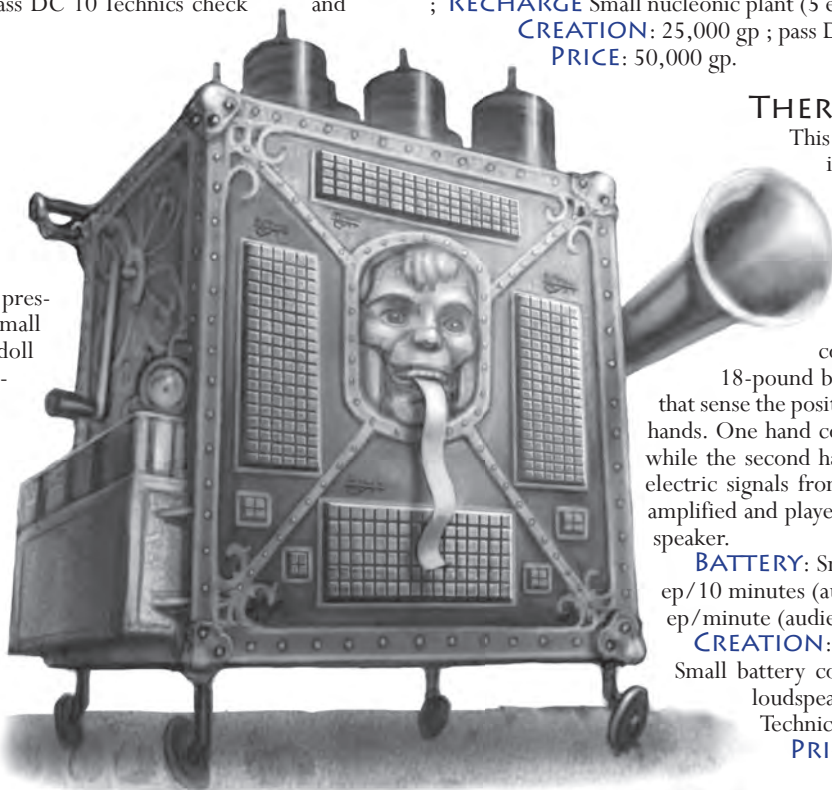
This electrotech musical instrument creates otherworldly sounds.

DETAILS: Also known as an aetherphone, this instrument is played by the musician without physical contact. It consists of a 18-pound box with 2 metal antennas that sense the position of an adjacent player's hands. One hand controls musical frequency while the second hand controls volume. The electric signals from the theremin's box are amplified and played through a built-in loudspeaker.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/10 minutes (audience within 30 ft) or 1 ep/minute (audience within 150 ft).

CREATION: 250 gp ; cost includes Small battery costing 75 gp plus 125 gp loudspeaker core ; pass DC 7 Technics check.

PRICE: 500 gp.



MIND MACHINES

The following electrotech devices read and/or influence the mind.

ANUBIS

This device sorts if a person is alive and/or sentient.

DETAILS: This stethoscopic device determines whether an adjacent body is a living creature and/or sentient (Intelligence 5+). Undead creatures show as nonliving. Immortal creatures like angels show as alive.

BATTERY: Tiny (2 ep) ; **USAGE:** 1 ep/10 uses.

CREATION: 50 gp ; pass DC 5 Technics check and DC 5 Heal check.

PRICE: 100 gp.

ELECTRO-STIMULATOR

You can boost or harm the wearer's skill use.

DETAILS: This 10-pound device features a snug mesh cap that passes mild electric shocks into his brain, selectively promoting or inhibiting certain skills. On a successful DC 15 Heal check after 2 minutes of use, the machine grants a +1d6 bonus on a skill of your choice for 4 hours. The operator may instead inflict a 1d6 penalty or render a subject blind, deaf or mute for 4 hours.

BATTERY: 2 Tiny (2 ep each) ; **USAGE:** 1 ep/2 minutes of use.

CREATION: 2,500 gp ; pass DC 15 Technics check.

PRICE: 5,000 gp.

HYPNOGOGUE

A hypnogogue places person in highly suggestible, trance state.

DETAILS: This 10-pound device features a metallic helmet that provides flashing lights and sounds. When the helmet is donned and activate, the wearer falls into a trance after 1d4 rounds and remains quiet for 5 minutes while the operator suggests a verbal task phrased in 10 words or less. After waking, the subject has forgotten the previous 10 minutes and—if he fails to resist using Will—does his best over a 1-hour period to complete the task. He will not deliberately harm himself and stays true to his alignment. The device only affects people, though elves and others with Sleep Immunity or Reverie are immune. Creatures at 0 vitality suffer a -5 penalty on their save to resist.

BATTERY: Small (15 ep) ; **USAGE:** 3 ep/use.

CREATION: 2,500 gp ; pass DC 15 Technics check.

PRICE: 5,000 gp.

KIRLIAN PHOTOBOOTH

The booth helps you read a person's alignment and health.

DETAILS: This snug 250-pound person-sized booth hosts a user inside and an operator outside. When activated, mild electrical currents pass through the booth's interior while a photographic plate fixed to a daguerreotype captures snapshots of the person. The resulting images reveal up to 3 pieces of information: the person's aura, indicating which of 9 alignments best describe him; the presence or absence of an ailment (disease, poison or taint); and whether the person is carrying anything—such as a symbiont or object—within his body or invisibly. The chance of correctly interpreting each piece of information is 70% + the result of a Heal check.

BATTERY: Small (15 ep) ; **USAGE:** 1d2 ep/person

CREATION: 10,000 gp ; pass DC 20 Technics check and DC 15 Heal check.

PRICE: 20,000 gp.

MESMATRON

A mesmatron affects the minds of people and animals.

DETAILS: The 18-pound device comes with a keyboard and 10-ft-high antenna that affects targets within 100 ft and line of hearing. When switched on, it broadcasts inaudible harmonics that affect the brains of people and animals for 10 minutes after 1 minute of continuous exposure. There are 7 versions of the device, each based on a different crystal and

evoking a different effect.

Crystal **Effect on Animals and Persons for 10 minutes**

Black*	Fall unconscious.
Purple	Enjoy ecstatic, religious reverie, recover 1 faith point, and suffer a -2 penalty on Reflex.
Blue	Become docile, tend to mimic others' behavior, and suffer a -2 penalty on Will.
Green	Act emotionless and exacting, and enjoy a +2 bonus Intelligence- and Dexterity-based skill checks.
Yellow	Act affectionate and emotional, and enjoy a +2 bonus Wisdom- and Charisma-based skill checks.
Orange	Act aggressive and vigorous, and enjoy a +2 bonus Strength- and Constitution-based skill checks.
Red	Amused and entertained as if drunk, and gain a temporary boost of +3 vitality that goes away when the effect ends.

*The version that uses a black crystal drains more energy.

Using Will to resist against the user's attack roll blocks the effect for 10 minutes. When there are significant competing sounds, targets enjoy a +5 bonus on their save. Targets wearing lead helmets are immune, as are warmech and elves.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/round (or 10 per round if black, which requires continually recharging the battery).

CREATION: 2,500 gp ; pass DC 10 Technics check.

PRICE: 5,000 gp.

MESMATRONIC PROJECTOR

This addition to a radio tower affords mass mind control.

DETAILS: This 10-pound device works like the standard mesmatron, but lacks an antenna and instead attaches to a radio control booth (page 180), allowing you to broadcast the device's mind-affecting tones to anyone listening to a radio. The high cost reflects the difficulty of producing crisp harmonics over a radio.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/round (or 10 per round if black, which requires continually recharging the battery).

CREATION: 10,000 gp ; pass DC 25 Technics check.

PRICE: 20,000 gp.

PHORETITRON

This device draws toxins from the body.

DETAILS: This sturdy 10-pound device contains meters, a flexible tube, and a syringe that must puncture the body and taste fluids in order to work. The syringe registers the unique electrical signature of a fluid sample. Then the operator places the tube into a subject's body and tunes the device to draw all instance of that fluid from the body up through the tube into a glass jar. The device can remove all poison, disease or other physical taint on a DC 12 Heal check after 1 minute of use. If used carelessly, or maliciously to drain vital fluids, it causes 1 wound damage per round instead.

BATTERY: Small (15 ep) ; **USAGE:** 2 ep/1 minute (single use).

CREATION: 2,500 gp ; pass DC 15 Technics check and DC 10 Heal check.

PRICE: 5,000 gp.

PHRENOLOGIST'S CAP

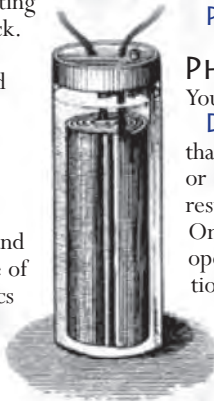
You can determine whether the subject is lying.

DETAILS: This snug 10-pound device features a mesh cap that is mounted with electrodes to measure a cooperative or helpless person's brain activity. A nearby meter indicates results. Typically, the operator asks a series of yes/no questions. On a successful DC 12 Insight check after 1 minute of use, the operator learns whether the person is lying regarding 1 question. A failed check indicates lack of certainty either way.

BATTERY: Small (15 ep) ; **USAGE:** 1 ep/question

CREATION: 2,500 gp ; pass DC 15 Technics check.

PRICE: 5,000 gp.



PLEASURE ORB

This addictive electrotech device drains your vitality.

DETAILS: This seductive palm-sized glassy orb delivers tiny resonating shocks that cause the user to experience intense pleasure for 1 round while also suffering 1 vitality damage. After each use, the user must resist using Will against his own attack roll or use it again. Even 24 hours after the last use, the user must resist using Will or seek out the device in order use it yet again.

BATTERY: 2 Tiny (2 ep each) ; **USAGE:** 1 ep/10 uses.

CREATION: 250 gp ; pass DC 5 Technics check.

PRICE: 500 gp.

PSYCHIC FULCRUM

This staff amplifies mind-affecting magic abilities.

DETAILS: The 6-pound metal and wood staff sports a large crystalline gem on its head. While firmly grasped and activated by flipping a switch, the staff crackles and provides a +2 bonus on attack rolls when activating a magic ability that assaults Will. Simultaneously, it boosts the user's Will by +2.

BATTERY: Tiny (2 ep) ; **USAGE:** 1 ep/minute.

CREATION: 2,000 gp ; pass DC 15 Technics check.

PRICE: 5,000 gp.

PSYCHIC REACH

This chair greatly amplifies mind-affecting magic abilities.

DETAILS: This 250-pound device features a large chair and a bank of crystals. While hooked into the chair with the device turned on, the user may extend the range of some abilities. Specifically, when the user activates a magic ability that assaults Will, he may use the chair as a swift action to extend the range of that ability out to 2 miles and beyond line of sight. Creatures shielded by at least 1 inch of lead or 5 ft of stone are unaffected. When an ability targets an area, extend the range as desired by the user. Or when an ability targets creatures, the user must use Clairaudience/Clairvoyance, Detect Thoughts, Scry, Sense Link or a similar ability in order to mentally locate targets. The device improves an ability's range but not its area of effect.

BATTERY: Medium (120 ep) ; **USAGE:** Varies (5 ep for basic ability, 10 ep for intermediate ability, 20 ep for advanced ability, and 50 ep for paragon ability).

CREATION: 10,000 gp ; pass DC 20 Technics check.

PRICE: 20,000 gp.

PSYCHODROME

This chamber physically manifests your imagination.

DETAILS: The 30-ft-diameter hemispherical chamber hosts a control console, central chair, many mirrors along its interior, and a small observation booth just outside.

When a user sits in the chair and the is console activated, the machine manifests within the chamber whatever the user imagines.

When in use, people within the chamber must resist using Will against the user's attack roll or be deluded to experience the manifestation. At the same time, the chamber seems to vanish and the

console and chair take on the appearance of items suited to the imagined scene. To unaffected observers, a deluded person is talking to, battling or otherwise interacting with empty space.

The user can manifest a creature, object or scene with full auditory, visual, tactile, olfactory, and thermal elements. The result can be as small as a house fly or as large as a keep or ancient dragon. Overall, the manifestation functions as if it were real. If an affected person actively attempts to disbelieve, the chair's user must beat his Will or the effect ends for that person only. The delusion otherwise lasts while the user concentrates as a standard action each round + 1d4 rounds. The machine drains the user of 2 vitality per round.

DANGER: The psychodrome reads the conscious and unconscious mind. Users may manifest and believe their own nightmares! Each time the user activates the device, he must pass a DC 8 Insight check or manifest the most frightening thing he can imagine, and only he sees it. If the user beats his own Will, he believes the manifestation is real and must resist using Fortitude against his own attack roll or fall to -1 wounds. People immune to fear ignore this danger.

BATTERY: 2 Medium (120 ep each) ; **USAGE:** 5 ep/minute ; **RECHARGE** Small nucleonic plant (5 ep/8 hours or 15 ep/day).

CREATION: 15,000 gp ; pass DC 25 Technics check.

PRICE: 30,000 gp.

PSYCHOTROPIC PROJECTOR

This device allows the psychodrome to manifest your imagination a distance away.

DETAILS: This 1-ton device attaches to and enhances a psychodrome. When using a psychodrome, you can manifest a stationary object, creature or scene up to a 30-ft-cube in size up to 2 miles away. Creatures within 120 ft and line of sight of the manifestation must resist using Will or be affected, with a 50% chance to end the effect for themselves only if they actively struggle to disbelieve. The manifestation remains in the area it was created. The psychodrome must be reactivated to move the manifestation.

BATTERY: Medium (120 ep) ; **USAGE:** 5 ep/round.

CREATION: 10,000 gp ; pass DC 30 Technics check.

PRICE: 20,000 gp.

ZEALOTRON

Use this device to shift a person's alignment.

DETAILS: This questionable device features a table with strong leather straps and a metal cap studded with electrodes. A small console with dials allows an operator to set the device to a particular alignment such as lawful good or chaotic evil.

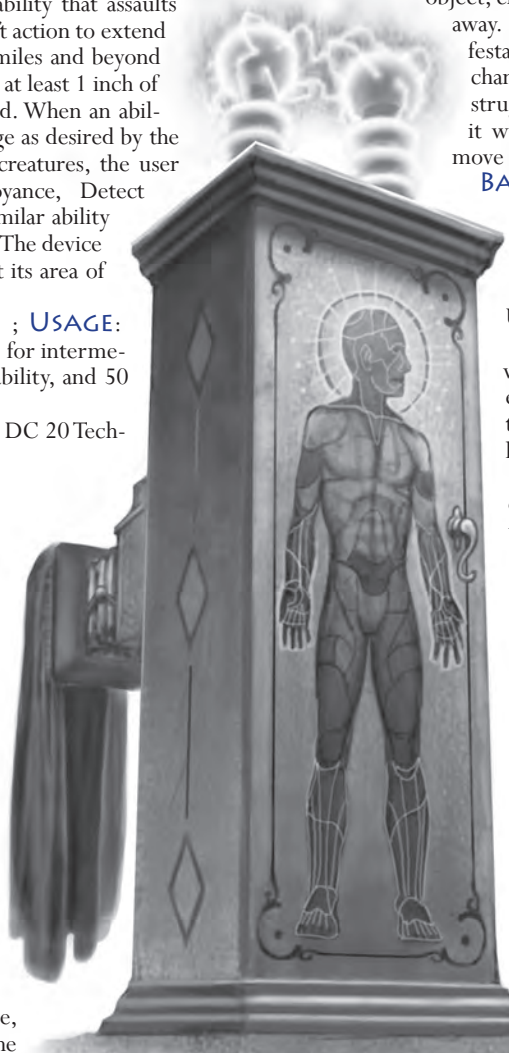
When a person is strapped in, the cap affixed, and device activated, crystals buried in the console vibrate with a harmonic energy that draws the subject to a particular alignment. After a 1-minute treatment, the subject must resist using Will against the operator's attack roll or move 1 step closer to the designed alignment for 24 hours. After 3 such successful treatments, the shift is permanent and more treatments may commence to further move the subject's alignment another step, if desired. Each 1-minute treatment inflicts 3d6 damage to the patient. Using this device is always an evil act regardless of its result.

Most versions of the device move a subject to 1 alignment determined at the time of crafting. However, a few devices are flexible, affording access to all 9 alignments, for unclear reasons.

BATTERY: Small (15 ep) ; **USAGE:** 3 ep/treatment.

CREATION: 10,000 gp ; pass DC 20 Technics check and DC 15 Religion check.

PRICE: 20,000 gp (1 alignment) or 50,000 gp (all 9 alignments).



TRANSPORTS

Electrotech affords numerous means of travel across space and time whether by air, land, sea or through the void of outer space.

DIMENSIONAL GATEWAY

This large device creates an extra-dimensional tunnel.

DETAILS: This 2-ton, 15-ft-diameter metal ring is lined with crystals. When activated using a dialing mechanism on the gateway's side, the crystals vibrate in unison to evoke an extradimensional portal between the gateway and its twin, which may be anywhere on the same realm of existence. Both the gateway and its twin must be crafted together as a pair. The gateway remains open for 5 minutes and offers a conduit that any person or object can pass through. Natural phenomena such as wind do not pass through it. Transit takes 1d4 rounds.

BATTERY: 7 Medium (120 ep each) ; **USAGE:** 100 ep/use ; **RECHARGE** Small nucleonic plant (5 ep/8 hours or 15 ep/day).

CREATION: 20,000 gp for each gateway ; cost includes master-work gateways, each with 7 Medium batteries and 7 crystals worth 1,000 gp each ; pass DC 30 Technics check.

PRICE: 40,000 gp for each gateway.

ELECTRIC CARRIAGE

This battery-powered horseless carriage offers various amenities.

DETAILS: This vehicle—typically crafted from brass, leather, and wood—relies on batteries rather than live mounts or steam. It comes in 2 general models (the cart and carriage) and 3 specialty models with details summarized in the table below.

All models except the tank drive up to 18 miles per hour for 6 hours, and have DR 6 with 15 hit points per 5-ft-square area. The tank drives up to 9 miles per hour for 6 hours and has DR 12 with 30 hit points per 5-ft-square area.

All models include a front-mounted cockpit where the driver controls a steering wheel and propulsion lever. The cockpit includes a clock, compass, and thermometer. The rover cockpit also has 2 gauges that measure atmospheric pressure inside and outside.

Passengers ride in a cabin separate from the cockpit. The rover and tank have a rear-facing door, while the other models have a single door and fold-out steps for easy access like a horse-drawn carriage. Batteries are typically mounted in the rear with luggage space above.

Model	Popular Name	Driver + Passengers	Weight	Length x Width	Market Price
Cart	Ekka	Driver + 1	½ ton	9 ft x 6 ft	5,000 gp
Carriage	Vetturi	Driver + 4	1 ton	13 ft x 7 ft	10,000 gp
Rover	Aria	Driver + 3	2 tons	10 ft x 8 ft	20,000 gp
Tank	Serbatio	Driver + 8	10 tons	20 ft x 9 ft	50,000 gp
Wagon	Quadrigo	Driver + 10	2 tons	17 ft x 8 ft	20,000 gp

The wagon, rover, and tank include a chamber lamp to brightly illuminate the whole interior. The wagon and rover also have a heater to boost the inside temperature from +10° F to +50° F, as desired.

Model	Batteries (total ep)	Travel Performance	Technics DC	Mechanics DC
Cart	4 Small (45 ep)	1 ep/2 miles	18	15
Carriage	1 Medium (120 ep)	1 ep/mile	20	16
Rover	2 Medium (240 ep)	4 ep/mile	25	25
Tank	5 Medium (600 ep)	10 ep/mile	35	30
Wagon	2 Medium (240 ep)	2 ep/mile	25	17

The wagon can be customized. For +5,000 gp to its market price, the wagon comes with a) an electrified cage and strong lock to transport prisoners, or b) a zap gun mounted on the roof for light military use, or c) a set of healers kits and a phorettron (page 184) to act as an ambulance, or d) a bank of coolers to transport perishable foodstuffs.

The rover is fully pressurized and suitable for environments with poisonous air or vacuum conditions. It has a small airlock as its backdoor. It has sufficient air for 6 hours stored in air tanks. Living creatures inside will begin to suffocate 10 minutes after the air expires.

The tank has reinforced wheels and nasty weapons. It is equipped with a shatter blaster, flesh melter, and 2 zap guns (pages 178-179 for details). The crew work the weapons from the inside and can peep out via small periscopes and portholes that inflict a -5 penalty on Perception checks for those inside. A periscope can be destroyed but not used to target those inside. The tank also includes a transceiver (page 180) in its cockpit. Finally, the tank can seal off its air vents to draw upon air tanks that last for 1 hour.

BATTERY: See above ; **USAGE:** See above.

CREATION: Equals ½ the market price.

PRICE: See above.

FLYING SAUCER

This flying vehicle transports up to 8 people through the air.

DETAILS: This 2-ton saucer-shaped vehicle is 30 ft in diameter and made from metal and glass, with a leather, fabric, and wood interior that is spartan or plush, as desired when crafted. The cockpit seats 2 persons. An adjacent cabin offers fold-out seats for 4 passengers or room for 1,500 pounds of cargo. Persons can enter and exit through an emergency top hatch or a bottom hatch that includes a drop-down ladder or ramp. The hatches lock from the inside.

The cockpit control panel includes a stick that affords movement in 3 dimensions. When switched on, a battery energizes a set of red and blue crystals that sit evenly spaced around the saucer. The blue crystals cause surrounding air to rarify in the direction of motion, while the red crystals cause surrounding air to compress in the opposite direction. The result is thrust. More battery use equals more thrust. Moving at a 30 ft speed drains the battery after 2 hours. The saucer does not work with less than ½ atmospheric pressure (typically 20,000 ft) and if pushed above that limit will stall and fall for 1d4 rounds until it returns to sufficient air pressure. The saucer can hover in place by expending 3 energy points per minute. Typical maneuvers require a DC 5 Pilot check. Complex, combat-oriented maneuvers and speeds above 60 ft require a DC 10 or higher check.

The saucer is armed with a lightning gun that projects 3d6 electrical damage along a line of foes within 120 ft, or ½ damage if Reflex resists. Struck targets must also resist using Fortitude or be blown back 5 ft and fall prone. Each use of the gun drains 3 energy points.

The saucer's 3 landing struts prop it 5 ft off the ground. Extending or retracting them takes 1 round and costs 3 energy points.

The saucer includes a large interior chamber lamp in the cabin area and 3 large exterior lights. The cockpit console's instruments include an altimeter, clock, compass, exterior and interior thermostats, and a speedometer. The cockpit has 2 recharge antennas (page 177). It also offers 3 power ports that can transfer up to 5 energy points per round as a swift action from the saucer's batteries to recharge any attached electrotech devices. Some saucers have fins, streamers or other accessories to enhance their aesthetics.

BATTERY: Large (1,000 ep) ; **USAGE:** 1 ep/minute/5 ft speed (max 500 ft speed; typically 8 ep/minute at 40 ft speed) ; **RECHARGE** Small nucleonic plant (5 ep/8 hours or 15 ep/day).

CREATION: 25,000 gp ; pass DC 30 Technics check.

PRICE: 50,000 gp.

HOVER BOAT

This boat-like vehicle floats 5 ft above relatively smooth surfaces.

DETAILS: This hovering, 4-ton, 30-ft-long, 10-ft-wide boat affords quick travel over desert, ice and snow fields, plains, roads, water, and similar smooth surfaces. The closed cockpit seats 2 persons and an adjacent open-air deck admits 8 persons or 2 tons of cargo. Ladders from either side and a gang plank afford easy boarding and disembarkation.

The cockpit features a steering wheel. When switched on, batteries energize a set of red crystals spaced along the bottom of the

craft. The crystals compress air, keeping the craft aloft. More battery use equals more thrust. Moving at a 30 ft speed drains the battery after 6 hours, while moving at speed 90 ft drains the battery after 2 hours. The craft does not work with less than ½ atmospheric pressure (typically, 20,000 ft) and cannot rise higher than 5 ft off the ground or bypass obstacles higher than 5 ft high. The craft can hover in place by expending 1 energy point per minute. Typical maneuvers require a DC 5 Pilot check. Complex, combat-oriented maneuvers and speeds above 60 ft require a DC 10 or higher check.

The craft's 4 mechanical landing struts prop it 1 ft off the ground. Extending or retracting the landing gear takes 1 round and costs 1 energy point.

The craft includes a chamber lamp in the cockpit area and a single large exterior lamp. The cockpit console's instruments include a clock, compass, thermostat, and speedometer. The cockpit has a recharge antenna (page 177). It also offers 2 power ports that can transfer up to 5 energy points per round as a swift action from the craft's batteries to recharge any attached electrotech devices. Some craft have fins, streamers or other accessories to enhance their aesthetics.

BATTERY: 3 Medium (120 ep each) ; **USAGE:** 1 ep/10 minutes/5 ft speed (typically 60 ep/hour at a 30 ft speed) ; **RECHARGE** Small nucleonic plant (5 ep/8 hours or 15 ep/day).

CREATION: 10,000 gp ; pass DC 20 Technics check.

PRICE: 20,000 gp.

MOBILE HABITAT

This self-contained building withstands harsh elements.

DETAILS: Also called a mobius, this 2-story, 10-ton cylindrical building is 20 ft high and 20 ft in diameter.

On the outside, the habitat is built of air-tight metal and reinforced rubber and sits snugly inside a metal latticework that raises the habitat 10 ft off the ground. Three giant wheels, equidistant from each other, afford a 10 ft speed. Two ladders admit access from the ground to the roof. The roof holds 8 tanks of water and an air recycler (see below). Each tank holds enough water to sustain 1 person for a week. A 5-ft-square airlock with a ramp that descends from the first floor grants access into and out of the habitat. Each use of the airlock consumes 3 energy points if it needs to adjust pressure; otherwise, it simply acts as a foyer and costs 0 energy points. A bolting system can anchor the habitat into the ground. Retracting or deploying the airlock and/or bolts takes 10 minutes and costs 3 energy points. Three narrow windows on the upper level afford a view. A small 5-ft-diameter domed skylight on the roof also offers a view.

On the inside, the habitat offers 600 square ft of space for 6 people. The upper level hosts 3 rooms, each with a bunk bed and personal space. A central ladder affords access up to the skylight or down to the first floor and airlock. The lower level offers a kitchen, laboratory, and storage room. If needed, an upper level room can be converted into a laboratory or storage space.

The habitat protects against radiant energy and temperatures between -50° F and +150° F. Temperatures outside that range are ameliorated by 50° F. The habitat has 6 recessed chamber lamps on the inside and 3 lights on the outside.



The interior is equipped with a clock, a large transceiver with a 10-ft antenna, and small receiver to hear messages. An unit built into the ceiling recycles used air into fresh air. Keeping the whole habitat going for 6 people costs 3 energy points per hour, or ½ energy point per hour per person. The closet-sized cockpit on the upper deck offers a recharge antenna (page 177) and 2 power ports that can transfer up to 5 energy points per round as a swift action from the habitat's batteries to recharge any attached electrotech devices. Finally, a battery provides approximately 1 day's worth of back-up power.

BATTERY: Medium (120 ep) ; **USAGE:** 3 ep/hr (or 6 ep/minute when relocating the habitat) ; **RECHARGE** Small nucleonic plant (5 ep/8 hours or 15 ep/day).

CREATION: 10,000 gp ; pass DC 15 Craft check, DC 10 Mechanics check, and 20 Technics check.

PRICE: 20,000 gp.

MONORAIL ENGINE

This nucleonic rail engine hauls monorail cars.

DETAILS: This large steel machine hauls monorail cars using electricity along a single track. The engine relies on a nucleonic power plant to generate electricity to its turn wheels, propelling forward the engine and any cars linked behind it.

The engine can move fast and haul much. It can move up to 60 miles per hour, though 30 miles per hour is typical and suggested since the monorail usually needs to make frequent stops. The engine can haul up to 10 full cars or 20 empty cars. Each car consumes 4 energy points per hour of use at 30 miles per hour. (Thus, it can only reach 60 miles per hour when hauling 5 or fewer full cars.)

The engine requires a crew of 3, including a driver, engineer, and communications officer. The crew keeps to a forward cockpit. A thick lead curtain protects the cockpit from the power plant. The cockpit includes a weak interior chamber lamp, a heater and a cooler, 2 batteries, a telegraphic connection to any cars linked behind it, a button to sound a loud external horn, a transceiver (page 180) to communicate wirelessly with nearby monorail stations, and 3 exterior strong spotlights to illuminate the rail path 90 ft ahead.

BATTERY: Medium (120 ep) ; **USAGE:** Interior light drains 2 ep/hour, the heater or cooler drains 1 ep/5 hours per +/- 10 F, the 3 exterior lights drain 2 ep/10 minutes, and the transceiver drains 1 ep/round of use ; **RECHARGE** Large nucleonic plant (40 ep/hour or 1,000 ep/day).

CREATION: 30,000 gp ; pass DC 15 Craft check, DC 20 Mechanics check, and DC 35 Technics check.

PRICE: 60,000 gp.

MONORAIL CAR

This steel rail car holds cargo or passengers.

DETAILS: This large steel container can be hooked to other monorail cars or a monorail engine and propelled along a track. Each car holds 50 tons of cargo, 50 people sitting, 100 people standing, or any combination thereof. The interior is spartan or luxurious, as suited to its purpose. Cars made to move passengers typically have windows. Cars with cargo are accessed from the side or top and are locked.

The car's steel elements are DR 10 with 25 hit points per 5-ft square. The glass windows, if any, are DR 2 with 2 hit points per 5-ft square. The car resists fire but suffers 2x damage from electricity. The car has 2 batteries that power 2 weak chamber lights, a heater or cooler (pick 1), and a telegraphic connection that can be linked to the engine car, if any.

BATTERY: 2 Small (15 ep each) ; **USAGE:** Each light drains 2 ep/hour and the heater or cooler drains 1 ep/5 hours per +/- 10 F.
CREATION: 1,000 gp (steerage car) or 2,500 gp (coach car) or 5,000 gp (luxury car) ; pass DC 15 Craft check, DC 15 Mechanics check, and DC 15 Technics check.
PRICE: Varies (2x the creation cost).

MOON POD

This small flying vehicle transports a single person through the air.

DETAILS: This pod-shaped vehicle is roughly 7½ ft in diameter and made from metal and glass, with a leather and wood interior. Its cockpit seats 1 person, who can enter and exit through a glassy top hatch. The hatch locks from the inside.

The cockpit's control panel includes a stick that affords movement in 3 dimensions. When switched on, a battery energizes a set of 6 red and blue crystals that are spaced evenly around the pod. The blue crystals cause surrounding air to rarify in the direction of motion, while the red crystals cause surrounding air to compress in the opposite direction. The result is thrust. More battery use equals more thrust. Moving at a 30 ft speed drains the battery after 2 hours. The pod does not work with less than ½ atmospheric pressure (typically 20,000 ft) and if pushed above that limit will stall and fall for 1d4 rounds until it returns to sufficient air pressure. The pod can hover in place by expending 1 energy point per minute. Typical maneuvers require a DC 5 Pilot check. Complex, combat-oriented maneuvers and speeds above 60 ft require a DC 10 or higher check.

The pod's 3 landing struts prop it 1 ft off the ground. Extending or retracting them takes 1 round and costs 1 energy point.

The pod includes a chamber light and 3 large exterior lights, operable from the cockpit. The cockpit instruments include an altimeter, clock, compass, exterior thermostat, and speedometer. The cockpit also has a recharge antenna (page 177) and 1 power port that can transfer up to 5 energy points per round as a swift action from the pod's batteries to recharge any attached electrotech devices. Some pods have fins, streamers or other accessories to enhance their aesthetics.

BATTERY: Medium (120 ep) ; **USAGE:** 1 ep/5 minutes/5 ft speed (max 500 ft speed; typically 6 ep/5 minutes at a 30 ft speed) ;
RECHARGE Small nucleonic plant (5 ep/8 hours or 15 ep/day).

CREATION: 10,000 gp ; pass DC 20 Technics check.

PRICE: 20,000 gp.

ROCKET SHIP

This large vehicle transports people or cargo with great power.

DETAILS: A rocket ship is 85 ft high and 25 ft in diameter and weighs 13 tons when empty or 21 tons when crewed, fueled, and packed. It is an ideal transport from the surface of a world to orbit or a moon and back home. It withstands vacuum conditions and intense cold and heat as typically encountered in outer space. The rocket has 3 segments: a crew capsule, fuel pods, and a nucleonic engine.

The cone-shaped crew capsule is 25-ft in diameter at its base and seats a pilot and navigator in the forward cockpit with room for 6 additional seated persons or 1,500 pounds of cargo in the rear lounge. A glass canopy provides a wide view from the cockpit, while an airlock off of the lounge lets one enter or exit the rocket. On the outside, a ladder leads from the airlock down to the base of the rocket.

The rocket ship's battery powers various devices, and the cockpit includes an accelerometer, altimeter, clock, pressure

gauge, speedometer, and thermometer. The crew can read the temperature and pressure both inside and outside the rocket at all times. The cockpit and lounge both have a chamber lamp (page 181) that sheds strong or weak illumination. The rocket's exterior includes 3 more lamps. The crew capsule hosts a cooler, cooker, and heater. Finally, the cockpit includes a receiver (page 180) and the rocket's superstructure acts as a 50-ft long radio tower to afford communication with crew or other persons within ½ mile of the ship.

The rocket ship carries sufficient air for 8 days travel for 8 persons, for 64 total person-days. Living creatures inside will begin to suffocate 10 minutes after the air expires.

A 40-ft high, 25-ft-diameter fuel mount holds 7 tanks of rocket fuel produced by a refinery (page 177). Each of the 1-ton tanks holds an equivalent of 100 fuel pods for 700 fuel pods total.

Fuel is expended to reach various destinations as shown in the table at right. The table reflects the real-world earth and moon. Other destinations are possible. For example, a far-away moon might take 10 days or even a month to reach. The fuel needed for longer trips does not increase because once a ship gets started, it coasts and vacuum does not slow it down. Typically, a rocket will need to refuel in orbit or while it stands at its destination in order to return home.

A brief burst from the engine is a standard action that drains 1 fuel pod. The burst grants +/-5 degrees of rotation or +/- 30 ft of speed.

The rocket has a maximum speed of 80,00 ft (15 miles/round).

Important: In outer space, a rocket must actively slow itself after starting to move. Otherwise, it keeps going without need for additional fuel. Moreover, since the engines point in only 1 direction, with 3 tiny thrusters on the sides, the pilot must flip the entire rocket 180 degrees before using the engine to slow down.

The rocket ship includes a nucleonic engine. The engine is 20 ft high and 25 ft in diameter. The engine's large nucleonic power plant sheds intensely hot greenish-white light.

When thrust is engaged, fuel from the tanks flows through the engine, which ignites the fuel and propels the rocket. The output is scalding hot greenish water vapor.

From Location	To Location	Fuel Consumed (fuel pods)	Travel Time
World surface	World low orbit	5 tons (500 pods)	2 minutes
World low orbit	World high orbit	2 tons (200 pods)	3 hours
World high orbit	Lunar orbit	1 ton (100 pods)	3 days
Lunar orbit	Lunar surface	1 ton (100 pods)	5 minutes
Lunar surface	Lunar orbit	2 tons (200 pods)	1 minute
Lunar orbit	World high orbit	1 ton (100 pods)	3 days
World high orbit	World low orbit	1 ton (100 pods)	5 hours
World low orbit	World surface	1 ton (100 pods)	5 minutes

The engine includes a lead shield to protect the fuel tanks and crew capsule from the nucleonic engine. Also, burning fuel that exits the rocket harms nearby creatures and objects, as shown in the table below. One should not stand too close!

The rocket includes a nucleonic ray gun. Aiming and firing the gun is a standard action by a gunner in the cockpit. The gun targets 1 creature or object within 90 ft and inflicts 2d4 wound damage. Reflex resists. When targeting another ship, the pilots of both ships make Pilot checks. If the target's pilot has an equal or higher result, the gun misses. Otherwise, it hits. The ray gun drains the batteries of 4 energy points per use.

The ship's hull is DR 12 with 30 hit points of damage needed to open a 1-ft-square hole. If the crew capsule is breached in vacuum, see page 236 regarding loss of air. If the fuel mount is breached then roll 2d4-1. The result indicates which tank of 7 is hit and destroyed, likely resulting in a loss of fuel. A tank may be hit more than once. Finally, if the engine is breached, then roll 1d4 and apply the result:

- 1) The engine stalls for 2 minutes, then restarts.
- 2) The engine is damaged, preventing thrust, but the nucleonic core remains intact and a DC 25 Technics check repairs the damage after 1 hour of work.
- 3) The engine is destroyed and must be replaced, leaving the rocket unable to thrust, though the nucleonic core remains intact.
- 4) The nucleonic core ruptures and explodes, destroying the rocket except for the crew capsule, which separates, though the motion inflicts 3d6 damage on crew members.

Rocketry demands a skilled pilot. Starting, stopping, and accelerating the rocket requires a DC 10 Pilot check. Slowing or rotating the rocket is a DC 15 Pilot check. Navigating a debris field is a DC 20 Pilot check. Doing a complete turn-around or docking with another vehicle is a DC 25 Pilot check.

BATTERY: 3 Medium (120 ep each); **USAGE:** 1 ep/10 minutes when not thrusting, or 1 ep/2 minutes when thrusting; **RECHARGE:** Large nucleonic plant (40 ep/hour or 1,000 ep/day). **CREATION:** 100,000 gp; pass DC 35 Technics check. **PRICE:** 200,000 gp.

SPEEDER

This 1-person hovering bicycle zips around with ease.

BENEFIT: Also called a hover cycle or air cycle, his beautiful metal, leather, and glass vehicle is the size of pony and affords space for 1 Medium or Small driver in a canopied cockpit. It weighs 600 pounds. As a hovercraft, it grants quick travel over desert, ice and snow fields, plains, roads, water, and similar smooth surfaces.

The cockpit console sports a steering wheel. When switched on,

batteries energize a set of 3 red crystals spaced along the bottom of the speeder. The crystals compress air, keeping it aloft. More battery use equals more thrust. Moving at a 90 ft speed drains the battery after 2½ hours. The craft does not work with less than ½ atmospheric pressure (typically, 20,000 ft) and cannot rise higher than 5 ft off the ground or bypass obstacles higher than 5 ft high in any case. The craft can hover in place by expending ¼ energy points per minute. Typical maneuvers require a DC 5 Pilot check. Complex, combat-oriented maneuvers and speeds above 60 ft require a DC 10 or higher check.

The speeder's 3 landing struts prop it 1 ft off the ground. Extending or retracting them is done manually as a standard action.

The cockpit console's instruments include a compass and speedometer. The cockpit also has a recharge antenna (page 177) and 1 power port that can transfer up to 5 energy points per round as a swift action from the craft's batteries to recharge any attached electrotech devices. Some speeders have fins, streamers or other accessories to enhance their aesthetics.

BATTERY: 3 Small (15 ep each); **USAGE:** 1 ep/10 minutes/30 ft speed (max 250 ft speed; typically 18 ep/hour at a 90 ft speed); **RECHARGE** Small nucleonic plant (5 ep/8 hours or 15 ep/day).

CREATION: 5,000 gp; pass DC 18 Technics check.

PRICE: 10,000 gp.

TEMPORAL FLUXOR

This device sends a person on a brief trip through time.

BENEFIT: This person-sized 2-ton glassy sphere is equipped with a control console and dials that draw upon a large battery in order to vibrate a very rare and pressure-resistant crystal.

When the device is activated (from outside the sphere), a person inside the sphere is moved backward or forward in time 0-999 years and 0-365 days. He returns after 20 minutes elapse in both time streams. A dial controls how far in time the person goes.

Several issues minimize the device's utility. First, the fluxor must exist and be working at the destination time, which means the traveler cannot return to a point before the device was built or after it was damaged or destroyed. If a destination isn't possible, the device fails to work. Second, the traveler rarely remains long enough to gain important information or alter his environment. Moreover, leaving the device invites disaster as the traveler may be waylaid from returning. Third, the traveler returns with mild amnesia. Finally, the device's resonance is harmful and permanently reduces the traveler's maximum wounds by 1 point per each use.

In practice, there is no need to role-play time-travel. Instead, after using the device, the traveler learns an answer (yes/no/maybe/unclear) for up to 1 question per 2 levels stated in 5 words or less. The chance an answer is accurate equals 70% + 1% per level. When travel cannot have possibly informed an answer, the answer is "unclear".

BATTERY: Large (30,000 ep); **USAGE:** 30,000 ep.

CREATION: 25,000 gp; pass DC 25 Technics check.

PRICE: 50,000 gp.

VOID SUIT

This sealed, full-body outfit protects against vacuum conditions.

BENEFIT: This bulky 250-pound suit is made from many layers of metal threads and silk, with each layer coated in a tough sealant. The suit includes rubber gloves, boots, a soft helmet with a glass faceplate, thermostat, pressure gauge, and 2 tanks of compressed air that keep the suit inflated and allow the wearer to breathe comfortably for up to 2 hours. Donning or doffing the suit takes 10 minutes. The wearer is completely protected against vacuum conditions but suffers a -5 penalty on all Dexterity-based skill checks while wearing it. Batteries power the suit's tanks and keep the wearer warm or cool, as desired. The suit is DR 2. Damage that surpasses the suit's DR will tear the suit, causing it to deflate in 2d4 rounds.

BATTERY: Small (15 ep); **USAGE:** 1 ep/10 minutes.

CREATION: 2,500 gp; pass DC 15 Technics check.

PRICE: 5,000 gp.

CHAPTER 10

Magic Items

Magic items are worth more than their weight in gold. An eldritch sword of fiery might, a suit of stealthy shadow mail, a mask of one thousand faces—these items of legend are reason enough for adventurers to risk life and limb. This chapter describes a host of magical armor and weapons, potions, scrolls, spellships, symbionts, and wondrous items.

Magic items fit into 4 tiers: basic, intermediate, advanced, and paragon. Moreover, some items are reusable while others are disposable. Check each section of this chapter for relevant details about crafting items. What follows is general information.

REUSABLE MAGIC ITEMS: Creating magic armor, weapons, and wondrous items generally requires the Craft Magic Item ability, which is available to artificers. Table 10-1: Reusable Magic Items lists the design points, craft cost, and market price of these items by tier. The craft time equals 1 day per 1,000 gp cost. See the callout box “Behind the Math” on page 39 regarding design points, where 1 design point equals a basic tier ability. An item’s tier indicates its appropriateness. For example, for the sake of balance, a 5th level character should not own an advanced magic item, though such an item might briefly function as an interesting plot device.

TABLE 10-1: REUSABLE MAGIC ITEMS

Tier	Suitability for PCs	Design Points	Craft Cost	Market Price
Basic	Up to 5th level	1	1,000 gp	2,000 gp
Intermediate	6th - 10th level	2	2,500 gp	5,000 gp
Advanced	11th - 15th level	4	10,000 gp	20,000 gp
Paragon	16th level plus	8	25,000 gp	50,000 gp

Unlike mundane items and disposable magic items like potions and scrolls, reusable magic items never wear out. Thus, there is no such thing as a “used” reusable item. These items always sell as new.

DISPOSABLE MAGIC ITEMS: Potions and scrolls are one-shot items. A character drinks the potion or reads the scroll, enjoys the benefit, and then finds the potion bottle or scroll to be empty. Creating a potion requires Brew Potion while creating a scroll requires Scribe Scroll. Potions cost 2x as much as scrolls because anyone can use a potion.

OTHER MAGIC ITEMS: Spellships follow their own crafting and pricing rules due to their complex options and design. Similarly, symbionts have pricing for each stage from growth, implantation, removal, and transplantation.

OPTION: RADIANCE

If the GM allows, your use of magic relies on a special magical catalyst. The catalyst might be called arcanium, dust, mana, radiance, or so forth. In order to activate a magic ability, a character must have this catalyst on his person, within him as a consumable, or around him in the natural environment. Using the spell consumes the catalyst.

Tier	Amount of Catalyst	Purity	Cost
Basic	1 pinch (1/8 teaspoon)	Low	1 cp
Intermediate	2 pinches (1/4 teaspoon)	Medium	1 sp
Advanced	4 pinches (1/2 teaspoon)	High	1 gp
Paragon	8 pinches (1 teaspoon)	Perfect	1 pp

Expending the catalyst is a swift action. The magic fails if the catalyst is below the listed tier. You note purity on a DC 15 Arcana check. You can prep yourself with radiance up to 24 hours in advance of using it.

“Our theosophist friend Mordren trained under the late shaman Gunja Bahkharshana, and what pays his bills is a mystical vase that Gunja ‘left’ him.”

MAGIC WEAPONS

Here are descriptions of magic weapons, including use, creation rules, and price with the item's tier in parentheses.

ARCANE BOW

This fine bow provides its own arrows.

BENEFIT: As a swift action you cause arrows to magically appear ready to fire in the bow. The arrows strike as magical weapons.

CREATION: 1,000 gp ; masterwork bow plus Magic Weapon or Magic Arrows. This bow can be improved to become an Inestimable Bow (see entry below) by spending 9,000 gp.

PRICE: 2,000 gp (basic).

ARCANE SHOTGUN

This shotgun delivers a nasty wallop, provided you hit.

BENEFIT: This beautifully designed shotgun is adorned with arcane sigils. It grants a +2 bonus on attack rolls and a +5 bonus on damage rolls. Whenever it fires, the sigils dance and glow.

CREATION: 2,500 gp ; masterwork shotgun plus Arcane Strike and Magic Weapon.

PRICE: 5,000 gp (intermediate).

ASSASSIN'S DAGGER

This black dagger can deliver killing damage.

BENEFIT: This innocuous dagger is adorned with invisible skulls. Once daily, you can expend 5 vitality as a swift action to apply +15 damage on your next attack that round when using it against a surprised, helpless or defenseless adjacent foe. The dagger causes no extra damage against other foes.

CREATION: 10,000 gp ; masterwork dagger and Assassination.

PRICE: 20,000 gp (advanced).

DAYLIGHT MACE

This holy mace slams evil foes and sheds bright daylight.

BENEFIT: While using the mace, apply a +1 bonus on attack rolls and +2 holy damage. Moreover, when you speak "daylight" in Celestial while the mace is in your hand or within 15 ft of you, it sheds a strong light 60 ft outward and weak light an additional 60 ft outward. Fiends and undead suffer 1d4 holy damage per round while they remain within the illuminated area.

The item only works for good characters. Fiends and undead that touch the mace suffer 1d4 holy damage per round of contact.

CREATION: 2,500 gp ; masterwork mace, Daylight, and Magic Weapon.

PRICE: 5,000 gp (intermediate).

DAZING STAFF

A hit from this knobbed staff may leave a target dazed.

BENEFIT: When you successfully strike a creature and expend 2 vitality as a move action, the target must resist using Will or be dazed for 1 round.

CREATION: 2,500 gp ; masterwork quarterstaff and Daze Monster.

PRICE: 5,000 gp (intermediate).

DEATHKNELL RAPIER

This slim blade slays anyone it knocks unconscious and heals the wielder.

BENEFIT: Using this blade, you can deliver a coup de grace on a helpless adjacent foe as a move action. Also, when you successfully strike a living foe and reduce it to less than 0 wound points, and you expend 1 vitality as a swift action, it must resist using Will or die. When it dies, you heal 1d4 wound points and enjoy a +1 bonus on your next d20 roll.

CREATION: Masterwork rapier plus Death Knell and Wraith's Kiss.

PRICE: 5,000 gp (intermediate).

DEATHSHEAD SICKLE

This black sickle inflicts vile wound damage and may kill the target.

BENEFIT: When you successfully strike a living creature and expend 5 vitality as a move action, the target must resist using Will or be reduced to -1 wounds and begin dying. One round later, if you beat the target's Fortitude, at your option, it dies. The sickle does not affect undead or constructs.

CREATION: 10,000 gp ; masterwork sickle and Slay Living.

PRICE: 20,000 gp (advanced).

DISARMING RAPIER

This fine rapier helps you easily disarm foes.

BENEFIT: At any time, you may target 1 of your foe's held items with your weapon. If you beat its Reflex, your foe drops the targeted item. The item lands in an adjacent square.

CREATION: 1,000 gp ; masterwork rapier and Disarm.

PRICE: 2,000 gp (basic).

DEMONSLAYER PISTOL

This highly precise pistol shoots fiends dead and automatically reloads itself.

BENEFIT: This silver pistol is deadly to fiends. When you expend 5 vitality as a move action and successfully hit a fiend, it must resist using Will or be immediately slain, reduced to ash and dust. Even if it saves, it suffers +10 holy damage. The pistol's shots inflict +2 holy damage in any event, and as a swift action you cause the pistol to magically reload 1 shot. Finally, you can shoot at a target engaged in melee without suffering the usual -5 penalty on your attack roll.

SPECIAL: The pistol's fiend slaying feature only works in the hands of a nonevil person.

CREATION: 25,000 gp ; masterwork pistol plus Magic Arrows, Precise Shot, and Slay Living.

PRICE: 50,000 gp (paragon).

ELDRITCH GUN

This firearm easily strikes incorporeal creatures.

BENEFIT: The shooter enjoys a +1 bonus on attacks using this beautifully crafted firearm, which might be a musket, pistol, rifle or shotgun. Also, when you spend 1 vitality as a swift action, the next bullet counts as magical.

CREATION: 1,000 gp ; masterwork firearm and Magic Weapon.

PRICE: 2,000 gp (basic).

ETHERLIGHT BLADE

This blade of pure holy light to harm undead, fiends, and evil-doers.

BENEFIT: This weapon first appears as nothing but a golden hilt sans any blade. When you grasp the hilt and expend 2 vitality, a blade of luminous energy springs forth in the shape of a longsword. The blade delivers +1d6 holy damage and grants a +1 bonus on attack rolls.

SPECIAL: A fiendish version of this weapon called a Nightvale Blade delivers vile damage.

CREATION: 2,500 gp ; masterwork longsword plus Magic Weapon.

PRICE: 5,000 gp (intermediate).

FARSHOT HUNTING RIFLE

This rifle shoots 50% further and magically reloads itself.

BENEFIT: This fine hunting rifle is adorned with arcane sigils. Its range is 120 ft rather than 80 ft, its shots inflict +2 damage, and as a swift action you cause the rifle to magically reload 1 shot. The shots strike as magical weapons.

CREATION: 10,000 gp ; masterwork hunting rifle plus Magic Arrows and Far Shot.

PRICE: 20,000 gp (advanced).

FLAME BLADE

This fine longsword sheds scorching flames.

BENEFIT: While using the sword, you can expend 1 vitality as you evoke its fiery aura. Thereafter for 1 hour, you apply a +1 bonus on attack rolls and deliver +2 fire damage in addition to the sword's normal damage. You are not harmed by the fire.

CREATION: 1,000 gp ; masterwork longsword plus Magic Weapon.

PRICE: 2,000 gp (basic).

FROSTBRAND AXE

This fine dwarven waraxe billows with freezing cold.

BENEFIT: While using the axe, you can expend 1 vitality as you evoke its frosty aura. Thereafter for 1 hour, you apply a +1 bonus on attack rolls and deliver +2 cold damage in addition to the sword's normal damage. You are not harmed by the cold.

CREATION: 1,000 gp ; masterwork waraxe plus Magic Weapon.

PRICE: 2,000 gp (basic).

GHOSTBANE

This silvery longsword affects incorporeal creatures like ghosts.

BENEFIT: While holding the sword unsheathed, you notice incorporeal creatures such as ghosts as naturally as you notice corporeal creatures in full daylight. You notice such creatures even in natural darkness but not magical darkness. Moreover, when you expend 1 vitality, the weapon strikes incorporeal creatures without a miss chance for a period of 2 minutes.

CREATION: 2,500 gp ; masterwork longsword plus Ghost Weapon and See Invisibility.

PRICE: 5,000 gp (intermediate).

GOBLIN BANEBLADE

This fine elven greatsword strikes down goblins with ease.

BENEFIT: While wielding this greatsword you enjoy a +1 bonus on attack rolls and +2 damage against goblins, hobgoblins, and bugbears. Also, when you expend 1 vitality, the blade glows red if it detects such creatures within 30 ft.

CREATION: 1,000 gp ; masterwork greatsword plus Favored Enemy.

PRICE: 2,000 gp (basic).

GOLDEN BLADE

This glowing blade strikes with skill and power.

BENEFIT: The word counts as magical. Also, when the wielder focuses as a move action, the sword sheds a pale golden glow equivalent to strong candle light and grants a +1 bonus on attack rolls and a +2 bonus on damage rolls for up to 1 hour. Each hour costs 1 vitality.

CREATION: 1,000 gp ; masterwork longsword and 7 candles worth 50 gp plus Magic Weapon.

PRICE: 2,000 gp (basic).

HOBGOBLIN SPIKED CHAIN

This sharp chain is inscribed with goblin runes.

BENEFIT: While wielding the chain, apply a +2 bonus on attack rolls and +5 damage. Moreover, you may make 2 attacks with it in rapid succession as a standard action. You may direct attacks to the same foe or different foes. However, when doing so, apply a -2 penalty on both attack rolls.

An elf or half-elf who touches this weapon suffers 2d6 damage per round.

CREATION: 10,000 gp ; masterwork staff plus Thunderwave and Great Thunder.

PRICE: 20,000 gp (advanced).

IMPALING SPIKE

This iron spike turns undead to dust.

BENEFIT: This fine iron spike is scribed with holy runes of power. When used normally, it is a Light weapon that inflicts 1d4 holy damage and can be thrown 10 ft like a dagger. However, when you successfully strike an undead foe and expend 5 vitality, it must

resist using Will or immediately die and crumble to dust. Even if it resists, you deliver +10 holy damage instead.

CREATION: 10,000 gp ; masterwork iron spike and Undeath to Death.

PRICE: 20,000 gp (advanced).

INESTIMABLE BOW

This enchanting bow provides its own arrows and fires with high precision.

BENEFIT: As a swift action you cause arrows to magically appear ready to fire in the bow, and instead of a single shot, you may make 2 ranged attacks with the bow as a standard action, each attack with a -2 penalty to your attack roll. You may aim at the same target or 2 different targets, and arrows magically appear for each. At your option, when you expend 2 vitality, you may apply a +1 bonus on your attack roll against targets within 30 ft and the arrows inflict +5 damage.

CREATION: 10,000 gp ; masterwork bow plus Magic Arrows, Point Blank Shot, and Rapid Shot.

PRICE: 20,000 gp (advanced).

INFINITE GUN

This gun never runs out of ammunition.

BENEFIT: As a swift action, you expend 1 vitality to instantly reload the gun with 1 bullet and shoot with a +2 bonus on your attack. The bullets themselves are not magical.

CREATION: 2,500 gp ; masterwork firearm and Magic Arrows.

PRICE: 5,000 gp (intermediate).

LIGHTNING WHIP

This whip crackles with electrical energy.

BENEFIT: While using the whip, you can expend 1 vitality as you snap it to activate it. Thereafter for 1 hour, you apply a +1 bonus on attack rolls and deliver +2 electrical damage in addition to the whip's normal damage. You are not harmed by the lightning.

CREATION: 1,000 gp ; masterwork whip plus Magic Weapon.

PRICE: 2,000 gp (basic).

MINDTHRUSTER SHORTSWORD

This wide, sharp dagger harms both the body and the mind.

BENEFIT: Apply a +2 bonus on attack rolls and +5 force damage while using the blade. Moreover, when you expend 2 vitality as a move action just before attacking, the target suffers +1d6 psychic damage per 2 levels, or ½ damage if Will resists. The damage is applied even if the blade misses.

CREATION: 10,000 gp ; masterwork dagger plus Arcane Strike, Magic Weapon, and Mind Thrust.

PRICE: 20,000 gp (advanced).

MONSTERBANE LONGSPEAR

This longspear does extra damage against a host of monstrous foes.

BENEFIT: Apply +1 bonus on attack rolls and +3 damage against aberrations, magical beasts, and mutants. Variants of this weapon target other creatures. For example, the Wealdbane Spear is keyed to animals, fey, and plants.

CREATION: 1,000 gp ; masterwork longspear plus Magic Weapon.

PRICE: 2,000 gp (basic).

MACE OF RIGHTEOUS ANGER

This mace, inscribed with celestial script, is a terror against evil foes.

BENEFIT: While wielding the mace, apply a +1 bonus on attack rolls and +2 holy damage. Moreover, when you expend 5 vitality, you direct a ray of pure holy energy at a nongood foe within 30 ft. It suffers 4d6 damage, or ½ damage if Will resists. Good creatures are immune to the ray.

CREATION: 2,500 gp ; masterwork mace plus Holy Weapon and Righteous Anger.

PRICE: 5,000 gp (intermediate).

PAIN STICK

This club inflicts horrible pain damage.

BENEFIT: This short leather-clad club delivers +2 pain damage and dazes a struck foe that fails to resist using Will. The club's leather may be black, white, red or blue, denoting the alignment of the maker.

CREATION: 2,500 gp ; masterwork club and Pain Weapon.

PRICE: 5,000 gp (intermediate).

PALADIN'S HOLY SWORD

This bastard sword is a lethal weapon in a good character's hands.

BENEFIT: You can access the weapon's abilities only if you are good. While wielding the sword, your attacks count as magical and you can evoke the following abilities.

DEATH WARD: For 2 minutes, you or an ally that you gently touch with the sword enjoys immunity to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for you or 5 vitality for an ally.

FLAME BLADE: As a swift action, your melee weapon sheds magical blue flames that inflict 1 fire wound damage in addition to other damage dealt until the start of your next turn. Costs 2 vitality.

HOLY CIRCLE: You evoke a stationary 10-ft-diameter circle inscribed with angelic runes. Fiends and undead cannot pass or break the circle's perimeter for as long as you concentrate as a standard action each round + an additional 1d4 rounds. Costs 2 vitality.

CREATION: 25,000 gp ; masterwork bastard sword plus Death Ward, Flame Blade, Holy Circle, and the blood of a slain paladin.

PRICE: 50,000 gp (paragon).

POISON BLADE

This short sword easily delivers poison to your foes.

BENEFIT: You can fill the blade's secret compartment with up to 3 doses of poison and release 1 dose as a move action. You never risk accidentally poisoning yourself when using this feature or manually applying poison to a blade, and you may apply poison as a move action (rather than the usual standard action).

CREATION: 2,500 gp ; masterwork short sword plus Poison Use.

PRICE: 5,000 gp (intermediate).

RIPPER SCYTHE

This nasty curved blade removes limbs.

BENEFIT: This rugged scythe is oddly dull and malformed. However, when you expend 2 vitality as you hit, your foe must resist using Fortitude or suffer 1d6 wound damage as it loses a limb. The limb falls to the ground in an adjacent square.

CREATION: 2,500 gp ; masterwork scythe plus the entire blood supply drained from a freshly slain ogre, orc warrior or troll.

PRICE: 5,000 gp (intermediate).

SWIFTBLADE

This blade can strike 2x rather than once.

BENEFIT: This short sword is emblazed with golden zigzags of lightning bolts. You enjoy a +1 bonus on attacks and deliver +2 electrical damage while using the blade. Moreover, you can make 2 attacks with the blade in rapid succession as a standard action. You can direct attacks to the same foe or to 2 different foes but you apply a -2 penalty on both attack rolls.

CREATION: 2,500 gp ; masterwork short sword plus Magic Weapon and Rapid Attack.

PRICE: 5,000 gp (intermediate).

THUNDER HAMMER

A proud iron hammer stained by centuries of battle.

BENEFIT: In lieu of your regular attack with this weapon, you may knock prone all Medium or smaller creatures in a 30-ft cone (no save). The first 3 uses cost no vitality. Each additional use costs 5 vitality. The weapon's possessor becomes unusually rude and uncouth, and suffers a -5 penalty on Diplomacy and Nobility checks. The penalties vanish 24 hours after discarding the hammer.

CREATION: 10,000 gp ; masterwork hammer plus Mana Focus, Thunder Wave, and Curse.

PRICE: 20,000 gp (advanced).

THUNDER STAFF

This staff produces waves of deafening thunder.

BENEFIT: When you hold the staff and expend 5 vitality, you knock prone all Medium or smaller creatures in a 30-ft cone (no save). You may expend 10 vitality to boost the thunder to topple Huge creatures.

CREATION: 10,000 gp ; masterwork staff plus Thunderwave, Great Thunder.

PRICE: 20,000 gp (advanced).

VICIOUS BLADE

This very sharp longsword hurts the user a little to boost damage.

BENEFIT: At any time when you hit with this sword, you may elect to suffer 1d6 damage (bypasses DR) in order to inflict +2d6 damage on your target.

CREATION: 1,000 gp ; masterwork sword plus Vicious Strike.

PRICE: 2,000 gp (basic).

VORPAL BLADE

This plain steel sword removes heads with alarming frequency.

BENEFIT: This bastard sword grants a +2 bonus on attacks and +5 damage. Moreover, you score a critical hit with it when you roll a natural 19 or 20, and when you expend 5 vitality as a move action, the struck target must resist using Will or immediately lose its head. Generally, losing a head immediately slays a creature.

CREATION: 25,000 gp ; masterwork bastard sword plus Arcane Strike, Improved Critical, and Slay Living.

PRICE: 50,000 gp (paragon).

WHIRLING BLADE

You can throw this sword to mow down a line of foes.

BENEFIT: This fine longsword grants you a +1 bonus on attack rolls and +2 damage. Also, when you expend 5 vitality, you can throw it along a 60-ft line and make attacks against each and every foe along that line. The sword automatically returns to you at the end of your turn. Effects of other abilities conveyed by the sword or your attack apply to each foe.

SPECIAL: Each time the blade is thrown, there is a 5% chance that it does not return and instead becomes stuck in the ground, a wall or other nearby hard mass. A standard action, DC 30 Athletics check or spending 5 vitality while grasping the sword dislodges it.

CREATION: 10,000 gp ; masterwork longsword plus Arcane Strike and Whirling Blade.

PRICE: 20,000 gp (advanced).

WIND BLADE

You can almost fly while wielding this sword.

BENEFIT: When you hold this ornate sword and expend 1 vitality as a move action, you gain a fly speed of 30 ft for the duration of your turn. You must start and end your turn on solid ground or you fall, as normal. Also while wielding the sword, you enjoy a +1 bonus on attack rolls using it and inflict +2 damage.

CREATION: 2,500 gp ; masterwork sword plus Flit and Magic Weapon.

PRICE: 5,000 gp (intermediate).

MAGIC ARMOR

Here are descriptions of magic suits of armor and shields, including benefits, creation rules, and price with the item's tier in parentheses.

ANGELTEARS LEATHER

This leather suit protects the wearer while boosting his diplomacy.

BENEFIT: This masterwork leather armor is cured in angels' tears. Like leather, the armor provides DR 2. The wearer enjoys +2 DR against lightning and cold damage and a +2 bonus on Diplomacy, Heal, and Insight checks.

CREATION: 1,000 gp ; masterwork leather armor, Resist Energy, and Celestial Lore or a piece of angelic feathers or drops of angel tears.

PRICE: 2,000 gp (basic).

ANGELSKIN PLATEMAIL

This suit of shining white platemail is made from angel's tears.

BENEFIT: The shining white breastplate armor must be donned naked and once worn it tightly binds to the wearer's body. While wearing the armor, you enjoy the following additional benefits.

ANGELIC RESISTANCE: Apply +2 DR versus cold and electricity.

AURA OF COURAGE: You are totally immune to fear and all allies within 60 ft enjoy a +5 bonus on saves to resist fear.

CELESTIAL SKIN: You enjoy DR 7, the breastplate weighs only 15 pounds and counts as natural armor, and it has 50 hit points.

FLIT: As a standard action, you gain the ability to fly at speed 30 for the remainder of your turn. You must end flight on a solid surface. Costs 1 vitality.

HEAVENSIGHT: You see in conditions of blinding illumination as easily as seeing in normal daylight. Heavensight is in full color.

LAY ON HANDS: Your touch heals an ally's wound damage. The amount of wounds healed equals 1d8 + your level. A creature can benefit 3x per day if it shares your alignment and deity, 2x per day if it shares either, and once daily if it shares neither.

CREATION: 25,000 gp ; masterwork platemail and a vial of angel tears and 7 angel feathers. If you lack tears or feathers, you must know Angelskin, Aura of Courage, Celestial Resistance, Flit, Heavensight, and Lay on Hands.

PRICE: 50,000 gp (paragon).

ATLAN SCALEMAIL

This scalemail is ideal for underwater action.

BENEFIT: This silver, blue, and green scalemail is adorned with oceanic motifs. It weighs ½ as much as normal, provides +1 DR, and grants you a Swim speed of 30 ft with a +10 bonus on Athletics checks when swimming.

CREATION: 10,000 gp ; masterwork scalemail plus Fast Swimmer, Magic Armor, and Swim.

PRICE: 20,000 gp (advanced).

CHAMPION'S DWARFPLATE

This fine platemail, engraved with dwarvish runes, grants a variety of boons.

BENEFIT: This platemail provides its wearer with a +2 bonus on Fortitude and a +5 bonus on Athletics checks. Also, the wearer enjoys a +5 bonus on saves to resist the Bull Rush, Charge, Grapple, and Trip abilities when standing on solid ground. The armor otherwise functions as dwarfplate.

CREATION: 2,500 gp ; masterwork dwarfplate worth 900 gp plus the blood or shaved hair of a dwarf and Dwarven Stability.

PRICE: 5,000 gp (intermediate).

CHAMPION'S ELVEN CHAIN

This fine chainmail, engraved with elvish runes, grants sylvan boons.

BENEFIT: This chainmail provides its wearer with low-light

vision, a +2 bonus on Reflex, and a +5 bonus on Acrobatics and Perception checks. The armor otherwise functions as elven chainmail.

CREATION: 2,500 gp ; masterwork elven chainmail worth 450 gp plus the blood or shaved hair of an elf and Feral Senses.

PRICE: 5,000 gp (intermediate).

DAREDEVIL'S MAIL

This black chainmail mitigates the ravages of hellish environments.

BENEFIT: You enjoy +2 DR to resist all energy types.

CREATION: 1,000 gp ; masterwork chainmail and Resist Energy.

PRICE: 2,000 gp (basic).

DEMONHIDE

This suit of hideous hide armor is far tougher than it looks.

BENEFIT: The inky green hide armor must be donned naked and once worn it tightly binds to the wearer's body. While wearing the hide, you enjoy the following additional benefits.

DARK SIGHT: You gain darkvision, allowing you to see in natural darkness as easily as in light except in black and white. Alternatively, if you already have darkvision, you gain nethersight, which allows you to see in magical darkness as well as normal darkness.

DEMON HIDE: You enjoy DR 6, the hide weighs only 10 pounds and counts as natural armor material, and it has 40 hit points.

DEMONIC RESISTANCES: Apply +5 DR versus electrical and poison damage.

PROFANE REGENERATION: When you deliver a killing blow against a foe, you instantly heal 1d8 hit points + 1 point per level of the foe.

STOLEN VISAGE: You acquire the appearance of 1 touched corpse, granting you a +15 bonus to Disguise checks to look like that creature for 1 hour. Costs 1 vitality.

CREATION: 25,000 gp ; plus the hide of worked demon hide. If you lack a demon's hide, you must know Darkvision, Demonic Skin, Fiendish Skin, Nethersight, Profane Regeneration, Resist Energy, and Stolen Visage.

PRICE: 50,000 gp (paragon).

DEMONSKIN LEATHER

This leather suit protects against fiendish elements and makes the wearer more intimidating.

BENEFIT: This masterwork armor is cured in demon blood. Like leather, the armor provides DR 2. The wearer also enjoys +2 DR against acid and fire damage and a +2 bonus on Athletics, Intimidate, and Perception checks.

CREATION: 1,000 gp ; masterwork leather armor, Resist Energy, and Profane Lore or a piece of demon or devil hide.

PRICE: 2,000 gp (basic).

DROW NOBLE'S DARKMAIL

This fine dark chainmail, engraved with drow runes, grants dark boons.

BENEFIT: This mail provides its wearer with darkvision (or boosts darkvision to nethersight), a +5 bonus on Will to resist magical attacks, and a +5 bonus on Acrobatics and Stealth checks. Also, when you expend 2 vitality, you fade into the background for 5 minutes. Doing so, boost Stealth checks by an additional +10, and foes that target you must resist using Will or ignore you in favor of attacking another target. The armor otherwise functions as elven mail.

CREATION: 10,000 gp ; masterwork elven mail plus the blood or shaved hair of a drow and the following abilities: Darkvision, Fade, Infiltrator, Iron Will, and Sly Acrobat.

PRICE: 20,000 gp (advanced).

FEYWEAVE LEATHER

This leather suit blends seamlessly with the environment.

BENEFIT: This gray leather suit can shift its color to match the

locale environment and also muffles the sounds of your footsteps. When you are in an outdoor environment and remain motionless while concealed, you enjoy a +10 bonus on Stealth checks. Moreover, even when you move through an outdoor area, you enjoy a +5 bonus. The environment must afford places to hide, as normal, and you do not benefit when a creature already notices you.

CREATION: 2,500 gp ; masterwork leather and Camouflage.
PRICE: 5,000 gp (intermediate).

FLAMEBROTHER SCALEMAIL

This armor sheds a scorching fiery aura and grants you fire immunity.

BENEFIT: You enjoy +2 DR against fire damage while wearing this scalemail. Moreover, when you expend 1 vitality, you enjoy 1 of the following benefits. You can have more than 1 benefit at a time.

ENERGY FIST: For 5 minutes, your unarmed attacks inflict 1d4 damage + 1d6 energy fire damage on an adjacent foe when you beat its Reflex.

FIERY WAKE: When you move, you briefly produce fire in each space you pass through. Creatures caught in the area suffer 1d4 fire damage + 1 point per level. Costs 1 vitality per round.

FIRE BOLT: One target within 60 ft suffers 1d6 damage per 2 levels (max 5d6) plus ½ that amount on its next turn unless it expends a standard action to extinguish the flames. Reflex negates. Costs 1 vitality.

RESIST FIRE: Apply a +10 DR against fire for 5 minutes.

CREATION: 10,000 gp ; masterwork scalemail plus Energy Fist, Fiery Wake, Fire Bolt, and Resist Energy.
PRICE: 20,000 gp (advanced).

HEALLEAF ARMOR

This fine green leather heals the wearer.

BENEFIT: Tiny green leaves and dainty melliferous flowers grow from the crevices of this beautiful leather armor. The leather heals the wearer up to 8 wound points per day at a rate of 1 point per round, starting on the wearer's turn after suffering damage.

CREATION: 1,000 gp ; masterwork leather armor and Goodberry.
PRICE: 2,000 gp (basic).

HOLY DEFLECTION SHIELD

This large shield deflects magical attacks with ease.

BENEFIT: Holy sigils and angelic motifs adorn this large shield. While holding the shield you enjoy 2 benefits. First, when you expend 2 vitality as an immediate action, you completely repel a single magical attack that includes you, such that it dissipates harmlessly. Second, you can use the shield to shove a fiend, undead, blackguard, necromancer or warlock. If you beat its Fortitude, the target is pushed back 1d4 x 5 ft and you recover 3 vitality points. If there is no space to move back then it falls prone instead. The target suffers a -5 penalty on its save to resist.

SPECIAL: The shield only works in the hands a good-aligned character who is proficient with shields.

CREATION: 10,000 gp ; masterwork large shield plus Holy Shield, Repulse Evil, and Improved Repulse Evil.

PRICE: 20,000 gp (advanced).

HYDRA PLATE

This bizarre armor bites at foes for you.

BENEFIT: Whenever you spend 2 vitality, the armor sprouts a mass of long necks with serpentine heads for 2 minutes. The heads hiss and sniff the air for foes. On your turn, all adjacent foes must resist using Reflex or suffer 1d4+1 damage—or if you wish, 1 wound damage—in addition to harm from your usual attacks, if any.

CREATION: 2,500 gp ; masterwork breastplate plus either Extra Arms, Giant Vermin, Summon Swarm or Wilding.

PRICE: 5,000 gp (intermediate).

MAGIC SHIELD

This light shield offers extra protection.

BENEFIT: As a swift action you expend 1 vitality and improve the shield's usual +1 DR to +3 for 2 minutes. The augmented shield also provides total immunity to the Magic Missile ability. A variant shield is large and similarly improves the shield's DR to +4.

CREATION: 1,000 gp ; masterwork small shield and Shield.
PRICE: 2,000 gp (basic).

NIGHTSTALKER SUIT

This leather armor quiets the wearer's steps and blends into shadows.

BENEFIT: The wearer enjoys a +5 bonus on Acrobatics checks and a +5 bonus on Stealth checks.

CREATION: 1,000 gp ; masterwork leather and Artful Style.
PRICE: 2,000 gp (basic).

NOBLE'S BREASTPLATE

This breastplate empowers the wearer in various subtle ways.

BENEFIT: The noble wearer of this fine breastplate enjoys a +5 bonus on Acrobatics, Athletics, Endurance, Handle Animal, Intimide, Literacy, Nobility, and Stealth checks. The breastplate also provides +1 DR, +3 wound points, a +2 bonus on Comeliness, and a +5 bonus on saves to resist fear effects.

SPECIAL: Only wearers with a noble title benefit from this item.

CREATION: 10,000 gp ; masterwork breastplate armor plus Courage, Etiquette, Feats of Prowess, Noble Bearing, Lesser Title, and Toughness.

PRICE: 20,000 gp (advanced).

STARSCALE

This scalemail briefly becomes incredibly tough to penetrate.

BENEFIT: This scalemail is adorned with a motif of shining stars. When you expend 1 vitality, the mail illuminates and the stars twinkle with life-like realism. The effect lasts 5 minutes and grants a +2 bonus to DR.

CREATION: 1,000 gp ; masterwork scalemail and Magic Armor.
PRICE: 2,000 gp (basic).

TOMB RAIDER SCALEMAIL

This armor protects against the dark, draining energies of the undead.

BENEFIT: When you expend 2 vitality as an immediate action, you enjoy total immunity to the next effect that causes an ailment, curse, and/or necrotic energy damage, such as caused by the undead. Moreover, you automatically stabilize (for example, you never bleed when you are unconscious).

CREATION: 2,500 gp ; masterwork scalemail plus Stabilize and Death Ward.

PRICE: 5,000 gp (intermediate).

UNRAVELING SHIELD

This shield repels magical attacks.

BENEFIT: As an immediate action, you use the shield to repel a person's single magical attack that includes you, such that the magic dissipates harmlessly with respect to you if you beat your attacker's Will. The shield does not block magic evoked by nonperson creatures. Costs 2 vitality + the repelled magic ability's vitality cost, if any.

CREATION: 10,000 gp ; masterwork shield plus Shield Training and either Holy Shield with Respect or Counter Spell with Arcane Training.

PRICE: 20,000 gp (advanced).

WITCHWEAVE

This formfitting suit of silkweave armor allows you to turn invisible.

BENEFIT: This armor is often adorned with magic sigils, though not always. Whenever you spend 1 vitality, you are invisible for the remainder of your turn (usually, 1 move action). You enjoy a +10 bonus on Stealth checks and avoid line of sight while invisible.

CREATION: 1,000 gp ; masterwork silkweave plus Invisible Step.
PRICE: 2,000 gp (basic).

POTIONS

Potions are single-use magic items that anyone can use.

Creating a potion requires Brew Potion. Using this ability, you place an ability that you or an adjacent ally knows into a potion, salve, oil, or similar mix that delivers a single-use effect to a creature or object. The cost and time for 1 dose equals 50 gp and 1 hour for a basic ability or 300 gp and 2 hours for an intermediate ability. You must pay the vitality cost when brewing the potion. You can place up to 5 doses of the same potion into a bottle.

Consuming a single dose is a standard action assuming the bottle is already in hand. Determining an effect prior to ingestion is a DC 15 Arcana check.

When an ability would normally convey a permanent benefit, the reader instead gains the benefit for 1 hour, after which time the benefit ends. When an ability is usable only once daily, a character cannot use a potion to exceed this limit. When an ability relies on the caster's level, use the imbiber's level to resolve the effect.

Here are typical potions. The colors and tastes are merely typical.

CLIMBING

You can climb with ease.

COLOR & TASTE: Brown with an earthy taste.

EFFECT: You gain a climb speed of 30 ft. While climbing, you are not defenseless and you enjoy a +10 bonus to Athletics and Acrobatics checks. The effect lasts 5 minutes.

CREATION: 50 gp ; Spider Climb.

PRICE: 100 gp.

CURING

You recover from an ailment.

COLOR & TASTE: White with a honey taste.

EFFECT: You recover from 1 ailment. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, insanity, nausea, poison, and taint. This potion does not remove curses such as mummy rot or lycanthropy.

CREATION: 300 gp ; Cure Ailment.

PRICE: 600 gp.

DARKVISION

You can see in darkness.

COLOR & TASTE: Black with a slimy taste.

EFFECT: You see in darkness as easily as you see in daylight. Activating or ending the ability is a swift action. The effect lasts 24 hours.

CREATION: 50 gp ; Darkvision.

PRICE: 100 gp.

DEATH

You suffer massive damage.

COLOR & TASTE: Purple with an almond taste.

EFFECT: You suffer 1d6 necrotic damage per level (max 10d6), or ½ damage if Will resists.

CREATION: 300 gp ; Death Ray.

PRICE: 600 gp.

DEMON BLOOD

You briefly gain demonic power.

COLOR & TASTE: Green ichor with a bloody taste.

EFFECT: Select 1 basic magic ability from the blackguard or warlock class. You know and can use the ability for 1 hour, after which time you retch for 2 minutes and lose 1 wound point.

CREATION: 300 gp ; Fiendish Ritual.

PRICE: 600 gp.

DISGUISE

You can cloak your appearance.

COLOR & TASTE: Yellow with a rubbery taste.

EFFECT: Your surface traits—hair color, garment style, gender,

voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points.

CREATION: 50 gp ; Disguise Self.

PRICE: 100 gp.

ENDURANCE

You resist fatigue and exhaustion.

COLOR & TASTE: Brown with a sour taste.

EFFECT: Apply a +5 bonus Endurance checks. Also, you enjoy a +5 bonus to resist abilities that cause fatigue or exhaustion, and you can sleep in armor without experiencing fatigue the next day. The effect lasts 12 hours.

CREATION: 50 gp ; Endurance.

PRICE: 100 gp.

ENLARGING

You grow in size.

COLOR & TASTE: Orange with a meaty taste.

EFFECT: You grow 1 size category for 5 minutes. A larger size doubles height, applies a -2 penalty to Reflex, a +2 bonus to damage rolls, a +5 bonus to Athletics checks, +3 wound points, +10 ft speed, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty to Stealth checks, and a 8x weight increase.

CREATION: 50 gp ; Enlarge.

PRICE: 100 gp.

FERTILITY

You are excited and easily produce offspring.

COLOR & TASTE: Either white with a salty taste or pink with a marine taste.

EFFECT: You are visibly flushed, you enjoy a +5 bonus on Diplomacy checks for romance, and romantic liaisons always result in offspring. The white potion is for men and the pink potion for women. Drinking the wrong potion causes permanent impotence. Cure Ailment ends impotence. The effect lasts 1d4 hours and ends suddenly.

CREATION: 50 gp ; Herbalism or Virility.

PRICE: 100 gp.

GASEOUS FORM

You become an insubstantial gas.

COLOR & TASTE: Gray with a smoky taste.

EFFECT: You become a dark gas and fly slowly for 5 minutes. In this form, you have a 10 ft fly speed, can only take move actions, perceive as normal, have DR 10, and enjoy a +5 bonus on Stealth checks and immunity to all ailments. You can pass through cracks but cannot enter liquids. The Gust of Wind ability affects you normally.

CREATION: 300 gp ; Gaseous Form.

PRICE: 600 gp.

HEALING

You heal wound damage.

COLOR & TASTE: Blue with a distinct berry taste.

EFFECT: You recover 2d4 wound points.

CREATION: 50 gp ; Goodberry and 8 freshly picked berries.

PRICE: 100 gp.

HEROISM

Your attacks and skill checks briefly improve.

COLOR & TASTE: Red with a spinach taste.

EFFECT: You enjoy a +2 bonus on all d20 rolls for 5 minutes.

CREATION: 300 gp ; Heroism.

PRICE: 600 gp.

IDIOCY

You become mentally weak.

COLOR & TASTE: White with a cottony taste.

EFFECT: You babble incoherently and suffer a -2 penalty on attack

rolls and a -5 penalty on skill checks based on Intelligence, Wisdom, and Charisma for 2 minutes.

CREATION: 300 gp ; Touch of Idiocy.

PRICE: 600 gp.

INVISIBILITY

You cannot be seen.

COLOR & TASTE: Translucent with an acrid taste.

EFFECT: You turn invisible for 5 minutes or until you make an attack, whichever comes first. This grants a +10 bonus on Stealth checks and refuses line of sight to you.

CREATION: 300 gp ; Invisibility.

PRICE: 600 gp.



LEVITATION

You can levitate.

COLOR & TASTE: Orange with a marshmallowy taste.

EFFECT: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature, or an unattended object out to a distance of 60 ft. The effect lasts 5 minutes.

CREATION: 300 gp ; Levitation.

PRICE: 600 gp.

LOVE

You fall in love with the first person you see.

COLOR & TASTE: Pink with mild strawberry taste.

EFFECT: You fall madly in love with the next person who comes within 30 ft of you, regardless of appropriateness, and pursue passion. The effect lasts until the love is consummated or the desired person is slain. This is a curse.

CREATION: 300 gp ; Love Spell.

PRICE: 600 gp.

MANA

You gain a brief vitality boost.

COLOR & TASTE: White with a bitter taste.

EFFECT: You gain 4d6 vitality that you must use for magic abilities before the end of your next turn or lose them. This potion is usable once daily.

CREATION: 300 gp ; Mana Focus.

PRICE: 600 gp.

MERRIMENT

You can sing and dance with ease.

COLOR & TASTE: Rainbow of colors with rum taste.

EFFECT: You enjoy a +5 bonus on Acrobatics and Music checks for 4 hours or until midnight, whichever comes first.

CREATION: 50 gp ; Performer.

PRICE: 100 gp.

NOBLE AIRS

You can present yourself as nobility.

COLOR & TASTE: Purple with an earthy taste.

EFFECT: You enjoy a +5 bonus on Bluff and Nobility checks for 1 hour. Moreover, your clothes also become clean as if freshly washed.

CREATION: 50 gp ; Courtly Ruse.

PRICE: 100 gp.

RAGE

You fly into a terrible rage.

COLOR & TASTE: Red with a bloody taste.

EFFECT: You fly into a rage for 2 minutes. In a rage, you temporarily gain a +1 bonus on attack rolls and Will saves, deliver +5 damage, and enjoy +5 vitality points. The bonus vitality points go away when the rage ends.

While raging, you cannot use any Charisma-, Dexterity- or Intelligence-based skills (except Acrobatics and Intimidate), or any abilities

that require patience or concentration. Nor can you use magical abilities or craft abilities or activate magic items that require a command word or a trigger to function.

You may prematurely end the rage. At the end of the rage, you lose the rage modifiers and restrictions and are fatigued for 5 minutes.

CREATION: 50 gp ; Rage.

PRICE: 100 gp.

RESISTANCE

Your defenses improve.

COLOR & TASTE: Grey with a metallic taste.

EFFECT: You enjoy a +2 bonus on saves and DR for 5 minutes.

You can benefit from only 1 of these potions at a time.

CREATION: 50 gp ; Resistance.

PRICE: 100 gp.

REDUCING

You shrink in size.

COLOR & TASTE: Yellow with a raspberry taste.

EFFECT: You or a touched ally shrinks 1 size category for 5 minutes. A smaller size halves height, grants a +2 bonus to Reflex, a -1 penalty to damage rolls, a -5 penalty to Athletics checks, a -3 penalty to maximum normal wound points, a +5 bonus to Stealth checks, -10 ft speed, and a 7/8ths weight reduction.

CREATION: 50 gp ; Reduce.

PRICE: 100 gp.

SHADOWMANCY

You gain fiend or aberrant power.

COLOR & TASTE: Black with a bitter, inky taste.

EFFECT: Select 1 basic magic ability from the shadowcaster class.

You know and can use the ability for 1 hour, after which time you retch for 2 minutes and lose 1 wound point.

CREATION: 300 gp ; Your Shadows Magic.

PRICE: 600 gp.

SLEEPING

You fall asleep.

COLOR & TASTE: White with an apple taste.

EFFECT: You fall asleep for 5 minutes. Your allies can use a standard action to wake you.

CREATION: 50 gp ; Sleep.

PRICE: 100 gp.

SPEED

You can move very quickly.

COLOR & TASTE: Green with a spicy taste.

EFFECT: Apply a +30 bonus to your land speed for 5 minutes.

CREATION: 50 gp ; Expeditious Stride.

PRICE: 100 gp.

WATER BREATHING

You can breathe water.

COLOR & TASTE: Turquoise with a distinct earthy taste.

EFFECT: You can breathe in water as easily as in air for up to 1 hour, usable nonconsecutively over the next 4 hours. The potion cannot be divided among several people.

CREATION: 50 gp ; Water Breathing.

PRICE: 100 gp.

WEAKNESS

You become physically weak.

COLOR & TASTE: Yellow with a straw taste.

EFFECT: You move at 1/2 speed and suffer a -2 penalty on attack rolls and a -5 penalty on skill checks based on Strength, Constitution, and Dexterity for 2 minutes.

CREATION: 300 gp ; Touch of Weakness.

PRICE: 600 gp.

SCROLLS

Scrolls are single-use magic items for characters with Arcane Training or similar training.

Creating a scroll requires Scribe Scroll. Using this ability, you place any magic ability that you know into a scroll or other written media. You must pay the vitality cost associated with the ability, if any, as you write the scroll. The craft costs and times are shown below.

Ability Tier	Craft Time	Craft Cost	Market Price	Arcana DC check
Basic	1 hour	25 gp	50 gp	10
Intermediate	2 hours	150 gp	300 gp	15
Advanced	4 hours	325 gp	750 gp	25
Paragon	8 hours	750 gp	1,500 gp	40

Anyone with Arcane Training, Artificer Training, Religious Study or Religious Training can use a scroll. When the scroll's tier is higher than the highest tier a reader can currently access, or the ability is not on the reader's list of class, deity or race abilities, then the reader must succeed on an Arcana check with a DC shown in the table.

Here are additional rules. Determining a scroll's effect prior to recitation is a DC 15 Arcana check. Reading a scroll is a standard action assuming it is already in hand. A scroll turns to dust after it is read. When an ability would normally convey a permanent benefit, the reader instead gains the benefit for 1 hour, after which time the benefit ends. When an ability is usable only once daily, a character cannot use a scroll to exceed this limit.

Spellcasters typically create scrolls of abilities useful in rare or emergency situations. Here are abilities listed by tier that are often made into scrolls.

BASIC TIER

Here are scrolls based on basic abilities.

COMPREHEND LANGUAGES^M: You can comprehend any 1 mundane language for 4 hours + 1 hour per level. Costs 1 vitality.

INSTANT POTION^M: You conjure a potion of any basic ability you know at no gp cost after 1 minute of work. Costs 5 vitality.

MAGE ARMOR^M: A shimmering field provides a +4 bonus to DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

MAGIC WEAPON^M: As a move action, your touch grants a weapon a +1 bonus on attack rolls and a +1d6 bonus on damage rolls. The bonus damage is an energy type of your choice such as acid or fire and does not harm the wielder. For a ranged weapon, you augment its ammunition. The benefits last 5 minutes and aid anyone who uses the weapon. Costs 1 vitality.

INTERMEDIATE TIER

Here are scrolls based on intermediate abilities.

AUGURY^M: You ask your deity for insight about an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance that you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

CURE AILMENT^M: You remove an ailment from yourself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as lycanthropy. Costs 2 vitality.

DEATH WARD^M: For 2 minutes, you or a touched ally are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for you or 5 vitality for an ally.

FANTASTIC MACHINE^M: You summon a level 1 ergo (page 245) within 30 ft to complete tasks for up to an hour, or a level 2 ergo for 10 minutes, or a level 5 ergo for 2 minutes. Costs 5 vitality.

HOLY CIRCLE^M: You evoke a stationary 10-ft-diameter circle inscribed with angelic runes. Non-good creatures cannot pass or

break the circle's perimeter for as long as you use a standard action to concentrate each round + an additional 1d4 rounds. Costs 2 vitality.

INTERCESSION^M: Once daily you pray as a move action and select any 1 class magic ability of a tier you can access except paragon tier. You can and must immediately use the ability or you lose it.

MINOR CREATION^M: After 1 minute of work, you create 1 cubic ft per level of nonmagical, nonliving, unattended plant matter (typically, furniture or clothing). The item or items last 4 hours + 1 hour per level or until dismissed. Requires an equal mass of any raw material. Costs 2 vitality.

REMOVE CURSE^M: You negate 1 curse affiliating the touched creature. A creature can benefit only once daily. Costs 2 vitality.

SECRET CHAMBER^M: You create an invisible 5-ft-wide, 10-ft-high magic portal directly in front of you. All who enter the portal move into a 15-ft-cube extradimensional chamber (the chamber exists in the Astral Realm). Only invited creatures (not unattended objects or natural phenomena such as wind) pass through the portal. The chamber holds comfortably up to 8 Medium creatures and lasts 4 hours + 1 hour per level. Creatures caught in the chamber when the magic ends are dumped at its entrance. You can only maintain 1 secret chamber at a time. Costs 5 vitality.

SPEAK WITH DEAD^M: After a 10-minute rite, you can ask 1 question per 2 levels over the course of 5 minutes from a corpse or undead creature that you touch. The target only knows what the creature did in life, including languages that it spoke. If the creature was good, it can resist using Will. The target must be mostly intact and have a mouth. You can use this ability up to once per week on the same target. Costs 2 vitality.

TONGUES^M: You can understand and use any language for 10 minutes. Costs 2 vitality.

ADVANCED TIER

Here are scrolls based on advanced abilities.

DISPEL MAGIC^M: You target 1 magical effect within 30 ft. You can end an area effect or magic on an item or creature, as you like. If the magic is permanent, you suppress it for 5 minutes. If it has a duration, the magic ends. Requires Arcane Sage. Costs 5 vitality.

DREAMSIGHT^M: You fall asleep for 6 hours and view for 10 minutes a location up to 10 miles away per level that you have previously visited. Costs 2 vitality.

REGENERATE^M: You restore 1 lost limb or organ such as an eye or arm of an adjacent ally after 1 minute of work. Costs 5 vitality.

REVIVIFY^M: You return to life a creature that has died within the past 3 rounds. The creature returns with 1 wound point. Ailments at its time of death remain. Costs 5 vitality.

SENDING^M: You send a message of 25 words or less to a willing creature that you have met before and know by name on the same world or realm of existence as you. Costs 2 vitality.

SUTURE^M: Once daily your touch heals all wound damage and 4d6 vitality. You can suture yourself or an adjacent ally.

PARAGON TIER

Here are scrolls based on paragon abilities.

REALM SHIFT^M: This works like Teleport (see below) except you and allies move to another world or realm of existence.

RAISE DEAD^M: After a 1-hour ritual, you restore a dead creature to life, full wounds, and 0 vitality. It must have died within the past 1 day per level. The ritual requires 5000 gp in materials. You cannot raise a creature that wishes to not return to life. Costs 10 vitality.

TELEPORT^M: You and up to 5 allies or 1000 pounds of gear move to a location up to 100 miles away per level. The trip is 1 way. You must have a specific destination in mind, and you must succeed on an Arcana check to arrive there. The DC for the location equals 5 if familiar, 10 if visited, 20 if described, or 30 if known in name only. A failed check means you arrive 1d6 miles away from your desired destination, possibly in a dangerous locale. You are always shunted from solid material to the nearest open space. Costs 10 vitality + 2 vitality for each ally or 200 pounds of gear (max 20 vitality).

SPELLSHIPS

Spellships afford safe and quick travel. An artificer can craft a spellship using the Air Craft and Thrust spells plus additional magical abilities specific to each ship.

A spellship requires a pilot to activate and function. The pilot places himself in the ship's helm and enters a trance. He must pass a Pilot check to activate the ship. Otherwise the ship fails to move. Once the check succeeds, the pilot sees what is around the ship as if he were floating in its place. The ship flies by his thoughts. An hour of travel costs 1 vitality. A typical ship has a maximum speed of 240 ft, which is about 1 mile per minute or 60 miles per hour. Additional piloting actions consume vitality and special maneuvers require Pilot checks. A spellship can safely ascend up to 10 miles in elevation. A spellship can hover. Changing pilots requires 3 rounds. A dead, heavily distracted, incapacitated or missing pilot causes the ship to cruise for 1d4+2 rounds before coming to a halt, hovering, and gently descending to the ground at a rate of 10 ft per minute.

The listed creation costs refer to crafting a ship. The market price is 2x the cost. A typical passenger ticket costs 1 gp per mile, and renting an unmanned spellship for 1 week equals 5% of its build cost. Sailors work for 2 gp daily, while sky captains work for 5 gp daily. Multiply crew costs by 5 for journeys to dangerous locations and by 10 if combat occurs. Here are example spellships.

ASTRAL MERCANE

A large cargo galleon that travels planes of existence.

DESIGN: 50 ft x 75 ft with a single passenger deck, cargo bay, 5-ft hatch, and a 10-ft-square hatch that leads into the cargo bay.

CONSTRUCTION: DR 8. 45 hp damage opens a 5-ft breach. Has 6,000 hp total (1,200 hp disables it).

CAPACITY: Pilot seat, 10 5-ft x 10-ft cabins for crew and passengers, one 10-ft x 20-ft common area, and 440 tons of cargo.

TRAVEL: Activates after 3 minutes on a DC 10 Pilot check. Has a 240 ft fly speed. Twice daily, the ship can travel 1 mile per pilot level in 1 round.

CREATION: 65,000 gp, 65 days, Air Craft, Planar Adaptation, Realm Shift, Thrust.

PRICE: 130,000 gp.

PLANAR ADAPTATION^M: The ship and its occupants ignore the effects of a world's or realm's ambient conditions that hamper movement or the senses or cause hit point damage. This does not protect against creatures or special events, only continuous effects such as persistent heat. Costs 2 vitality to activate for 1 hour, or 5 vitality for 24 hours. Each new world or realm requires activation.

REALM SHIFT^M: The spellship moves to another world or realm of existence on a one-way trip. The pilot must have a specific destination in mind and must pass an Arcana check to arrive there. Otherwise, the ship arrives 1d6 miles away. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. Costs 20 vitality.

CRYSTAL CLARITY

This small transparent sphere hosts 1 person for simple jaunts.

DESIGN: 5-ft-radius sphere with a single deck and a 5-ft hatch.

CONSTRUCTION: DR 5. 15 hp damage opens a 5-ft breach. Has 50 hp total (10 hp disables it).

CAPACITY: Pilot plus 3 tons cargo or 3 standing passengers.

TRAVEL: Activates after 3 rounds on a DC 5 Pilot check. Has a 240 ft fly speed. Once daily, the ship can travel 1 mile per pilot level in 1 round.

CREATION: 23,250 gp, 24 days, Air Craft, Glassy Window, Thrust.

PRICE: 46,500 gp.

GLASSY WINDOW^M: At the pilot's discretion, the ship's canopy becomes transparent to afford a panoramic view for 1 hour. Costs 2 vitality.

DREAMING STAR

This comfortable pleasure barge is ideal for lavish parties.

DESIGN: 75 ft wide x 75 ft long with 5 decks and 5 small 5-ft hatches.

CONSTRUCTION: DR 8. 45 hp damage opens a 5-ft breach. Has 50,000 hp total (10,000 hp disables it).

CAPACITY: Pilot, 7 crew seats, 40 10-ft-cube cabins, a single 20-ft x 40-ft common area, plus 25 tons cargo. Can hold 40 people comfortably for extended periods, or 120 for a day.

TRAVEL: Activates after 3 minutes on a DC 5 Pilot check. Has a 240 ft fly speed. Once daily, the ship can travel 1 mile per pilot level in 1 round.

CREATION: 47,500 gp, 48 days, Air Craft and Ambiance. **PRICE:** 95,000 gp.

AMBIANCE^M: The ship enjoys a permanent ambiance of colorful lights, soothing or energetic music, and so forth as desired by the pilot. Costs 1 vitality to set an effect for 4 hours + 1 hour per pilot level.

CLOUD JAMMER

This roomy pale-white ship can hide in clouds and call down lightning.

DESIGN: 35 ft x 25 ft with 2 decks and a single 5-ft-square hatch.

CONSTRUCTION: DR 8. 45 hp damage opens a 5-ft breach. Has 3,000 hp total (600 hp disables it).

CAPACITY: Pilot seat, 7 10-ft x 10-ft cabins for crew and passengers, 20-ft-square commons, and 20 tons of cargo.

TRAVEL: Activates after 3 minutes on a DC 10 Pilot check. Has a 240 ft fly speed. Twice daily, the ship can travel 1 mile per pilot level in 1 round.

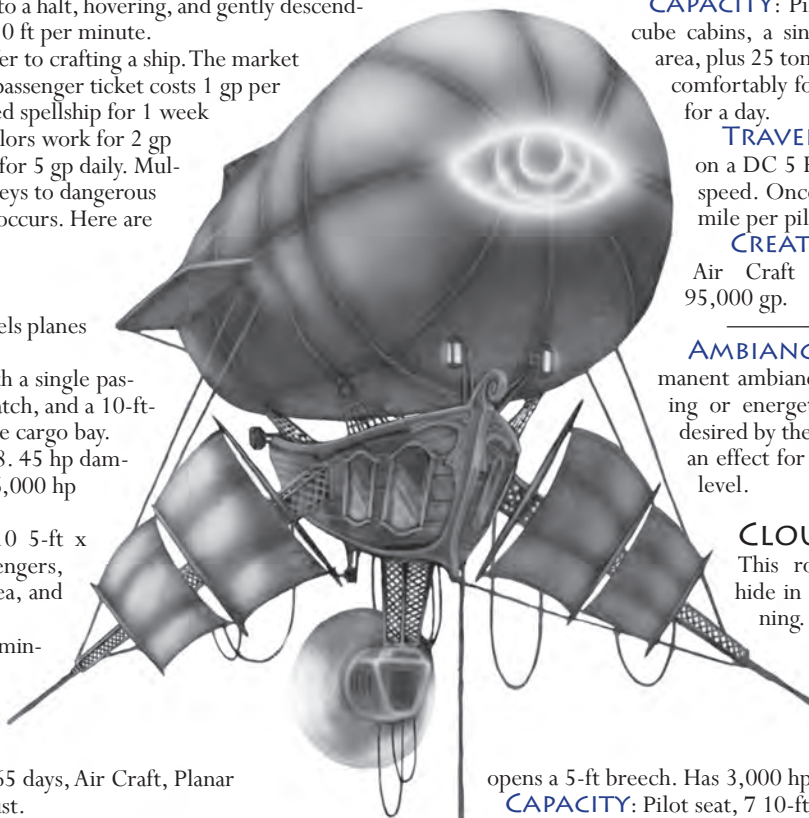
CREATION: 38,500 gp, 39 days, Air Craft, Call Lightning, Feather Fall, Fog, Gaseous Form, Thrust.

PRICE: 77,000 gp.

CALL LIGHTNING^M: The pilot calls lightning upon 1 target within 120 ft to inflict 1d8 electrical damage per 2 levels (max 10d8). Fortitude resists for ½ damage except no save outdoors. Costs 2 vitality.

FEATHER FALL^M: As an immediate action, 1 creature outside the ship within 120 ft descends gently to the ground rather than falls. This ability can help crew "sky-dive" to the ground. Costs 1 vitality.

FOG: A misty vapor rises around the ship out to a distance of 15 ft, making it look like a small cloud. A DC 20 Nature check or DC 20 Perception check discovers the ruse. The vapor obscures all sight including darkvision beyond 5 ft. Creatures more than 5 ft from each other have concealment (50% miss chance). The fog is unnatural and resists normal wind, though Gust of Wind disperses it immediately. This ability does not work underwater. Costs 2 vitality.



GASEOUS FORM^M: The ship (and everyone within it) becomes an insubstantial dark gas and can fly slowly for 5 minutes. In this form, the ship's fly speed is 10 ft, it and its pilot can only take move actions while everyone else on board cannot take actions, the pilot can perceive as normal, and the pilot and ship have DR 10 and enjoy a +5 bonus on Stealth checks and immunity to all ailments. In gaseous form, the ship can pass through cracks but it cannot enter liquids. The Gust of Wind ability affects the ship normally. Costs 2 vitality.

IMPERIAL VIPER

This single-pilot vehicle is a fast, destructive assault fighter.

DESIGN: 5-ft wide x 10-ft long bird-like fuselage with 25-ft wing-span and a small 5-ft-square hatch.

CONSTRUCTION: DR 40. 120 hp damage opens a 5-ft breach. Has 600 hp total (120 hp disables it).

CAPACITY: Pilot seat and 250 pounds of personal cargo or second Medium creature for a short duration.

TRAVEL: Activates after 1 round on a DC 20 Pilot check. Has a 500 ft fly speed. The ship has no rapid travel ability.

CREATION: 28,000 gp, 28 days, Air Craft, Arcane Dodge, Invisibility, Magic Missile, Thrust.

PRICE: 56,000 gp.

ARCANE DODGE: As an immediate action, the pilot ignores 1 magical attack on himself or the ship before he knows whether the attack succeeds. Requires Dexterity 15+ to use. Costs 5 vitality.

INVISIBILITY^M: The ship and its contents turn invisible for 5 minutes or until the pilot makes an attack, whichever occurs first. Invisibility grants a +10 bonus on Stealth checks and refuses line of sight on the ship. Costs 2 vitality.

MAGIC MISSILE^M: The pilot projects 1 bolt per 2 levels (max 5 bolts). Each bolt unerringly hits a target within 90 ft for 1d4+1 force damage. Multiple bolts against 1 target count as 1 big bolt.

MYTHIC FIRE

This fiery iron ship is beloved of fiends, blackguards, and inquisitors.

DESIGN: 25 ft x 45 ft with 2 decks and 2 large 10-ft hatches.

CONSTRUCTION: DR 10. 90 hp damage opens a 5-ft breach. Has 8,000 hp total (1,600 hp disables it).

CAPACITY: Pilot seat, 5 passenger seats, 6 10-ft-cube cabins, 10 5-ft-square prison cells, 5 tons cargo or 2 Large creatures.

TRAVEL: Activates after 3 minutes on a DC 10 Pilot check. Has a 240 ft fly speed. Twice daily, the ship can travel 1 mile per pilot level in 1 round.

CREATION: 37,250 gp, 38 days, Air Craft, Fire Storm, Resist Fire, Thrust.

PRICE: 74,500 gp.

FIRE STORM^M: Up to once per round, the pilot can target a point within 120 ft. Until the start of the pilot's next turn, a sudden hail of fiery brimstone inflicts 3d6 fire damage + 2d6 force damage to all creatures and structures within 15 ft of the target point up to an elevation of 30 ft. Creatures in the area are also blinded and deafened for 5 minutes, or 1 round if Fortitude resists. When the storm ends, no brimstone remains. Costs 5 vitality.

RESIST FIRE^M: The ship enjoys +10 DR versus fire.

PIERCING BEAUTY

This fast and frightening-looking corsair is favored by slavers.

DESIGN: 25 ft wide x 75 ft long with 2 decks and 2 small 5-ft hatches.

CONSTRUCTION: DR 10. 90 hp damage opens a 5-ft breach. Has 13,000 hp total (2,600 hp disables it).

CAPACITY: One pilot seat, 11 crew seats, 7 10-ft-cube cabins, one 15-ft x 20-ft common area, 10 5-ft-cube prison cells, 8 tons cargo, 2 5-ft-cube secret compartments.

TRAVEL: Activates after 1 minute on a DC 20 Pilot check. Has a 500 ft fly speed. Twice daily the ship can travel 1 mile per pilot level

in 1 round.

CREATION: 42,000 gp, 42 days, Air Craft, Abduct, Spotlight, Thrust, Vanishing Space.

PRICE: 84,000 gp.

ABDUCT^M: Up to once per round, the ship can target one 10-ft-square area within 120 ft. Creatures within the area must resist using Reflex or be immediately drawn into the ship's prison hold.

VANISHING SHIP^M: The ship can turn invisible at the pilot's discretion though it becomes visible when it attacks. Invisibility lasts up to 4 hours + 1 hour per level and grants the ship a +10 bonus on Stealth checks while line of sight to the ship. Costs 5 vitality to activate the invisibility effect.

SPOTLIGHT^M: You brightly illuminate a 5-ft-square space up to 90 ft away.

TREVOLIS VOID

This skiff is suitable for a half-dozen explorers.

DESIGN: 15-ft wide x 20-ft long with 1 deck and a 5-ft hatch.

CONSTRUCTION: DR 15. 90 hp damage opens a 5-ft breach. Has 1,000 hp total (200 hp disables it).

CAPACITY: One pilot seat, 3 crew seats, and 12 free 5-ft-square spaces (typically, short-term space for 4 tons of equipment and 8 standing passengers). Also, there is a secret compartment (search DC 22) for 2 tons cargo or 1 Medium creature.

TRAVEL: Activates after 3 rounds on a DC 15 Pilot check. Has a 240 ft fly speed. Once daily the ship can travel 1 mile per pilot level in 1 round.

CREATION: 25,500 gp, 26 days, Air Craft, Safety Bubble, Thrust. **PRICE:** 51,000 gp.

SAFETY BUBBLE^M: The ship is enclosed in a bubble of fresh air for 1 hour that allows passengers to ignore the effects of high altitude, vacuum conditions, and underwater action. Creatures and worn or held items can pass through the bubble but unattended objects and free gases and liquids cannot. The bubble automatically moves with you. Costs 1 vitality.

ULORIX MAESTRO

This psionically-aware squid-like vessel transports aberrant beings.

DESIGN: 25 ft x 50 ft with 2 decks and a 10-ft-square hatch.

CONSTRUCTION: DR 8. 45 hp damage opens a 5-ft breach. Has 5,000 hp total (1,000 hp disables it).

CAPACITY: One pilot seat, 5 5-ft x 10-ft cabins for crew and passengers, 20 5-ft-cube prisoner cells, a single 10-ft-square bay, and 50 tons of cargo.

TRAVEL: Activates after 3 rounds on a DC 20 Pilot check and attack against Will 20 to mentally harness the ship. Has a 240 ft fly speed. Twice daily, the ship can travel 1 mile per pilot level in 1 round.

CREATION: 77,500 gp, 78 days, Air Craft, Detect Thoughts, Dimension Door, Dimension Travel, Id Insinuation, Levitate, Psionic Blast, Telepathy, Thrust.

PRICE: 155,000 gp.

SPECIAL: When no pilot controls the helm, the ship acts on its own using any ability below as a level 14 lawful evil aberrant creature with attack +20. It has statistics of Int 16, Wis 14, and Cha 12.

DETECT THOUGHTS^M: The pilot notes the presence of sentient creatures within a 60-ft cone. After concentrating for a second round, the pilot learns the number of thinking minds and the Intelligence of each. After concentrating for a third round, the pilot learns the current surface thoughts of 1 creature of his choice within range for 2 minutes if he beats its Will. Costs 2 vitality.

DIMENSION DOOR^M: The pilot causes the ship to vanish and reappear up to 500 ft away in any direction. If the destination space is occupied, the pilot suffers 1d6 damage and the ability fails. After the ship arrives, the pilot is dazed and the ship is inactive (can't move or attack) for the remainder of the pilot's turn. Costs 5 vitality.

ID INSINUATION^M: A sentient foe inside the ship or outside within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

LEVITATE^M: When the pilot concentrates as a standard action, he mentally moves 1 target within 60 ft outside the ship weighing up to 250 pounds a distance of 30 ft up or down. Costs 2 vitality.

PSIONIC BLAST^M: Sentient creatures within a 30-ft cone outside or inside the ship are stunned 1d4 rounds. Will resists. The effect can emanate from anywhere within or on the ship. Costs 5 vitality.

TELEPATHY^M: The pilot and ship can wordlessly hear and speak with each other and any sentient beings within 120 ft. Communication is as natural and quick as normal speech but requires no shared language. Affected creatures cannot so communicate with each other. Costs 1 vitality per round.

UMBRAL HEART

This modest gray vessel can ply through solid stone.

DESIGN: 35 ft x 35 ft with 2 decks and a 10-ft-square hatch.

CONSTRUCTION: DR 15. 90 hp damage opens a 5-ft breach. Has 9,000 hp total (1,800 hp disables it).

CAPACITY: One pilot seat, 5 5-ft x 10-ft cabins for crew and passengers, 20 5-ft-cube prisoner cells, a single 10-ft-square bay for creatures, and 50 tons of cargo.

TRAVEL: Activates after 3 minutes on a DC 10 Pilot check. Has a 240 ft fly speed. Twice daily, the ship can travel 1 mile per pilot level in 1 round.

CREATION: 54,750 gp, 55 days, Air Craft, Earth Glide, Expeditious Stride, Stone Shape, Thrust.

PRICE: 109,500 gp.

EARTH GLIDE^M: The ship glides through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This grants an effective burrow speed of 30 ft. The ship's burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. Costs 1 vitality per move action.

EXPEDITIOUS STRIDE^M: The ship enjoys a +30 ft bonus to its burrow or fly speed for 5 minutes. Costs 1 vitality.

STONE SHAPE^M: The pilot can mold stone that is adjacent to the ship into new shapes. The pilot can affect up to 10 cubic ft + 1 cubic ft per level to form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

VISION OF WAR

This adamantite juggernaut is well-suited for war.

DESIGN: 50 ft wide x 150 ft long with 3 decks and 5 small 5-ft hatches.

CONSTRUCTION: DR 40. 120 hp damage opens a 5 ft breach. Has 100,000 hp total (20,000 hp disables it).

CAPACITY: Two pilot seats, 8 crew seats, 40 5-ft x 10-ft cabins (each cabin holds 2 Medium creatures), a single 10-ft x 25-ft common area, plus 100 tons cargo or 200 standing passengers (soldiers).

TRAVEL: Activates after 3 minutes on a DC 25 Pilot check. Has a 500 ft fly speed. Up to 3x daily, the ship can travel 3 miles per pilot level in 1 round.

CREATION: 121,000 gp, 121 days, Air Craft, Disintegrate, Globe of Invulnerability, Shield, Thrust.

PRICE: 242,000 gp.

DISINTEGRATE^M: The pilot target a single 10-ft-square area or 1 creature within 120 ft. Unattended mundane material and any Wall of Force effects in the area vanish. If the pilot targets a foe and beats its Fortitude, the foe suffers 4d6 wound damage and vanishes if it dies. Miracle or Wish restores disintegrated items and creatures. Costs 10 vitality.

GLOBE OF INVULNERABILITY^M: For 5 minutes the ship and its occupants ignore the effects of all basic and intermediate magic abilities that target the ship and/or its passengers. Costs 10 vitality.

SHIELD^M: A shimmering force surrounds the ship and provides +2 DR for 2 minutes. Costs 1 vitality.

DESIGNING SPELLSHIPS

Follow the steps below to design and price your own spellship.

1. BASE COST: 20,000 gp. This cost covers the magic used to animate and fly the ship. The relevant abilities are Propel Craft, Air Craft, and Thrust.

2. HULL TYPE: Select the ship's hull size. A hull provides a volume for cargo, crew, and/or passengers. Volume is measured in cubes that are 5 ft on a side. A single cube holds 1 pilot, 1 ton of cargo, 1 Medium person standing or sitting, or ½ a person in comfy conditions. Every ship requires 1 pilot. Add the hull cost to the base cost.

Hull Size	Similar Vehicle	Hull Cost	Hull Volume*	Typical Dimensions	Decks
Tiny	Row boat	1,000 gp	5 cubes	5 ft x 20 ft	1
Small	Keel boat	2,000 gp	20 cubes	15 ft x 20 ft	1
Medium	Long ship	5,000 gp	100 cubes	25 ft x 50 ft	2
Large	Warship	10,000 gp	500 cubes	50 ft x 75 ft	3
Huge	Galley	25,000 gp	2,000 cubes	75 ft x 150 ft	4

* 1 cube = 5 ft x 5 ft x 5 ft.

The dimensions are merely typical and the ship is likely larger when counting sails, bows, and so forth.

3. HULL MATERIALS: Ships are built from wood, metal, or a combination thereof with a thickness of at least 3 inches. A ship's hull has DR just like armor. When an attack strikes a ship, subtract the DR from the damage. Every 5-ft surface area has a hit point value. When the cumulative effect of attacks delivers more than the indicated hit points, a 5-ft-square breach opens.

Hull DR	Hull Material	Hit Points / 5-ft Area	Hull Cost Multiplier
5	Wood	15 hp	x ¾
8	Stone or ironwood	45 hp	x 1
10	Iron or steel	90 hp	x 1¼
15	Mithral	90 hp	x 1½
40	Adamantine	120 hp	x 2

You can reinforce a hull. A hull that is 2x its usual thickness has 2x its usual cost and 2x its usual hit points per 5-ft area. The hull's DR remains the same.

4. MAGIC ABILITIES: A pilot can activate a ship's magic abilities using the ship's helm. These abilities affect the entire ship, or all ship-board creatures, or an outside target, as appropriate. The ship's pilot (and no one else) knows and can use the abilities while at the helm, and he expends any vitality cost and uses the abilities at his level. The cost to implement abilities are listed at right. A ship is typically limited to 3 abilities in addition to Air Craft and Thrust. It may have more with a surcharge cost of +5,000 gp per ability beyond the third.

Ability Tier	Cost
Basic	1,000 gp
Intermediate	2,500 gp
Advanced	10,000 gp
Paragon	25,000 gp

5. TRAVEL: Typically, a pilot activates a spellship after 3 minutes of concentration on a DC 10 Pilot check, and expends 1 vitality per hour to give the ship a 240-ft fly speed (55 miles per hour). Moreover, 2x daily, the ship can sprint 1 mile per pilot level in 1 round. You can adjust these values by making trade-offs following these equivalencies:

» Pilot DC +5 = 1 daily sprint = 1/3 start time = 2x fly speed

» Pilot DC -5 = -1 daily sprint = 3x start time = ½ fly speed

Example: You might boost Pilot DC by +5 while doubling fly speed.

6. MARKET PRICE: A ship's price tag on the open market typically equals 2x its cost. Special deals for creative characters are certainly possible.

SYMBIONTS

Symbionts are living organisms that survive within a host and grant the host a useful ability. Implanting and sustaining symbionts requires magic. All symbionts have a market price of 2,500 gp.

A medicant or other character with Grow Symbiont can grow a symbiont from a freshly harvested organ or limb. Organs come from animals, people or other creatures, even undead. The growth process takes 1 day and costs 1,000 gp, with a market price of 2,000 gp. Growing a symbiont requires fresh water, a surgical bay, and the body part specified in the symbiont's description. The medicant must devote at least 8 hours to coax and nurture the symbiont.

Once a symbiont is grown, the medicant grafts it into a living host. The implanting process requires Graft Symbiont and requires 10 minutes and 250 gp in materials for a market price of 500 gp.

A symbiont can survive in a freshwater tank for 1 week, after which it withers and dies.

A symbiont provides a basic ability that is nonmagical and cannot be easily lost or stolen since it resides within its host's body. A symbiont takes up a "slot" on a person's body. Slot options include: arms/hands, back/chest, eyes, face/head, feet/legs, mouth/neck, or groin/waist. A host is limited to 1 symbiont per slot.

One in 20 times, a host's body rejects a newly grafted symbiont, inflicting 1d4 wound damage per day on the host until the symbiont is removed. The chance of rejection increases by +1 for each symbiont already present in the host. Thus, a host with 2 symbionts has a 3 in 20 chance of rejecting a third one. Characters are wise to limit themselves to a few symbionts at most.

Here are brief descriptions of popular symbionts.

APE GLOVES

You gain strong hands.

SLOT: Arms/Hands. Strong gorilla paws merge over your hands.

BENEFIT: You enjoy a +5 bonus on Athletics checks or a +10 bonus for actions primarily relying on your hands.

BEAR VEST

You endure cold.

SLOT: Back/Chest. Bear fur merges into your chest and back.

BENEFIT: You enjoy +5 DR against cold and can endure temperatures down to -40° F without having to resist using Fortitude.

CAMEL CLUMP

You endure heat.

SLOT: Back/Chest. Hollow camel clumps merge on to your back.

BENEFIT: You enjoy +5 DR against fire and can endure temperatures up to 140° F without having to resist using Fortitude.

CHAMELEON MASK

You can shift your appearance.

SLOT: Face/Head. Patches of lizard skin merge into your face.

BENEFIT: You can alter the appearance of your body (but not your clothing or gear) to enjoy a +10 bonus on Disguise checks for up to 4 hours + 1 hour per level. You can grow or shrink 6 in and modify your Comeliness by +/- 5 points. Costs 1 vitality.

DRAKE TONGUE

You can breathe fire.

SLOT: Mouth/Neck. A swatch of drake scales merges into your neck.

BENEFIT: You can breathe a scorching 5-ft blast of flames against an adjacent target, delivering 2d6 fire damage. Costs 1 vitality.

EAGLE EYES

You can see far.

SLOT: Eyes. Your eyes are replaced with keen eagle eyes.

BENEFIT: You can see 4x as far as normal, granting a +5 bonus on Perception checks or +10 to spot or discern objects at a distance.

FLY THISTLES

You sense fine vibrations.

SLOT: Arms/Hands. A myriad of tiny black fly hairs merge with your arms. The hairs are incredibly sensitive to vibrations.

BENEFIT: You enjoy a +5 bonus on Perception or +10 when blinded or otherwise unable to see (such as in darkness if you lack darkvision).

LIVING BREASTPLATE

Your skin resists attacks.

SLOT: Back/Chest. Armadillo scales merge with your skin.

BENEFIT: You gain +1 DR. This stacks with other sources of DR.

OX GULLET

You can resist poison and similar assaults.

SLOT: Back/Chest. This gland settles around your stomach.

BENEFIT: Boost Fortitude by +2, or by +5 to resist poison.

PANTHER LEGS

You are stealthy.

SLOT: Feet/Legs. Stealthy panther paws merge with your hands.

BENEFIT: You enjoy a +5 bonus on Stealth checks, or +10 in areas of shadow or darkness.

SHARK GILLS

SLOT: Mouth/Neck. Fish gills merge with your neck and mouth.

BENEFIT: You can breathe water for 5 minutes. This does not impede your ability to breathe air. Costs 1 vitality.

SNAKE FANGS

You spit caustic acid.

SLOT: Mouth/Neck. Your mouth is fitted with serpentine fangs.

BENEFIT: You can spit a 15-ft line of blistering acid against targets, delivering 1d6 acid damage, or ½ when a target's Reflex resists. Costs 1 vitality.

SPIDER BITE

You can deliver a poisonous bite.

SLOT: Mouth/Neck. You acquire nasty poisonous spider fangs.

BENEFIT: An adjacent foe must resist using Reflex or suffer 1 wound damage plus an additional 1 wound damage 5 minutes later. Abilities that block or halt poison negate the effect.

TOAD TONGUE

You gain a 10-ft long, flexible tongue.

SLOT: Mouth/Neck. You gain a long sticky tongue.

BENEFIT: Attacks that normally require you be adjacent to a foe now target foes up to 10 ft away. Using the tongue this way requires a move action before your attack and costs 1 vitality.

TROLL GLAND

You heal quickly.

SLOT: Back/Chest. A troll's thymus is implanted into your chest.

BENEFIT: Whenever you benefit from natural or magical healing, including nightly sleep and naps, boost the benefit by +25%.

VAMPIRE EYES

You can see in total darkness.

SLOT: Eyes. Your eyes are replaced with eerily glowing eyes.

BENEFIT: You gain darkvision, which allows you to see in darkness as easily as in daylight. If you already have darkvision, you gain nethersight instead.

WOLF EYES

You can see in twilight.

SLOT: Eyes. Your eyes are replaced with glowing wolf eyes.

BENEFIT: You gain low-light vision and a +5 bonus on Perception checks.

BASIC WONDERS

The following wondrous items are equivalent to basic abilities and are suitable for character levels 1 through 5. All these items have a market price of 2,000 gp.

ARCANE DOWSING ROD

The rod helps you detect magic.

BENEFIT: You grasp the rod and learn whether magic is present or absent within a 15-ft cone. Each time that you scan the same area, you learn the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions. Costs 1 vitality.

CREATION: 1,000 gp ; masterwork dowsing rod plus Detect Magic.

PRICE: 2,000 gp.

BALLROOM ORB

This largish glowing orb entertains with lights and sounds.

BENEFIT: This orb is constructed from a myriad of tiny mirrors. With the proper command word, the orb hovers, spins slowly, and provides visual and auditory ambiance in a 120-ft-radius area. The orb cannot evoke quality music but it does produce dancing shapes and fun rhythms to entertain the senses. Creatures in the area suffer a -2 penalty on Perception checks.

CREATION: 1,000 gp ; masterwork mirrored orb plus Illusionist.

PRICE: 2,000 gp.

BARDIC MANDOLIN

Any who play and sing with this instrument are fine musicians.

BENEFIT: While using this beautiful instrument, you enjoy a +5 bonus on Literacy and Music checks.

CREATION: 1,000 gp ; masterwork string instrument plus Performer.

PRICE: 2,000 gp.

BLESSED SOLIDER'S TAGS

Any good person who wears these tags is protected from death.

BENEFIT: While wearing the tags, if you are good-aligned, then you automatically stabilize after taking wound damage. Neutral creatures gain no benefit. Evil creatures that are foolish enough to wear them bleed 2 hit points per round rather than 1 point.

CREATION: 1,000 gp ; masterwork leather and engraved silver tags plus Stabilize.

PRICE: 2,000 gp.

BOOTS OF THE HARE

These fine white boots increase your speed.

BENEFIT: For 5 minutes, you enjoy a +30 bonus to your land speed. Costs 1 vitality.

CREATION: 1,000 gp ; masterwork boots made from rabbit fur plus Expeditious Stride.

PRICE: 2,000 gp.

BULLY JACKET

This stylish leather jacket improves one's confidence.

BENEFIT: The wearer enjoys +1 Comeliness. Also, he gains a +5 bonus on Athletics and Intimidate checks, and a +5 bonus on Diplomacy checks but only in Romantic situations; otherwise, he suffers a -5 penalty on Diplomacy checks. The jacket can be worn over Light armor but not other armors. It does not work when worn underneath armor or clothing. The jacket's color is fixed and varies from hot pink to lime green, royal indigo, or simple black.

CREATION: 1,000 gp ; masterwork jacket plus Bully.

PRICE: 2,000 gp.

CAMEL PACK OF HEALING

This drinking pack allows you to heal during combat.

BENEFIT: The device is a small backpack with a flexible rubber tube that runs to the mouth. Expending 1 vitality and sucking on the tube as a move action is enough to draw forth the pack's sweet fluid, which has a berry taste. The fluid heals 2d4 wound points. The pack can be used up to 3x daily, regardless of the number of users. Weighs 2 pounds.

CREATION: 1,000 gp ; masterwork camel pack plus Goodberry and plus 24 berries picked under a new moon.

PRICE: 2,000 gp.

CIRCE'S KISS

This amulet grants you a mental link with someone else.

BENEFIT: When you wear the amulet, kiss a person on the lips, and expend 1 vitality, you form a telepathic bond with that person for 1 hour. Once the bond is formed, it works over any distance, allowing both of you to exchange words mentally. This grants no mind-reading ability. You can maintain only 1 bond at a time and you cannot end the bond prematurely. A person who does not wish to be kissed may resist using Reflex.

CREATION: 1,000 gp ; a masterwork amulet and Mindlink

PRICE: 2,000 gp.

CLOAK OF THE RAVEN QUEEN

You can transform into a raven.

BENEFIT: While wearing the cloak, you recite "Ode to the Raven Queen" in elven as a standard action and transform into a Tiny bird with a fly speed of 60 ft for the remainder of your turn. You land and return to your normal form at the end of your turn. You cannot make attacks in this form. Costs 2 vitality.

CREATION: 1,000 gp ; masterwork cloak plus Raven Form.

PRICE: 2,000 gp.



DARKVISION GOGGLES

This single glove allows you to move objects from afar.

BENEFIT: While wearing the goggles, you see in darkness as easily as you see in daylight.

CREATION: 1,000 gp ; masterwork goggles plus Darkvision.

PRICE: 2,000 gp.

DIVINE PRAYER BOOK

This book grants access to a deity's basic abilities.

BENEFIT: The small book is plainly dedicated to a specific deity. Within, the book describes the deity's alignment, myths, and basic boons. If the reader worships the deity or is within 1 step of the deity's alignment then he can use the book. Each morning, the user may pray and study for 1 hour, after which he knows for 24 hours 1 basic boon of his choice listed under the deity.

CREATION: 1,000 gp ; masterwork book plus Basic Domain Ability. Also, you must worship the selected deity or be within 1 step of the deity's alignment.

PRICE: 2,000 gp.

DRAGON MASK

This draconic mask grants you bite and claw attacks.

BENEFIT: When you wear the mask and expend 1 vitality, you grow a dragon-like toothy snout and rapacious claws for 5 minutes. As a standard action against an adjacent foe, you can deliver a bite for 1d8 damage or use 2 claws for 1d6 damage if you beat the foe's Reflex.

CREATION: 1,000 gp ; masterwork mask, a piece of a dragon, and Teeth and Claws.

PRICE: 2,000 gp.

DRAGON ROD

This diving rod helps you locate treasure.

BENEFIT: When you hold the rod and concentrate as a standard action, you note the presence or absence of gold coins, precious gems, magic items, quality artwork and similar treasure out to a distance of 5 ft per level. When you concentrate for a second round in the same area, you learn the distance and direction to the most valuable of treasure.

CREATION: 1,000 gp ; masterwork rod plus Detect Treasure.

PRICE: 2,000 gp.

DRAGON SASH

You can ride dragons with ease.

BENEFIT: While wearing this fine belt or sash, you can speak Draconic and you enjoy a +2 bonus on Handle Animal Checks, or +10 to ride dragons.

CREATION: 1,000 gp ; masterwork belt plus Draconic Heritage.

PRICE: 2,000 gp.

EMPATHIC GLOVE

You can transfer some of your vitality to an ally.

BENEFIT: This single fine glove is a blessing to one's allies. With a subtle touch by your gloved hand, you forfeit up to 5 of your own vitality so that an adjacent ally may gain the same amount of vitality. You can transfer only once daily to a particular ally.

CREATION: 1,000 gp ; masterwork glove plus Empathic Touch.

PRICE: 2,000 gp.

ENERGY CRYSTAL

You can store vitality in this crystal for later use.

BENEFIT: When you grasp the crystal, concentrate for 1 minute, and expend up to 3 vitality, the crystal stores within itself an equal amount of vitality. Later, you can extract some or all the vitality as a standard action. The stored vitality dissipates at the rate of 1 point per day. Thus, after 3 days an unused crystal is always empty.

CREATION: 1,000 gp ; masterwork rod plus Vigor.

PRICE: 2,000 gp.

FALSE EYE

This glass eye restores lost sight.

BENEFIT: When you place this tiny glass orb into your own or another's empty eye socket (or otherwise ruined eye), the orb magically merges in place, allowing the wearer to see as normal from that eye. The wearer can release the orb by using his fingers to mimic a twisting a motion over his eye.

CREATION: 1,000 gp ; tiny masterwork glass orb plus Corner Sight or Shamanic Sight.

PRICE: 2,000 gp.

FALSE WORD

This crafty letter says whatever it needs to say.

BENEFIT: Whenever you expend 1 vitality, speak the command word, and utter a 10-word explanation of what you need, the page rewrites itself to convey the intended message in detail as if written by you or a person named by you. In practice, the document reads as if you had used the Literacy skill with a +10 bonus on your check.

CREATION: 1,000 gp ; masterwork page or scroll plus Forgery.

PRICE: 2,000 gp.

FAUX SCARF

This scarf grants a glib tongue and aristocratic demeanor.

BENEFIT: While wearing this ostentatious scarf, boost your Bluff and Nobility checks by +5. The scarf may appear as a long winter scarf, small coat pocket kerchief, or anything in between, as suiting the season and your sex.

CREATION: 1,000 gp ; a masterwork scarf plus Courtly Ruse.

PRICE: 2,000 gp.

FEYWEALD LUTE

This fine wooden lute is adorned with tiny images of frolicking dryads and satyrs.

BENEFIT: When you play the lute as a standard action and expend 1 vitality, 1 natural animal within 15 ft becomes friendly to you for 5 minutes if you beat its Will. While charmed, it will not act in a way that brings harm to you, itself or its allies. Otherwise, it will follow you and respond aggressively to creatures that threaten you. It will take you to safety if you are incapacitated. You can dismiss the charm as a swift action. If you treat the animal well, it may remain friendly after the charm wears off. This ability does not grant a shared language or alter the animal's alignment.

CREATION: A masterwork lute plus Charm Animal.

PRICE: 2,000 gp.

FLIT MANTLE

This cape allows you to briefly fly.

BENEFIT: While wearing this cape or pair of costume wings, you may expend 1 vitality to fly at speed 30 ft for the rest of your turn. You must end flight on a solid surface. Activating the cape is a standard action.

CREATION: 1,000 gp ; masterwork cape plus Flit.

PRICE: 2,000 gp.

FORCEMAIL VEST

This light-weight vest acts like invisible armor.

BENEFIT: This fine vest is inscribed with arcane runes. When you expend 1 vitality, the vest glows to provide a +4 bonus to DR for 1 hour. The bonus does not stack with real armor or with Mage Armor.

CREATION: 1,000 gp ; masterwork vest plus Mage Armor.

PRICE: 2,000 gp.

GHOST BRACER

This bracer allows your melee weapon to affect incorporeal targets.

BENEFIT: When you spend a move action and 1 vitality while wearing the bracer, your next attack using a melee weapon that round will strike incorporeal targets without a miss chance.

CREATION: 1,000 gp ; masterwork cape plus Ghost Weapon.

PRICE: 2,000 gp.

GHOST GLOVE

This glove allows your magic to affect incorporeal targets.

BENEFIT: When you spend a move action and 1 vitality while wearing the glove, you ensure that the next magic ability you use that round will strike incorporeal targets without a miss chance.

CREATION: 1,000 gp ; masterwork cape plus Ghost Magic.

PRICE: 2,000 gp.

GLOVE OF STRANGLING

This glove allows you to strangle someone at a distance.

BENEFIT: When you done this fine black silk glove and expend 1 vitality, you extend your shadow to strangle a Large or smaller foe within 15 ft. Each round that you concentrate as a standard action, your foe must resist using Fortitude or suffer 1d6 cold damage + 1 point per level. If it fails 3 saves in a row, it falls unconscious for 2 minutes. While you attack, it cannot speak. The hand is immune to all attacks except it vanishes when exposed to full illumination. Whenever you stop concentrating, the effect ends.

CREATION: 1,000 gp ; masterwork glove plus Strangling Grasp.

PRICE: 2,000 gp.

GLOVES OF THE MAGI

This single glove allows you to move objects from afar.

BENEFIT: While wearing the gloves, you can telekinesis a single unattended object weighing up to 5 pounds out to a distance of 30 ft.

CREATION: 1,000 gp ; masterwork glove plus Mage Hand.

PRICE: 2,000 gp.

GUARDIAN BADGE

You are skilled when dealing with a particular race.

BENEFIT: Each badge is keyed to a different race such as dwarf or elf. With persons of that race, apply a -5 penalty on Diplomacy checks and a +5 bonus on Insight, Intimidate, and Perception checks.

CREATION: 1,000 gp ; masterwork badge plus Racial Rivalry.

PRICE: 2,000 gp.

**HAT OF DISGUISE**

This hat allows you to appear like someone else.

BENEFIT: While wearing the hat, you can alter your surface traits—hair color, garment style, gender, voice pitch, etc. The transmutation grants you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink up to 1 ft and modify Comeliness by +/- 5 points. Costs 1 vitality per hour. Changing to a different appearance during the same hour also costs 1 vitality.

CREATION: 1,000 gp ; masterwork hat plus Disguise Self.

PRICE: 2,000 gp.

HEALING WAND

This ornately carved wooden wand heals wounds.

BENEFIT: The wand is carved with images of vines and berries. When you expend 1 vitality and use the wand to target yourself or an adjacent ally, the target heals 2d4 wound points.

CREATION: 1,000 gp ; masterwork wand plus Goodberry and 8 berries picked under a new moon.

PRICE: 2,000 gp.

HOLY WATER SPRINKLER

This silver dispensary delivers a fine spray of protective water.

BENEFIT: When you expend 1 vitality and wave the dispensary over an adjacent nonevil ally, the ally gains +1 bonus on saves and DR for 10 minutes. Effects of multiple sprinkles do not stack.

CREATION: 1,000 gp ; masterwork dispensary plus Well-Spring.

PRICE: 2,000 gp.

ICE BOX

This chest keeps food and other items at a cold temperature.

BENEFIT: This 40-pound, 3-ft-cube chest is made from wood with iron rivets and a glass window that allows anyone to peer inside. The chest's interior is frosty cold and holds up to 10 cubic ft of material, usually food and drink items. While the items are in the box, they remain unspoiled for 1d6+6 days.

CREATION: 1,000 gp ; masterwork chest and the Ice ability.

PRICE: 2,000 gp.

INFINITE FLARE

This rod produces flares.

BENEFIT: By pressing a button on the rod, you conjure a signal flare that you can shoot either upward 240 ft or at a foe in combat within 60 ft. An aerial flare remains visible out to 10 miles for 1 minute. A combat flare causes 1d8 fire damage + 1 point per level and blindness for 1 round if you beat the target's Reflex. Costs 1 vitality.

CREATION: 1,000 gp ; masterwork phylactery plus Flare.

PRICE: 2,000 gp.

INSCRIPTUS ARCANUM

This ink pen allows you to scribe scrolls.

BENEFIT: When you use the pen and expend 5 vitality, you can place a magic ability that you know into a scroll or similar single-use media that you or a character with Arcane Training, Artificer Training or Scribe Scroll can use once at a later time. The cost and time equal 25 gp and 1 hour for a basic ability, or 150 gp and 2 hours, 325 gp and 4 hours, or 750 gp and 8 hours for an intermediate, advanced, or paragon ability, respectively.

CREATION: 1,000 gp ; a piece of chalk and Scribe Scroll.

PRICE: 2,000 gp.

LIGHT STAFF

This staff sheds bright light upon command.

BENEFIT: The staff produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can evoke or dismiss the light at will.

CREATION: 1,000 gp ; masterwork staff plus Light.

PRICE: 2,000 gp.

LIGHTNING BRACE

This snug bracer empowers you to electrocute foes.

BENEFIT: One adjacent foe suffers 1d6 electrical damage per level (max 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on your attack against metal-clad foes. Costs 1 vitality.

CREATION: 1,000 gp ; masterwork bracer plus Shocking Grasp.

PRICE: 2,000 gp.

MAGICIAN'S CLOAK

This cloak allows you to perform stage tricks.

BENEFIT: While wearing the cloak, apply a +5 bonus on Trick checks, or +10 while performing mundane stage tricks.

CREATION: 1,000 gp ; masterwork hat plus Stage Magic.

PRICE: 2,000 gp.

MONK'S BELT

This modest belt improves your unarmed attacks.

BENEFIT: While wearing the belt, apply a +1 bonus on attacks and +1d6 damage when using Unarmed Strike or other ability that grants a person melee attacks without weapons. The benefits stack with any abilities and items that improve Unarmed Strike.

CREATION: 1,000 gp ; masterwork belt plus Unarmed Strike and Sublime Fist.

PRICE: 2,000 gp.

MONSTER DIGEST

This fat tome details various monsters.

BENEFIT: Up to 3x daily, after naming a specific creature and studying the book for 1 minute, you enjoy a +5 bonus on your next lore check to learn facts about that creature. The chance the digest contains any relevant information equals 70% + 1% per level.

CREATION: 1,000 gp ; masterwork book plus Sage Lore.

PRICE: 2,000 gp.

OVATE'S RELIGIOUS SYMBOL

This simple symbol grants a basic boon.

BENEFIT: There is 1 symbol for each deity, made from strong, magically-treated wood. Each day, if you usually worship that deity and are in good standing, wear the symbol, pray for 10 minutes to the deity, and anoint the symbol with 1 wound point of your own blood, then you may select to know for 24 hours 1 of the deity's basic boons, as decided by you or the GM (as the GM decides) during the prayer. Each day you can select a different basic boon. A character of opposite alignment as the deity suffers 1 wound damage each time or round he holds the symbol or if touched by an adjacent foe with the symbol who beats his Reflex. A character is limited to wearing up to 2 symbols at a time.

CREATION: 1,000 gp ; a masterwork wooden holy symbol and Basic Divine Ability.

PRICE: 2,000 gp.

PARASOL OF AIRY PASSAGE

This beautiful umbrella allows you glide and tread above the ground.

BENEFIT: When you open and use the parasol, you can tread just above a permeable surface (including water, snow, ice, and sand dunes) as if it were solid dry land. If you activate this ability underwater, you move to the surface at 4x your normal land speed. Moreover,

you can jump down any distance to land safely without harm so long as the parasol is already in use. Some parasols adapt themselves to the user's sex and mood, and thus might be black for 1 person and a rainbow for another. Using the parasol costs 1 vitality per minute.

CREATION: 1,000 gp ; masterwork parasol plus Air Walk.
PRICE: 2,000 gp.

PLAYER HARPSICHORD

This piano plays music on its own as to accompany your singing.

BENEFIT: This 400-pound wooden musical instrument is 2 ft deep x 6 ft wide x 4 ft high. When activated with a command word in elvish or gnomish, the harpsichord plays itself in harmony with your own playing or singing, granting you a +5 bonus on Music checks. You enjoy a similar bonus when you play the harpsichord yourself. On its own, it plays with a +5 bonus on Music checks. This device is a small upright piano and weighs 300 pounds.

CREATION: 1,000 gp ; masterwork harpsichord plus Summon Instrument.

PRICE: 2,000 gp.

PRESTIDIGITATOR'S WAND

This wand, covered in arcane symbol, boosts your magical abilities.

BENEFIT: Whenever you use the wand as part of activating a magical ability, you can expend a move action to focus and apply either a +1 bonus to your attack roll or +½ vitality damage per level to 1 target of the ability, if the ability delivers damage. Your class must have Intelligence as its prime attribute to benefit from the wand.

CREATION: 1,000 gp ; masterwork wand plus Implement Mastery.

PRICE: 2,000 gp.

PRESERVATION JAR

This set of small glass jars preserves blood and organs.

BENEFIT: This is a small metal chest with 24 glass jars of various sizes. You may place a scrap of hide, an organ, limb or vial of blood in a jar. The contents are preserved as fresh for up to 1 day per level when you expend 1 vitality.

CREATION: A small masterwork chest, 24 glass jars, and Preserve.

PRICE: 2,000 gp.

PROTECTIVE BRACELET

This jewelry protects you from harm.

BENEFIT: When you wear the bracelet and expend 1 vitality, you are snugly surrounded by a shimmering field that provides a +4 bonus to DR for 1 hour. The bracelet does not work with Bone Armor, Mage Armor or with real armor.

CREATION: 1,000 gp ; masterwork bracelet plus Mage Armor.

PRICE: 2,000 gp.

RING OF SUSTENANCE

This plain platinum ring guards the wearer against hunger and thirst.

BENEFIT: While wearing the ring, you need not eat or drink (unless you wish), and you enjoy a +5 bonus to resist ingested poisons and sleep magic. When you doff the ring, you experience deprivation as if starting from a fully alert, fed, and rested state.

CREATION: 1,000 gp ; masterwork ring plus Sustenance.

PRICE: 2,000 gp.

SACRED COFFIN

This coffin blocks the progression of undeath.

BENEFIT: This expensive 1500-pound iron and lead coffin is inscribed with holy wards against the undead. Any living or dead person placed in the coffin cannot transform into an undead creature while inside the coffin to a maximum of 100 years, or forever if the create expends an addition 1,500 gp on the coffin during creation.

CREATION: 1,000 gp ; masterwork coffin and Secure Burial.

PRICE: 2,000 gp.

SKELETON KEY

This simple bone key helps you unlock doors.

BENEFIT: This plain iron key changes its shape to fit most door locks. When you use the key on a door with a lock and key hole, apply a +10 bonus on Mechanics checks to lock or unlock the door. The key also works on locked chests and such.

CREATION: 1,000 gp ; masterwork skeleton key plus Locksmith.

PRICE: 2,000 gp.

SOLARI'S HOLY SYMBOL

This radiant symbol harms fiends and undead.

BENEFIT: You hold up the holy symbol and project a 30-ft cone of luminous holy energy. The energy harms aberrations, undead, and fiends. The damage equals 1d6 per 2 levels (max 5d6). Costs 1 vitality. The item only works for good characters.

CREATION: 1,000 gp ; masterwork holy symbol plus Holy Blast.

PRICE: 2,000 gp.

SPELL-PILOT'S PHYLACTERY

This keepsake improves piloting ability.

BENEFIT: While wearing this tiny box on your upper arm, you enjoy a +5 bonus on Pilot checks, or +10 when piloting a spellship.

CREATION: 1,000 gp ; masterwork phylactery plus Sky Pilot.

PRICE: 2,000 gp.

SUN CIRCLET

Sunlight revitalizes you over several hours.

BENEFIT: While wearing the circlet, each hour of exposure to natural sunlight on a clear or partly-cloudy day heals you of 1 vitality to a maximum of 5 vitality in a 24-hour period. You must be a living nonevil person.

CREATION: 1,000 gp ; masterwork circlet plus Sun-Rest.

PRICE: 2,000 gp.

SUNDER BRACER

This bracer allows you to sunder foe's weapons.

BENEFIT: While wearing the bracer, you may target a foe's weapon within reach of your melee weapon. If you beat the foe's Reflex, and your damage exceeds the targeted weapon's weight in pounds, it breaks. Your foe suffers no harm. Metal parts are DR 10. Wooden parts are DR 5. You can't sunder magic weapons. Requires you know Power Attack. If you don't, apply -5 on your attack roll to sunder. Costs 2 vitality.

CREATION: 1,000 gp ; masterwork bracer plus Sunder.

PRICE: 2,000 gp.

TAINT WARD

This locket blocks taint from vile creatures.

BENEFIT: While wearing the locket, you are immune to the Train ability. You must be nonevil in order to benefit from this item.

CREATION: 1,000 gp ; masterwork locket plus Trait Immunity.

PRICE: 2,000 gp.

THEOSOPHIC GUIDE

This occult tome explains how to tap into your spirit guide.

BENEFIT: When first acquiring this book, you learn your totem spirit guide. Thereafter, you may study its pages at any time for 1 minute to gain insight by spending 1 vitality. The chance you receive a benefit equals 30% + 2% per level. Success grants you a +5 bonus on your next skill check. Failure grants a +2 bonus.

CREATION: 1,000 gp ; masterwork book plus Spirit Guide.

PRICE: 2,000 gp.

TRAVELING COAT

This coat maintains a pleasant temperature for the wearer and his belongings.

INTERMEDIATE WONDERS

The following magic items are equivalent to intermediate abilities and are suitable for character levels 6 through 10.

BENEFIT: While wearing the coat you ignore the effects of extreme temperature. You are comfortable in conditions between -40° and 140° F without having to resist using Fortitude. Your equipment is also protected. This ability is continuously in effect even when you are unconscious.

CREATION: 1,000 gp ; masterwork coat plus Endure Elements.
PRICE: 2,000 gp.

TRUEFRIEND CANTINA

This simple, small container refills itself with water.

BENEFIT: Each day the cantina fills with up to 3 gallons of water, a quart at a time. This is enough to sustain 3 people or 1 horse for a day.

CREATION: 1,000 gp ; masterwork cantina plus Create Water.
PRICE: 2,000 gp.

VANISHING DUST

You can sprinkle this dust on yourself to turn invisible.

BENEFIT: You expend 1 vitality as you open the thimble and sprinkle dust on yourself. The thimble automatically replenishes itself when opened. Once sprinkled, you are invisible for the remainder of your turn. This grants you a +10 bonus on Stealth checks and no line of sight to you. Any attack by you negates the effect.

CREATION: Dust from a mummy's tomb plus Invisible Step.
PRICE: 2,000 gp.

VOMICA WAND

This wand can deliver annoying curses.

BENEFIT: When you wield the wand and spend 1 vitality, a foe within 15 ft suffers a -2 penalty on d20 rolls, damage rolls, and saves. Or it suffers blindness, deafness, impotence, muteness or an illusory change of appearance (age, race or sex). The duration is 2 minutes. There is no save to resist. However, you can only affect a particular creature once in a 24 hour period. You cannot curse yourself or an ally. Remove Curse ends the effect.

CREATION: 1,000 gp ; masterwork wand plus Curse.
PRICE: 2,000 gp.

VATIC CRYSTAL

This tiny eldritch crystal allows you to store a spell.

BENEFIT: This palm-sized crystal glows when full and is dull when empty. While holding the crystal when it is empty, you can direct into it any 1 basic magic ability you know. Doing so costs the usual vitality for the spell. Any time later, you can extract the spell as a move action for use within the next 1 round without expending vitality. If you wait more than 1 round, the extracted vitality is lost. You can only benefit from 1 crystal at a time.

CREATION: Palm-sized gem worth 100 gp and any 1 basic magic ability.

PRICE: 2,000 gp.

WATCHFUL NIGHT OWL

This clockwork owl acts as a guard.

BENEFIT: You wind up the owl for 1 minute and place it on a stable surface. While it ticks, the owl monitors a perimeter of up to 10 ft per level. Any Small or larger creature not specified by you that crosses the perimeter evokes either a loud audible hoot or a silent alarm, as you desire. The owl winds down after 8 hours.

CREATION: 1,000 gp ; masterwork clockwork owl plus Alarm.
PRICE: 2,000 gp.

WIZARD'S SAVIOR

You gain a small, brief boost of magical power.

BENEFIT: Once daily as a move action while wearing the amulet, you regain 1d6 vitality that you must use to power a magic ability before the end of your next turn or you lose the boost.

CREATION: 1,000 gp ; masterwork amulet plus Mana Surge.
PRICE: 2,000 gp.

AMULET OF MAGIC RESISTANCE

This amulet is inscribed with draconic runes and helps deflect magic.

BENEFIT: While wearing the amulet, you enjoy a +2 bonus on saves to resist magic abilities.

CREATION: 2,500 gp ; masterwork amulet plus Resist Magic.
PRICE: 5,000 gp.

ARCANE SECURITY ORB

This modest orb detects and zaps intruders.

BENEFIT: This glass orb is inscribed with ancient runes. When you hold the orb and speak its command word, you become its new owner. Once daily, you can expend 1 vitality to set the orb's alarm. Any creature not specified by you that comes within 10 ft per level of the orb evokes either an audible or silent alarm, as you desire. Moreover, when the orb detects intruders within 90 ft, it can zap 1 or more of them. It can project 1 bolt per 2 levels (max 5 bolts), and each bolt unerringly hits a target within 90 ft for 1d4+1 force damage.

CREATION: 2,500 gp ; masterwork orb plus Alarm and Magic Missile.

PRICE: 5,000 gp.

ARCANE WATCH

This tiny timepiece informs the wearer of the current local date and time.

BENEFIT: This fine timepiece is worn on the wrist or secured to a metal chain. You always know the time to the correct year, month, day, hour, and second. Moreover, once daily you can expend 5 vitality to vanish and move to a time period up to 1 round per level in the future, as decided just before you hop. You arrive in the nearest open space as if no time has passed for you.

CREATION: 2,500 gp ; masterwork watch plus Time Hop and Time Sense.

PRICE: 5,000 gp.

ASTRAL CODEX

This ancient book teaches a long-forbidden means of realms travel.

BENEFIT: After reading the book for 1 week, you may add the ability below to your class list of paragon abilities provided you already know 1 of the following: Gate, Realm Shift or Teleport.

ASTRAL SPELL^M: When you expend 15 vitality, you and up to 5 adjacent allies fall asleep for 6 hours. While asleep, your souls (but not your bodies) travel to a realm of existence of your choice. In that realm, you have 6 days, 1 day for each hour of real time.

You must have a specific destination in mind, and you must succeed on an Arcana check to arrive there. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. A failed check means you arrive 1d6 miles away from your desired destination, possibly in a dangerous locale.

You appear in the new realm with functional duplicates of your bodies and gear, though you ignore the ambient conditions of the realm as if you were native to it. If you die in the new realm or your real body suffers wound damage, your soul immediately returns and you awaken in 1 round. Gear expended or gained while traveling this way does not alter your real gear. However, you gain XP normally and actions you take in the visited realm affect its inhabitants.

CREATION: 2,500 gp ; masterwork book, Gate, Realm Shift or Teleport.

PRICE: 5,000 gp.

BAG OF HOLDING

This small leather bag allows you store far more than you might think.

BENEFIT: The bag stores up to 500 pounds of nonliving gear, though the gear takes up no space, adds only 5 pounds to your weight, and fits regardless of the bag's actual size. You can add or remove an item as a move action. Placing a bag of holding inside another bag of holding destroys both, inflicts 5d6 damage to all creatures within 15 ft, and destroys all contents. Effects that temporarily negate the bag's magic cause its contents to fall to the floor in front of you.

CREATION: 2,500 gp ; masterwork leather bag plus Deep Pockets.

PRICE: 5,000 gp.



Ability. You must worship the selected deity or be within 1 step of the deity's alignment.

PRICE: 5,000 gp.

DEACON'S HOLY SYMBOL

This fine holy symbol grants an intermediate boon.

BENEFIT: This works like the Ovate's Holy Symbol except the symbol is made of electrum, grants an intermediate ability listed under your deity, and costs 2 vitality.

CREATION: 2,500 gp ; a masterwork holy symbol and Intermediate Domain Ability.

PRICE: 5,000 gp.

DEFENESTRATING SPHERE

This tiny floating sphere can knock down foes.

BENEFIT: By mental command, you cause the tiny glass sphere to rise and move at 30 ft per round in any direction out to 30 ft from you. Also, you can expend 5 vitality to knock prone all Medium or smaller creatures in a 30-ft-cone that is projected in any direction from the sphere. An opponent can gain control of the sphere on an opposed Arcana check.

CREATION: A tiny masterwork glass sphere plus Mage Hand and Thunder Wave.

PRICE: 5,000 gp.

BLACKWART'S COAT

This fine leather vestment spews a cone of daggers.

BENEFIT: This leather vestment may be worn as snug as a vest or as voluminous as a trench coat. At any time, the wearer can open the coat to reveal a line of sharp daggers that spray forth. All creatures within a 15-ft cone suffer 1d4 damage per level (max 5d4), or ½ damage when Reflex resists. The coat automatically replenishes itself each time it is opened to a maximum of once per round. Using the coat's magic is free for the first 3 uses each day and then costs 1 vitality for each additional use.

CREATION: 2,500 gp ; masterwork leather coat, Cloud of Daggers and either Vitality Boost or Zest For Living.

PRICE: 5,000 gp.

BOOTS OF STRIDING AND SPRINGING

These boots allow you to jump and tumble with ease.

BENEFIT: You jump outward or upward up to 30 ft as a standard action without a running start. Also apply a +5 bonus on Acrobatics and Athletics checks.

CREATION: 2,500 gp ; masterwork boots plus Jump and Feats and Prowess.

PRICE: 5,000 gp.

CHIME OF OPENING

Playing the chime opens locked doors.

BENEFIT: Playing the chime and expending 2 vitality as a standard action unlocks 1 mundane lock or negates 1 Arcane Lock effect.

CREATION: 2,500 gp ; masterwork chime plus Knock.

PRICE: 5,000 gp.

CLEAR-SIGHT GOGGLES

These goggles allow you to see through natural obscurities like fog.

BENEFIT: These goggles are decorated with fiendish runes and images of a pale wolf-like devil. When you wear the goggles and expend a standard action, you ignore the effects of concealment granted by darkness, dust, fog, fire, and other nonsolid phenomena as if the obscurement simply didn't exist. The benefit lasts 1 round.

CREATION: 2,500 gp ; masterwork goggles and Clear Sight.

PRICE: 5,000 gp.

DEACON'S CATECHISM

This book grants access to a deity's intermediate abilities.

BENEFIT: The small book is plainly dedicated to a specific deity. Within, the book describe the deity's alignment, myths, and intermediate abilities. It is a follow-up testament to a more basic divine prayer book. If you worship the deity or are within 1 step of the deity's alignment and succeed on a DC 10 Religion check then you can use the book. Each morning, you may pray and study for 1 hour, after which you know for 24 hours 1 intermediate ability listed under the deity.

CREATION: 2,500 gp ; masterwork book plus Basic Domain

DIMENSIONAL CLOAK

This dark cloak allows the wearer to teleport to a close locale.

BENEFIT: When you expend 2 vitality and pull the hood over your head, you vanish and appear in any open space within 30 ft and line of sight. You are dazed for the remainder of your turn.

CREATION: 2,500 gp ; masterwork cloak plus Dimension Step.

PRICE: 5,000 gp.

DRYAD'S GIFT

This pendant allows you to transform into a tree.

BENEFIT: When you expend 2 vitality while gently rubbing the pendant and as a standard action, you transform into a normal tree. In tree form, you can see and hear as normal though you can take no other actions. You enjoy a +20 bonus on Disguise checks to be recognized as anything other than a normal tree. You radiate faint magic. You can return to your normal form as a move action. The effect lasts 4 hours + 1 hour per level.

CREATION: 2,500 gp ; masterwork pendant, a lock of dryad's hair, and Tree Form.

PRICE: 5,000 gp.

EAGLE'S EYE LENS

You can see a far distance.

BENEFIT: When you look through the lens and expend 2 vitality, you observe details such as Tiny creatures out to a distance of 1 mile.

CREATION: 2,500 gp ; masterwork lens, eagle's blood, and Far-sight.

PRICE: 5,000 gp.

EPHEBUS VICTUAL

This terrible item grants eternal youth for a price.

BENEFIT: This object begins as a stunning, smallish art piece such as a statuette or painting with a humanoid likeness that matches your likeness when you hold it, though the likeness is always a young adult version of you with +4 Comeliness. You activate the object's true power by stating, "I wish for immortality." Thereafter, you become a young adult (remove any prior aging effects) and do not advance in age categories. Instead, the object ages in your place, effectively deteriorating on a year-for-year basis if you are good, or

at an accelerated pace of 1 year for every 1 month if you are neutral, or every 1 week if you are evil. The object will turn to dust when its effective age equals the age at which you would normally die. When it's destroyed, you too suddenly age and die within 1d4 rounds. Fortunately, you can renew the object by sacrificing a child or young adult person at its base and anointing yourself and the object with the sacrifice's blood. The ritual takes 1 minute and restores 5 years per level of person sacrificed to the art object. You automatically know the day the object will self-destruct. If you die, the object returns to its normal generic form to wait for a new victim.

CREATION: 2,500 gp ; a masterwork art object and Curse of Eternal Youth.

PRICE: 5,000 gp.

EVERFULL PICNIC BASKET

This wondrous picnic basket produces tasty food and fresh water.

BENEFIT: When you open the basket and expend 2 vitality, you conjure simple nutritious food and water to satisfy 3 persons or 1 mount. You can close and reopen the basket and expend more vitality to acquire more food.

CREATION: 2,500 gp ; masterwork basket plus Create Food and Water.

PRICE: 5,000 gp.

EXPLORATION SUIT

This fully enclosing suit protects against hostile and deadly elements.

BENEFIT: This modified leather armor (DR 2, 15 pounds) is airtight and consists of thick, warm padding and a snug helmet that includes a glass faceplate in front. Activating the suit costs 2 vitality. For 1 hour, the suit lets you move around safely in any hostile environment. The suit is bulky and modifies your speed by -10 ft. It provides clean air, proper pressure, and adequate warmth or cooling. You never hunger or thirst in it, and you ignore the harmful effects of any world's or realm's ambient conditions. Moreover, you can select 1 ally at a time out to 90 ft to verbally communicate with it. You need line of sight or line of effect to communicate, but not both.

CREATION: 2,500 gp ; masterwork leather plus Planar Adaptation and Message.

PRICE: 5,000 gp.

FEY NOVELLA

Reading this romantic tome summons a fey lover.

BENEFIT: This romance novel offers a different, though predictable scenario each time it is read. Typically, the novella describes a mysterious and beautiful man or woman who enters the protagonist's life to provide solace and love. If the book is sewn from satyr's hair, the lover is a man. If it is sewn from dryad's hair, the lover is a woman. Otherwise it is sewn from nymph's hair and portrays a male or female lover, as you truly desire. Reading takes 4 hours.

Up to once weekly, the book summons the spirit of the fey that was sewn into the book. See *RADIANCE MASTERS GUIDE* for details. The fey is level 4, remains for 1 hour, and seeks to please you, though it will never act in a way that clearly harms animals, itself, fey or the natural environment. It avoids combat and if it suffers wound damage, it immediately retreats back into the book. The fey is otherwise happy to provide magic or insight on your behalf.

DANGER: Each time the book is read, there is a 5% chance that the fey within has grown bored. The novella vanishes and reappears in a random location to be discovered by someone else.

CREATION: 2,500 gp ; masterwork book sewn with fey hair plus Summon Fey Lover.

PRICE: 5,000 gp.

FIEND FOLIO

This handy guide to demons and devils allows you to briefly gain vile power.

BENEFIT: Once daily you may use the book while conducting a 1-minute ritual to tap fiendish powers. You select a single warlock

magic ability of a tier you can access except paragon tier. You know the ability for 24 hours or until using the book again. You must be nongood and succeed on a DC 8 Arcana check and a DC 8 Religion check each time you use the book or it closes shut for 24 hours.

CREATION: 2,500 gp ; masterwork book plus Fiendish Ritual.

PRICE: 5,000 gp.

FIREBALL WAND

This wand produces fiery explosions.

BENEFIT: When you brandish the wand and expend 2 vitality, the wand projects a red ray out to 90 ft that blossoms into a 15-ft-radius ball of fire. Creatures in the area suffer 1d6 fire damage per level (max 10d6), or ½ damage when Reflex resists.

CREATION: 2,500 gp ; masterwork wand with small ruby plus Fireball.

PRICE: 5,000 gp.

FIGURINE OF POWER

This tiny figurine transforms into a helpful animal.

BENEFIT: This figurine is carved in a shape of a specific animal such as a bear, snake, warhorse, wolf, or so forth. When you expend 2 vitality and toss the figurine onto the ground within 15 ft of you, it transforms into an equivalent life-size living animal that faithfully follows your verbal commands for up to 5 minutes before vanishing. It only transforms if you have 2x or more levels than the animal does. If the animal is slain then it immediately explodes in a puff of smoke and is gone forever. If it suffers damage or a condition, you cannot evoke the animal again for 1 week or 1 month, respectively, at which time the damage or condition is gone. The Make Whole ability repairs any damaged figurine, making it ready again for immediate use. You can only summon natural animals.

CREATION: 2,500 gp ; masterwork figurine plus Summon Animals.

PRICE: 5,000 gp.

FOG MACHINE

This device generates thick fog.

BENEFIT: This 1-ft-square, 8-lb contraption of valves and cranks accepts 2 hit points of warm blood into an input valve. Thereafter, when a crank is turned, the device generates misty vapor in a 15-ft-radius around it. The vapor obscures all sight including darkvision and nethersight beyond 5 ft. Within the fog, creatures more than 5 ft from each other have concealment (50% miss chance). The fog is unnatural, lasts for 1 hour, and resists normal wind, though Gust of Wind, a Fireball spell, or more powerful wind or fire magic disperses the fog immediately. The device does not work underwater.

CREATION: 2,500 gp ; masterwork mechanical device plus Fog.

PRICE: 5,000 gp.

FOLDING ROWBOAT

This tiny figurine transforms into a sturdy boat.

BENEFIT: When you expend 2 vitality, this tiny 8-in-long figurine of a boat transforms into a normal 10-ft-long rowboat that holds 3 Medium passengers and moves ½ miles per hour for each person rowing to a maximum of 1½ miles per hour. If the boat is damaged, it remains damaged in figurine form until fixed using the Make Whole ability. The boat has DR 5, and inflicting 10 points of damage opens a hole in the boat to admit water, causing the boat to sink after 1 minute. Restoring the boat to a figurine is a standard action that costs 2 vitality.

CREATION: 2,500 gp ; masterwork rowboat and Shrink Item.

PRICE: 5,000 gp.

FORCE PUNCH GLOVE

This bejeweled glove delivers punches at a distance.

BENEFIT: While wearing the glove, you can expend 5 vitality as you target 1 foe within 60 ft. It suffers 1d6 force damage per 2 levels and is knocked back 10 ft. Or if it resists using Fortitude, it suffers ½

damage and falls back only 5 ft.

CREATION: 2,500 gp ; masterwork glove plus Force Punch.

PRICE: 5,000 gp.

FREEZING RAY WAND

This blue-white wand, adorned with wintery sigils, projects freezing cold.

BENEFIT: When you expend 2 vitality, the wand projects 1 icy blue-white ray per 4 levels (round down). Each ray can target the same foe or different foes and inflicts 4d6 cold damage or ½ that if Fortitude resists. Costs 2 vitality.

CREATION: 2,500 gp ; masterwork wand and Freezing Rays.

PRICE: 5,000 gp.

GHOSTSIGHT GOGGLES

These goggles allow you to see invisible and incorporeal creatures.

BENEFIT: While wearing the goggles, you see invisible and incorporeal creatures such as ghosts as easily as corporeal creatures in full daylight. You see such creatures even in natural darkness but not magical darkness. The goggles do not negate the usual chance to miss incorporeal creatures, since such creatures reside in another realm of existence.

CREATION: 2,500 gp ; masterwork goggles plus Ghostsight or See Invisibility.

PRICE: 5,000 gp.

GRAPPLER'S GAUNTLETS

This fine leather gauntlets make you an expert grappler.

BENEFIT: While wearing the gauntlets, you can grapple an adjacent foe up to 1 size larger than you when you beat the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

CREATION: 2,500 gp ; masterwork pair of gauntlets and a vial of a warrior's blood plus Grapple, Improved Grapple or Offensive Maneuver Bonus.

PRICE: 5,000 gp.

HANDY HAVERSACK

This gaudy sack offers an endless source of small useful items.

BENEFIT: When you open the sack and expend 2 vitality, you conjure any nonmagical worked item weighing up to 5 pounds and costing 25 gp or less. You cannot conjure anything that contains precious metals. The item lasts 5 minutes and then vanishes.

CREATION: 2,500 gp ; masterwork longsword plus Handy Haversack.

PRICE: 5,000 gp.

HEADBAND OF INFINITE TONGUES

You can speak and understand any language.

BENEFIT: You can understand and use any language for 10 minutes. Costs 2 vitality.

CREATION: 2,500 gp ; masterwork mask plus Tongues.

PRICE: 5,000 gp.

HEADBAND OF STEELY WILL

You resist mental attacks better than normal.

BENEFIT: Apply a +5 bonus to your Will.

CREATION: 2,500 gp ; masterwork band plus Mental Barrier.

PRICE: 5,000 gp.

HEALING SHROUD

This silk blanket cures ailments.

BENEFIT: When you wrap the shroud around a Medium or smaller creature, 1 ailment is removed for every 2 vitality you

expend to a maximum of 1 ailment per level, though the shroud will not cure evil creatures. Ailments include confusion, disease, exhaustion, fatigue, insanity, nausea, poison, and taint. This ability does not remove curses such as mummy rot or lycanthropy.

CREATION: 2,500 gp ; masterwork blanket plus Cure Ailment.

PRICE: 5,000 gp.

INVISIBILITY RING

You can vanish from sight.

BENEFIT: When you don the ring and spend 2 vitality, you immediately become invisible for 5 minutes or earlier if you make an attack or remove the ring, at which time the invisibility ends. While invisible, you enjoy a +10 bonus on Stealth checks and attackers lack line of sight to target you.

CREATION: 2,500 gp ; masterwork ring plus Invisibility.

PRICE: 5,000 gp.

JOURNEYMAN'S BALDRIC

You can carry more than usual with this item.

BENEFIT: You can carry 250 pounds, or 1 Medium or 2 Small creatures, in addition to any other weight normally allowed, and not be overloaded, and can drag up to 1,250 pounds or support +8 encumbrance slots. This is equivalent to a donkey. You must have Pack Mule or be size Large or larger, either naturally or under the effect of magic, in order to benefit from this ability.

CREATION: 2,500 gp ; masterwork baldric plus Improved Carry Capacity.

PRICE: 5,000 gp.

LUPINE MONOGRAPH

This novel-sized leather-clad book teaches you how to transform into a worg.

BENEFIT: During daytime hours, the book appears as a common romance novel about a werewolf. At night, the book's writing changes to take on dark, bloody tones as it reveals its secret. The book contains the essence of Justinian, an ancient and virile werewolf king.

Once per week at midnight, you can transform into a worg (a supernatural wolf). See RADIANCE MASTERS GUIDE for details. This only works if you are 4th-level or higher. Otherwise, the magic fails. You forfeit 4 class levels and the abilities that go with those levels in exchange for the worg's levels and abilities (a worg is a level 4 creature). The transformation lasts until dawn, after which you return to normal, sleep until noon, and awaken ravenously hungry and fatigued. You cannot end the transformation early. If you are slain in worg form, then you die and return to your normal form.

SPECIAL: Each time you use the book, there is a 5% chance you permanently transform into a worg. Remove Curse ends the effect.

CREATION: 2,500 gp ; masterwork book and Monstrous Transformation.

PRICE: 5,000 gp.

MASOCHIST'S DAGGER

This narrow blade forces confessions from its victims.

BENEFIT: The dagger inflicts 1d4 damage as normal. Moreover, up to once daily, after 1 hour with a helpless creature, the dagger inflicts 6d6 pain damage and forces the creature to truthfully answer 1d4+1 questions, each phrased in 10 words or less. The creature speaks falsely if it doesn't know an answer.

CREATION: 2,500 gp ; masterwork dagger plus Torture.

PRICE: 5,000 gp.

MASK OF SILENCE

This deceptive helmet fuses to your face and silences you eternally.

BENEFIT: When you place the helmet on an adjacent helpless foe's face and expend 2 vitality, the helmet magically seals and fuses with the wearer's skin. Simultaneously, the helmet reveals its true nature as a heavy iron, grotesque prison with only slits for breathing and a hole for a mouth to feed. The wearer is effectively blind and

deaf and inaudible 50% of the time. Remove Curse causes the helmet to fall off.

CREATION: 2,500 gp ; masterwork helmet, Curse, and Sealing Curse.

PRICE: 5,000 gp.

MINDREADER'S CIRCLET

This headband allows you to detect thoughts.

BENEFIT: While wearing the headband, you may expend 2 vitality to note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, you learn the number of thinking minds and the Intelligence of each one. After concentrating for a third round, you learn the current surface thoughts of 1 creature of your choice that is within range if you beat its Will. You enjoy a +1 bonus to attack its Will.

SPECIAL: There is a 1 in 20 chance per use that instead of the usual benefit, you broadcast your thoughts to all creatures within 15 ft for 2 minutes. The item does not alert you to this defect.

CREATION: 2,500 gp ; masterwork headband plus Detect Thoughts.

PRICE: 5,000 gp.

MORTIS CLOAK

This accursed cloak severely wounds the wearer.

BENEFIT: This is a gift to your enemies. Wearing the cloak immediately harms the wearer, who suffers either 2 vitality and 1d8 necrotic wound damage if Will resists, or 5 vitality and 1d8 necrotic wound damage per round for 1d4 rounds if you beat the wearer's Will. You cannot remove the cloak while the wearer is alive except using Dispel Magic or Remove Curse.

CREATION: 2,500 gp ; masterwork cloak plus Vampiric Kiss.

PRICE: 5,000 gp.

N'ALYIA'S TOME

This leather-clad book teaches secrets to become a vampire.

BENEFIT: During daytime hours, the book appears as a common romance novel involving a vampire. At night, however, the book's writing changes to take on dark, bloody tones as it reveals its secret. The book contains the essence of N'alyia, an ancient and potent vampire queen.

Up to once per week at midnight, you can transform into a spawn (a lesser vampire). See RADIANCE MASTERS GUIDE for details. This only works if you are 4th level or higher. Otherwise the magic fails. You forfeit 4 class levels and the abilities that go with those levels in exchange for the spawn's levels and abilities instead (a spawn is a level 4 creature). The transformation lasts until dawn, after which you return to normal, sleep until dusk, and awakened fatigued. You cannot end the transformation early. If you are slain while you are a spawn, then you are dead.

DANGER: Each time you use the book, there is a 5% chance you permanently transform into a vampire spawn. Remove Curse ends the effect.

CREATION: 2,500 gp ; masterwork book plus Monstrous Transformation.

PRICE: 5,000 gp.

OCCULUS MOMENTO

This reflective shard shows you a distant locale.

BENEFIT: This fist-sized mirror shows 1 specific location: the locale where they mirror was broken as part of being crafted. Any

time thereafter, anyone can stare into the mirror for 1 minute and expend 2 vitality in order to see or hear (but not both) events for 5 minutes in a 10-ft radius around the locale the mirror is keyed too.

CREATION: 2,500 gp ; a piece of chalk and either Clairaudience/Clairvoyance or Scry.

PRICE: 5,000 gp.

OPHELIA'S RING

You become very comely.

BENEFIT: Boost your Comeliness by +4 while wearing the ring. If you wear the ring for more than 7 days, then the effect lasts for an additional 24 hours beyond when the ring is removed. The ring itself might be plain or elaborate, and might even be a pendant instead.

CREATION: 2,500 gp ; masterwork silver ring plus Beauty.

PRICE: 5,000 gp.

ORC NAILS

These filthy blood-red and black nails can pluck out a foe's eye.

BENEFIT: The nails come as a set, sewn into a pair of gloves. They merge into your hand when you first apply them. Thereafter, you can show or hide the nails as a swift action. While you show the nails, you can target an adjacent foe. If you expend 2 vitality and beat the target's Reflex, it permanently loses an eye, suffers 1d4 wound damage, and endures a permanent -2 penalty on Perception checks if you.

CREATION: 2,500 gp ; masterwork longsword plus Eye Gouge.

PRICE: 5,000 gp.

PHYSICIAN'S MASK

This mask with long bird beak protects the wearer against disease.

BENEFIT: While wearing the mask, you enjoy a +10 bonus on Heal checks and are immune to natural and magical diseases.

CREATION: 2,500 gp ; masterwork mask plus Disease Immunity and First Aid.

PRICE: 5,000 gp.

REFLECTION TRAP

This dangerous mirror traps the unwary.

BENEFIT: This fine, 5-square-ft mirror is ½ inch thick and weighs 150 pounds. Touching the mirror, being knocked into the mirror, or looking at it for more than 1 round while within 15 ft of it, causes a creature to lose 2 vitality, vanish, and become trapped in within it for 2 minutes.

The world within the mirror looks and functions exactly like the world outside the mirror when the victim entered it except it comes uninhabited, magic abilities do not function, and trapped creatures cannot move more than 30 ft from the mirror—the mirror world is only 30 ft in diameter from the mirror.

Each round on its turn, a trapped creature may attempt a DC 19 Arcana check to escape and return to its original position.

CREATION: 2,500 gp ; masterwork 5-square-ft mirror and Reflection Trap.

PRICE: 5,000 gp.

REPAIR GLOVES

These odd gloves have long spidery fingers that allow you to deftly repair constructs in hard to reach places.

BENEFIT: After 1 minute of work, you repair 1d4 points per level to an adjacent construct ally. Costs 2 vitality.

CREATION: 2,500 gp ; masterwork gloves plus Repair Construct.

PRICE: 5,000 gp.

RING OF COUNTER SPELLS

This ring blocks a spell from manifesting.

BENEFIT: As an immediate action, you target 1 person within 30 ft who is activating a magic ability. If you beat his Will, you negate the magic. If you lack Arcana Training or Dark Lore, adjust your attack



roll by -10. The ring cannot block magic evoked by nonperson creatures. Costs 1 vitality + the countered ability's vitality cost, if any.

CREATION: 2,500 gp ; masterwork iron ring plus Counter Spell.
PRICE: 5,000 gp.

RING OF ENERGY RESISTANCE

This ring, inscribed with genie symbols, protects against harmful energy.

BENEFIT: The ring provides the wearer +2 DR versus all energy types.

CREATION: 2,500 gp ; masterwork ring plus Resist Energy.
PRICE: 5,000 gp.

SACRED CIRCLET

This woman's headdress or man's headband keeps evil creatures at bay.

BENEFIT: When you expend 2 vitality, you evoke around you a stationary 10-ft-diameter circle that dances with golden angelic runes. Fiends and undead cannot pass or break the circle's perimeter while you concentrate as a standard action each round + an additional 1d4 rounds.

SPECIAL: The circlet's appearance adjusts to match your gender.

CREATION: 2,500 gp ; masterwork circlet plus Holy Circle.
PRICE: 5,000 gp.

SILENT TOTEM

This tiny statuette on a necklace radiates a blanket of silence

BENEFIT: Creatures within 120-ft-radius of the 1-ton statue suffer a -10 penalty on Perception checks and cannot hear each other unless they are adjacent to each other. Costs 1 vitality per round.

CREATION: 2,500 gp ; a masterwork statuette and Silence.
PRICE: 5,000 gp.

SLAVEBOT WAND

You summon a helpful, hardworking ergo.

BENEFIT: With a wave of the wand, you summon a level 1 ergo (page 245) within 30 ft to complete tasks for up to an hour, or a level 2 ergo for 10 minutes, or a level 5 ergo for 2 minutes. Costs 5 vitality.

CREATION: 2,500 gp ; masterwork wand plus Fantastic Machine.
PRICE: 5,000 gp.

SLIPPERS AND GLOVES OF SPIDER CLIMBING

These black silky slippers and gloves allow you to climb walls and ceilings like a spider.

BENEFIT: When donned and activated, you gain a climb speed of 30 ft for 5 minutes. While climbing, you are not defenseless and you enjoy a +10 bonus to Athletics and Acrobatics checks. Costs 2 vitality.

CREATION: 2,500 gp ; masterwork slippers and gloves plus Spider Climb.
PRICE: 5,000 gp.

SNIRVNEBLIN EARTH MANTLE

This dull cloak with hood allows the wearer to meld into stone.

BENEFIT: You vanish into an adjacent 5-ft-cube stone volume for up to 5 minutes. You can hear but not see and can take no actions except to end the effect as a standard action. You are undetectable from outside the stone. Costs 2 vitality.

CREATION: 2,500 gp ; masterwork mantle plus Meld Into Stone.
PRICE: 5,000 gp.

STYLUS SUFFRAGIUM

This chalk allows you to summon an angel or fiend.

BENEFIT: This 6-in-long piece of chalk

comes as either black or white. Once daily, you can draw a magic circle for 1 minute using the chalk, to conjure an angel (if it's white, you are good and speak Celestial) or a fiend (if its black, you are evil and speak Infernal). Nothing is summoned otherwise. When you are done drawing, speak "I summon thee", and expend 2 vitality, the creature arrives and remains for 5 minutes to do your bidding, using any abilities it knows by your verbal command. It cannot leave the circle, and angels and devils are generally barred from attacking mortal creatures in any case. After 5 minutes, the creature vanishes. It can take up to 250 pounds of nonliving matter with it. You are limited to summon a level 7 angel or level 9 devil, and your level must be no less than 2 levels lower than the creature (that is, you must be level 5 to summon an angel and level 7 to summon a devil). The chalk never runs out.

CREATION: 2,500 gp ; a piece of chalk and either Summon Celestials (for white chalk) or Summon Fiends (for black chalk).
PRICE: 5,000 gp.

TAROT CARD DECK

Using this card deck helps you foresee the future.

BENEFIT: You start by asking for insight regarding a choice you or an adjacent ally faces such as whether to open a chest or enter a room. Then you use the deck for 5 minutes to lay out cards in a ritualized manner. You study the cards to receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance that you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 hours. Costs 2 vitality if the answer is weal, 5 vitality if the answer is mixed, and 10 vitality if the answer is woe.

CREATION: 2,500 gp ; masterwork card deck plus Augury.
PRICE: 5,000 gp.

TELEPATHY TAP

This cap allows you to listen in on telepathic conversations.

BENEFIT: While wearing this simple leather cap you may listen in on silent conversations taking place between creatures within 120 ft who are using Mindlink or Telepathy. If you wish, you may focus on 1 particular conversation. When you do so, the targets detect they are being overheard on a DC 20 Insight check, though they don't know the listener is you.

CREATION: 2,500 gp ; masterwork leather cap plus Detect Thoughts.
PRICE: 5,000 gp.

TRICK ROPE

Climbing this magic rope transports you into an extradimensional chamber.

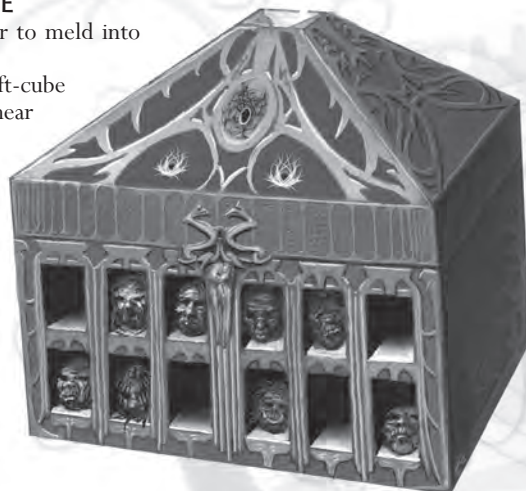
BENEFIT: When you utter the command word and expend 5 vitality, the rope uncoils and straightens itself vertically to rise between 5 and 30 ft in the air. The rope ends at an invisible 5-ft-wide, 10-ft-high magic portal directly above it. All who climb the rope and enter the portal move into a 15-ft-cube extradimensional chamber (the chamber exists in the Astral Realm). Only creatures (not unattended objects or natural phenomena such as wind) pass through the portal.

The chamber holds comfortably up to 8 Medium creatures and lasts for 4 hours + 1 hour per level. Creatures caught in the chamber when the magic ends are dumped at its entrance. The rope maintains only 1 secret chamber at a time.

CREATION: 2,500 gp ; masterwork rope plus Secret Chamber.
PRICE: 5,000 gp.

TROPHY CASE

This 3-ft-square, 40-pound chest holds up to 12 heads.



BENEFIT: When you place into the chest the head of a sentient living creature slain by you in the past 1 day, the head shrivels into a small fetish. Thereafter, you enjoy a link to the fetish. The link extends out to any distance. At any time as a move action, you may cause the head to turn to dust as you recover 2 vitality. The chest holds a maximum of 12 heads at once.

CREATION: 2,500 gp ; masterwork chest plus Empathic Healing, Head Shrinking, and Sense Link.

PRICE: 5,000 gp.

THUNDER ORB

This large glassy orb projects terrible lightning and thunder at far-away foes.

BENEFIT: This hollow, 2½-ft diameter, 200-pound steel orb is usually decorated with maritime or battlefield motifs. When you expend 2 vitality and select a person, object, vehicle, building or other target within 120 ft, the orb blasts the target with a loud boom and electrical energy that inflicts 1d6 per level, or ½ damage when Fortitude resists. Targets that don't resist are also dazed for 1 round.

CREATION: 2,500 gp ; large masterwork glass orb plus Lightning Bolts.

PRICE: 5,000 gp.

VEST OF STALWART FORTITUDE

You resist physical attacks better than normal.

BENEFIT: Apply a +5 bonus to your Fortitude.

CREATION: 2,500 gp ; masterwork vest plus Great Fortitude.

PRICE: 5,000 gp.

WARMAGE'S VEST

This fine vest acts like a magic armor and shield.

BENEFIT: When you wear the vest and benefit from no other item or magic ability that grants or boosts DR, you may benefit from the vest. It provides DR 4 for 1 hour when you spend 1 vitality. Moreover, when you expend an additional 1 vitality, you enjoy DR 6 for 2 minutes.

CREATION: 2,500 gp ; masterwork vest plus Mage Armor and Shield.

PRICE: 5,000 gp.

WAND OF SLUMBER

Targets fall into a brief but deep sleep.

BENEFIT: By expending 2 vitality, up to 1 creature per level within 60 ft falls asleep for 5 minutes, or is dazed for 1 round if Will resists. A sleeping creature's allies can use a standard action to wake him.

DANGER: There is a 5% chance per use that the wand's wielder also falls asleep, or is dazed for 1 round if Will resists.

CREATION: 2,500 gp ; masterwork wand worth 25 gp plus Sleep and Slumber.

PRICE: 5,000 gp.

WARMAGE'S FARHELM

This helmet allows you to broadcast messages.

BENEFIT: While wearing the helmet, you may expend 2 vitality and whisper a 25-word message that is clearly audible to 1 ally per level within 2 miles. You do not need line of sight or line of effect.

CREATION: 2,500 gp ; masterwork helmet of any kind plus Broadcast.

PRICE: 5,000 gp.

WATER BREATHING MASK

This mask allows you to breathe water.

BENEFIT: When you wear the mask and expend 2 vitality, you can breathe in water as easily as in air for up to 4 hours + 1 hour per level per day.

CREATION: 2,500 gp ; masterwork waterproof mask plus Water Breathing.

PRICE: 5,000 gp.

WAVE RIDER

This skiff can go unnaturally fast.

BENEFIT: This 15-ft-long, 180-pound boat safely holds 6 Medium creatures. A cockpit near the boat's front allows a person to magically start, accelerate, slow or stop the boat on a DC 5 Pilot check. Steering the boat is a DC 10 check, or DC 20 in rough waters. The boat has a maximum speed of 30 ft and can accelerate to full speed or slow to a halt in a single round. The boat works so long as the pilot concentrates as a standard action. Costs 2 vitality per hour.

CREATION: 2,500 gp ; masterwork skiff plus Propel Craft.

PRICE: 5,000 gp.

WHACKING CANE

This sturdy cane delivers a magical wallop.

BENEFIT: One target up to size Large within 30 ft is pushed back 10 ft, or 5 ft if Fortitude resists. Using the cane's magic is free for the first 3 uses each day and then costs 1 vitality for each additional use.

CREATION: Masterwork cane plus Force Push and either Vitality Boost or Zest For Living.

PRICE: 5,000 gp.

WITCH'S BANE

This useful pendant protects against curse spells.

BENEFIT: Once daily, the pendant automatically negates 1 curse that begins to afflict you, completely dispelling the magic.

CREATION: 2,500 gp ; masterwork pendant plus Remove Curse.

PRICE: 5,000 gp.

WITCH'S KEEPSAKE

This locket helps heal you and a friend.

BENEFIT: Once daily while wearing the locket, after 1 minute spent kissing an adjacent allied person, you both recover 2d6 vitality. Afterward, the portraits in the locket change to show the faces of you and the person you kissed.

CREATION: 2,500 gp ; masterwork vest plus Kiss.

PRICE: 5,000 gp.

ADVANCED WONDERS

The following magic items are equivalent to advanced abilities and are suitable for character levels 11 through 15.

ANATHEMA CODEx

The reader briefly gains fiendish creature.

BENEFIT: Up to once per week at the stroke of midnight, you can incant from the book for 10 minutes and gain the following benefits: +5 DR, fast healing 5, nethersight, immunity to fire and poison, and black wings that provide a fly speed of 30 ft. Either you must expend 25 vitality at the start or you must form a circle of up to 5 assistants who expend 5 vitality each while holding hands during your incantation. The transformation lasts 1 hour and then ends, leaving you exhausted for 24 hours.

CREATION: 10,000 gp ; masterwork book plus Prodigy and Vile Descent.

PRICE: 20,000 gp.

ARCTIC STAFF

This gnarled blue-white staff grants dominion over water and ice.

BENEFIT: While holding the staff, you enjoy +5 DC to resist cold and fire damage. Moreover, by expending 2 vitality, you can vanish into an adjacent 5-ft-cube volume of ice, snow or water for up to 5 minutes. While melded, you can hear but cannot see or take any actions except to end the effect as a standard action.

Finally, you can expend 2 vitality to project a blue ray out to 90 ft that blossoms into a 15-ft-radius ball of freezing cold. Creatures in the area suffer 1d8 cold damage + 1 point per level, and are encased in ice if you beat their Reflex. Encased creatures are

dazed for 2 minutes or until released on a DC 20 Athletics check. Unattended objects in the area cannot be picked up or moved for 2 minutes or until similarly freed. Magical fire applied to a space immediately ends the effect, with the encased creature or object taking no damage.

DANGER: Whenever you expend vitality to activate the staff, there is a 5% chance that you suffer 1d6 wound damage from the numbing cold that is channeled through the staff.

CREATION: 10,000 gp ; masterwork staff plus Flash Freeze, Meld Into Water, and Resist Energy.

PRICE: 20,000 gp.

ASMODIAN PACTMAKER

This goblet lets you bargain your soul for magic.

BENEFIT: When you fill the goblet with 3 hit points of your own blood, you may place a lien on your soul in order to gain for 24 hours 2 basic magic abilities and 1 intermediate magic ability of your choice from any class. If you die during this time, your soul proceeds to Gehenna (page 232) and you cannot be restored to life by any means except by Fiendish Return, Love's Sacrifice, Miracle or Wish. Otherwise, the contract ends and you are free.

CREATION: 10,000 gp ; masterwork goblet and Sold for Magic.

PRICE: 20,000 gp.

BLESSED RELIQUARY

You detect the presence of evil creatures.

BENEFIT: While wearing the reliquary, you enjoy three benefits.

DETECT EVIL^M: You learn whether fiends and/or undead are present within a 30-ft cone.

HOLY CIRCLE^M: As a standard action, you evoke around you a stationary 10-ft-diameter circle inscribed with angelic runes. Evil creatures cannot pass or break the circle's perimeter as long as you concentrate as a standard action each round + an additional 1d4 rounds. Exiting the circle ends the effect. Costs 2 vitality.

PRIESTLY OFFICE: Boost Diplomacy and Insight checks by +5.

CREATION: 10,000 gp ; Bone chip or clothing piece from a cleric, celestial or paladin plus holy water and Detect Evil, Holy Circle, and Priestly Office.

PRICE: 20,000 gp.

BROOM OF FLYING

This plain broom allow you to fly.

BENEFIT: The broom is inscribed with primal images of the sun, moon, and stars. While mounted on the broom you can fly at speed 30. You drop gently to the ground if the magic ends while you are airborne. Performing maneuvers requires Acrobatics and Athletics checks. Flying costs 1 vitality per minute of use.

CREATION: 10,000 gp ; masterwork broom plus Fly.

PRICE: 20,000 gp.

CENSURE OF ICE AND FIRE

This tiny censure allows you to summon a storm of ice or fire.

BENEFIT: When you hold this 20-pound censure and expend 5 vitality, you produce a storm within 120 ft that is composed of either ice or fire, as you desire. The storm affects all creatures within 15 ft of the point up to an elevation of 30 ft. If you select ice, creatures in the area suffer 3d6 cold damage and 2d6 force damage. Alternatively, if you select fire, targets suffer 3d6 fire damage and 2d6 force damage. Either way, creatures are also blinded and deafened for 5 minutes, or 1 round if Fortitude resists.

CREATION: 10,000 gp ; masterwork censure plus either Primal

Storm or both Fire Storm and Ice Storm.

PRICE: 20,000 gp.

CTHULHU GRIMOIRE

This horrid book allows you to summon aberrations

BENEFIT: This unnaturally moist, gray book boasts greatness. Each of the 3 benefits listed below only becomes available when an earlier benefit is used. You need only open the book and begin scanning it to gain the first benefit.

First, the book describes various aberrations and their lore, such that reading the book for 10 minutes grants a +3 bonus on your next Arcana, History or Insight check. You must reference the book each time you want the bonus.

Second, the book explains how to master psion abilities including Mindlink, MindThrust, Mage Hand, and Sense Link. Once daily, you know and can use 1 of these abilities for 24 hours after drawing sigils on your body for 10 minutes. This process does not harm the book.

Finally, when you spend 1 minute drawing geometric sigils, and expend 10 vitality, you summon 1 or more aberrations (consider the aboleth, brain-eater, illithrix, and mantis). Their total levels cannot exceed your level. They emerge out of the sigils and will seek to pervert your instructions however possible. They serve you for 1 hour and then vanish.

DANGER: This book is dangerous. First, summoning an aberration inflicts 1 taint point. When the amount of taint exceeds your Wisdom score, you become permanently insane. Also, each time you benefit from using the book, you must successfully resist using Will against attack +10 or be subject to a Forced SenseLink for 24 hours by the geographically closest aberration. You detect the link's formation, and the aberration's distance and direction, on a successful DC 30 Insight check. Finally, if you should be unconscious or dead while any of your summoned aberrations are present, they will take your body with them when the summons expires. Retrieving your body requires Miracle or Wish.

CREATION: 10,000 gp ; masterwork book made from an aberration's hide plus Aberrant Lore, Forced Sense Link, Mage Hand, Mindlink, MindThrust, Sense Link, Summon Aberration, and Taint. Despite the book's many abilities, it is relatively cheap due to its dreadful side-effects.

PRICE: 20,000 gp.

CORRUPTING CHALICE

Those who drink from the chalice become evil.

BENEFIT: Up to once per week, you can fill the chalice with wine, add 20 hit points worth of blood (from yourself or another person) and utter a brief incantation such that the next person who drinks from it slowly becomes evil. Each day after drinking, he feels an evil urge and must resist using his Will or commit an evil act. After the drinker commits more evil acts than he has levels, his alignment permanently changes to evil. Only Miracle or Wish negates the effect.

CREATION: 10,000 gp ; masterwork chalice plus Corrupting Urge and the corpse of a child slain at midnight.

PRICE: 20,000 gp.

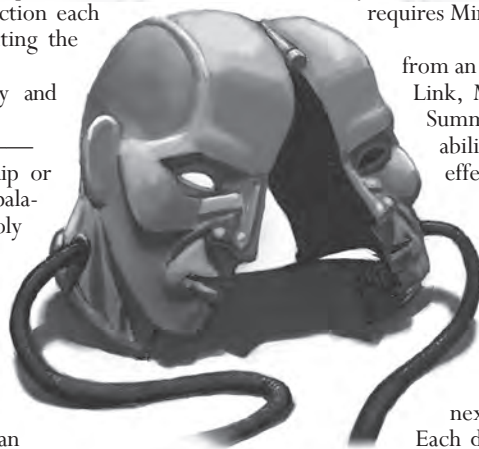
CRYSTAL BALL

This crystalline sphere allows you to see people and events from a distance.

BENEFIT: You remotely view a locale using by staring into the crystal ball. Select a specific destination and attempt an Arcana check. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. If you succeed, you can see and hear the location for 5 minutes as if you were actually there. Costs 5 vitality.

CREATION: 10,000 gp ; masterwork crystal ball plus Scry.

PRICE: 20,000 gp.



DOCILE'S COLLAR

This iron collar debilitates those who wear it.

BENEFIT: The collar is inscribed with dreadful images of tortured prisoners. The collar activates when you place it on a helpless adjacent Large, Medium or Small creature and expend 2 vitality. The collared creature moves at ½ speed and suffers a -5 penalty on attack rolls and skill checks until you choose to remove it. Moreover, for each 5 minutes that pass, the creature must expend 2 vitality or suffer great pain until you or it expend vitality.

CREATION: 10,000 gp ; masterwork steel collar plus Ray of Enfeeblement and Touch of Idiocy.

PRICE: 20,000 gp.

ELEMENTAL CENSURE

This censure allows you to summon genies, mephits, and similar creatures.

BENEFIT: You light the censure and expend 10 vitality as you perform a 1 minute ritual to summon 1 or more elemental type creatures within 30 ft to serve you for 1 hour, after which they vanish. They obey your verbal commands. Their total levels cannot exceed your level.

CREATION: 10,000 gp ; masterwork censure plus Summon Elementals.

PRICE: 20,000 gp.

EXORCIST'S VADE MECUM

This tiny quick reference allows you to perform exorcisms.

BENEFIT: You read the book as you target 1 fiend, undead or possessed creature within 60 ft. If you beat the target's Will, it is destroyed (if undead), banished to its home realm (if a fiend) or freed from possession. Costs 5 vitality.

CREATION: A tiny masterwork booklet plus Exorcism.

PRICE: 20,000 gp.

EXSANGUINATION MASK

This iron mask closes around a person's head and drains his blood.

BENEFIT: After you close the mask around a helpless of willing Medium-size person's head, small spikes within lightly puncture the skull and begin draining blood. You and 1 ally may drink from the 2 tubes that catch and carry the blood. Each round that you do so, the victim suffers 1 wound damage and 1d6 vitality damage, and you and your ally each regain 1d3 vitality points.

CREATION: Requires an iron mask plus Harvest Blood & Organs, Inflict Wounds, and Heighten Blood.

PRICE: 20,000 gp.

FIENDISH PUZZLE BOX

This puzzle box summons fiendish servants.

BENEFIT: After solving the box for 1 minute, 1 or more fiends appear. Their total levels cannot exceed your level. When they arrive you must attempt a special check equal to d20 + your level + your Wisdom bonus. If the check is 25 or greater, the fiends loyally serve you for 1 hour though they will seek to pervert your instructions when possible. Activating the box costs 10 vitality.

DANGER: If the check falls below 25, the fiends attack you and prefer to take you alive with them to their home, which they may do so immediately.

CREATION: 10,000 gp ; masterwork puzzlebox plus Summon Fiends.

PRICE: 20,000 gp.

FOLDING CARRIAGE

This tiny figurine transforms into a sturdy horse-drawn carriage.

BENEFIT: When you expend 2 vitality, this tiny 8-inch-long figurine of a carriage

transforms into a normal 10-ft-long carriage. The carriage that holds 4 Medium passengers and moves at a speed of 30 ft for as long as you sit in the carriage and concentrate as a standard action + an additional 1d4 rounds. If the carriage is damaged, it remains damaged in figurine form until fixed using the Make Whole ability. This item is not always a figurine. It might appear as a piece of foldable cloth adorned with colorful carriages. Costs 2 vitality per 5 minutes of motion.

CREATION: 10,000 gp ; masterwork carriage plus Propel Craft and Shrink Item.

PRICE: 20,000 gp.

FLYING CARPET

This ornately patterned carpet flies you to destinations.

BENEFIT: You sit on the carpet and utter a command in Genie for it to fly. Thereafter you steer it by telepathic command as a swift action. The carpet moves at speed 30 and holds you and up to 250 pounds of gear or 1 Medium or smaller creature. Hanging on to the carpet during difficult maneuvers requires a successful DC 15 Acrobatics or Athletics check. If you fall off, you drop gently to the ground. Costs 1 vitality per minute of use.

CREATION: 10,000 gp ; masterwork carpet plus Feather Fall and Fly.

PRICE: 20,000 gp.

GENIE LAMP

Rubbing this oil lamp releases or captures a genie.

BENEFIT: When you rub the lamp, a genie is released. The genie remains for 1 hour to do your bidding. If it suffers wound damage, it immediately returns to its bottle. Also, if the genie is within 15 ft of you when you rub the bottle, it returns to the lamp.

SPECIAL: The genie lamp contains a standard genie 95% of the time. Only 5% of the time does it contain a 10th-level genie noble. Only noble genies can grant wishes. However, once the wishes are granted, the genie is released from obedience and is free to attack and enslave or kill you for your temerity. Rarely, a lamp will lack a genie and have a market price of only 2,000 gp. See RADIANCE MASTERS GUIDE regarding genies.

CREATION: 10,000 gp ; masterwork oil lamp and Summon Elementals.

PRICE: 20,000 gp.

HELM OF UNDERWATER ACTION

This helmet allows you to breathe water and swim with ease.

BENEFIT: While wearing the helmet, you enjoy a Swim speed of 30 ft and a +10 bonus on Athletics checks when swimming. Moreover, when you expend 1 vitality, you can breathe in water as easily as in air for 4 hours.

CREATION: 10,000 gp ; masterwork helmet plus Swim and Water Breathing.

PRICE: 20,000 gp.

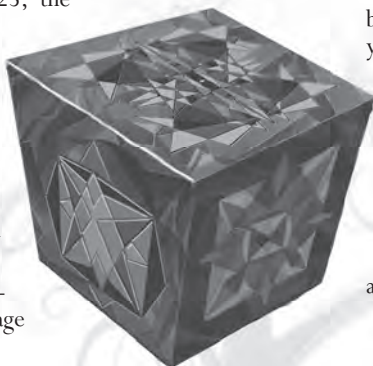
HEROIC STANDARD

This ornate, 20-pound standard uplifts one's allies in battle.

BENEFIT: When you first grasp the standard and expend 1 vitality, it changes its pattern to show your colors. Thereafter, when you hold it or it stands adjacent to you, then you gain several benefits. First, apply a +5 bonus on Warcraft checks. Also, you and your allies within 30 ft do not fall unconscious when brought to 0 wound points or below. Instead, you all remain conscious and can act normally. Protected creatures still die at -10 wounds. Finally, you can expend 1 vitality so that you and allies within 60 ft enjoy a +1 bonus on d20 rolls while foes suffer a -1 penalty on d20 rolls for 5 minutes.

CREATION: 10,000 gp ; a large masterwork battle standard plus Strategy or Prayer plus Summon Standard and Undying Horde.

PRICE: 20,000 gp.



HIBERNATION POD

A person sleeps for weeks in this giant pod-like device.

BENEFIT: This large 250-pound fly-trap-like pod wraps 1 Medium or smaller person or animal into a state of deep sleep for up to 1 week per level. You set the time and expend 5 vitality as you enter the pod, and you wake with 0 vitality at the set time. While hibernating, you require no air, food or other metabolic needs, and you enjoy +2 DR to all energy types. The effect ends if the pod suffers damage, is targeted by Dispel Magic, or subject to a successful DC 15 Nature check. You are dazed for 1d4 rounds upon waking.

SPECIAL: Each week there is a 5% chance that you awaken regardless of the duration you set when entering the pod.

CREATION: 10,000 gp ; masterwork coffin plus Hibernate.

PRICE: 20,000 gp.

HORN OF BLASTING

This ornate horn blasts foes with a tremendous boom.

BENEFIT: When you blow the horn and expend 5 vitality, creatures in 30-ft cone are deafened for 5 minutes and suffer 1d6 sonic damage per level, or ½ damage if Fortitude resists. Buildings in the area suffer similar damage.

CREATION: 10,000 gp ; masterwork horn plus Shout.

PRICE: 20,000 gp.

HORSELESS CARRIAGE

This ensorcelled craft quickly transports a party over land.

BENEFIT: This 2-ton wood and iron carriage works on any fairly even surface, whether water, sand or snow. It carries 8 Medium creatures: 6 in an enclosed central cabin and 2 up-front in an enclosed platform with a glass view port. The plush cabin has curtained windows and can be locked from the inside with masterwork lock.

The carriage is self-propelled. It does not require horses. It has wheels but it hovers over the surface and moves according to the driver's commands, to a maximum of 60 ft per round or 7 miles per hour. The carriage has no mind of its own and the driver must issue commands or steer using a rod mounted into the driver's platform. The driver must expend 2 vitality per hour, or 1 vitality per minute when traveling over water.

The carriage is pleasant. The cabin and driver's platform are protected from the elements and provide a comfortable climate if the outside temperature is between -40° and 140° F outside. Ameliorate more extreme temperaments by 50° F.

DANGER: There is a 5% chance per hour that the carriage "stalls".

A successful DC 18 Arcana check or night's rest reactivates it.

CREATION: 10,000 gp ; masterwork carriage plus Air Walk, Expeditious Stride, Endure Elements, and Propel Craft.

PRICE: 20,000 gp.

HORSELESS CHARIOT

This small open vehicle moves quickly, with some danger.

BENEFIT: As the horseless carriage (above) except it weights only 500 pounds, holds only 3 Medium creatures, restrains passengers with straps, has a speed of 240 ft, and costs 2 vitality per hour. Safely going 60 ft to 120 ft requires a DC 10 Pilot check, and safely going 120 ft to 240 ft requires a DC 20 Pilot check every 10 minutes. Failure indicates the chariot crashes and passengers suffer 1d6 damage per 30 ft of speed (max 8d6). Reflex against attack d20+5 halves the damage.

CREATION: 10,000 gp ; masterwork chariot plus Air Walk, Expeditious Stride, Endure Elements, and Propel Craft.

PRICE: 20,000 gp.

INFERNAL ROBE

This blood red robe provides the multifarious skills of a devil.

BENEFIT: While wearing the robe, boost Appraise, Arcana, Bluff, Disguise, Intimidate, Nobility, Trick, and Warcraft checks by +5.

CREATION: 10,000 gp ; masterwork robe plus Devil's Insight.

PRICE: 20,000 gp.

INFINITE NOSTRUM

This bottle produces a variety of healing potions, salves, and unguents.

BENEFIT: This decorated bottle produces healing fluids. You can draw forth 3 kinds of fluids that you can give to a patient (an adjacent ally or unconscious creature). A patient can benefit only once daily from each type of fluid.

The first fluid costs 2 vitality to produce and remove an ailment from the patient. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint, but not curses like mummy rot or lycanthropy.

The second fluid costs 1 vitality and heals 1d8 points + 1 per level.

The third fluid costs nothing. For 24 hours, the patient does not need to eat or drink (unless he wishes to), and enjoys a +5 bonus to resist ingested poisons and sleep magic.

CREATION: 10,000 gp ; masterwork bottle plus Cure Ailment, either Goodberry or Lay on Hands, and Sustenance.

PRICE: 20,000 gp.

INSTANT FORTRESS

This puzzle box transforms into a small, impregnable sanctuary.

BENEFIT: When you solve the puzzle box after 1 round and expend vitality, the puzzle box expands around you and any adjacent allies to provide a stationary 15 ft x 15 ft x 15 ft shelter. Although it appears to be made of wood and stone with only small slits to peer through, it is actually weightless and composed of pure force. The shelter lasts 2 minutes for every vitality point you spend. It ends only when you run out of vitality or dismiss it as a swift action. Nothing can move or pass in or out of the fortress, not even by magical means, and the fortress itself cannot be moved. A Miracle or Wish will end the force effect and quench the item's magic for 24 hours.

CREATION: 10,000 gp ; masterwork puzzle box plus Resilient Sphere.

PRICE: 20,000 gp.

JOKER'S MASK

This 2-faced mask causes foes to act foolishly.

BENEFIT: When wearing the mask, you enjoy a +5 bonus on Intimidate checks and a +5 bonus to resist Intimidate and fear effects. Also, when you spend 1 vitality and target a foe within 15 ft, the target feels compelled to utter a foolish remark, such that sentient creatures within 30 ft and hearing range are 1 step less friendly to it. Finally, when you spend 2 vitality, target a sentient creature within 30 ft, and beat its Will, it falls prone and laughs uncontrollably for 1d4 rounds. He is dazed while laughing.

CREATION: 10,000 gp ; masterwork mask plus Fool's Lure, Hideous Laughter, and Joker's Mask.

PRICE: 20,000 gp.

MIRROR MANTLE

This robe produces numerous false duplicates of you.

BENEFIT: While wearing the robe, melee and ranged attacks suffer a 20% miss chance against you. Moreover, you can expend 2 vitality to conjure 1d4+1 duplicates of yourself for 2 minutes. Whenever a foe successfully strikes you, it has a 50% chance to strike and dispel 1 image instead.

CREATION: 10,000 gp ; masterwork robe plus Blur and Mirror Image.

PRICE: 20,000 gp.

MONSTER-FINDER

This palm-sized compass shows the presence of unnatural creatures.

BENEFIT: When you expend 5 vitality and think of 1 creature type such as aberration or undead or a race such as elf or dwarf, the compass whirls around and settles after 1 minute to show which direction leads to the greatest concentration of such creatures within 500 ft.

CREATION: 10,000 gp ; masterwork compass plus Locate Creature.

PRICE: 20,000 gp.

MONSTER MASK

You can transform into a monstrous creature.

BENEFIT: This stunning mask is adorned with images of a specific creature such as an angel, bear, chimera, treant, xill or so forth. Often the mark is an eerily accurate facsimile of the head of that creature. As a standard action, you expend 10 vitality and transform for 2 minutes into that creature so long as you are at least 2x its level. You acquire the appearance and statistics of that creature (without class levels) except you retain your Intelligence, alignment, vitality points, and magic abilities. You can end the effect as a swift action and regain 1d4 wound points when doing so. If you fall unconscious or die, you return to your normal form.

DANGER: If the mask transforms you into a creature with a non-neutral alignment, then you suffer 1d4 wound points (no save) upon first activating the mask unless you match its alignment, in which case you suffer no damage.

CREATION: 10,000 gp ; masterwork ring plus Polymorph

PRICE: 20,000 gp.

NINE LIVES BRACELET

This beautiful bracelet allows you to fall with ease and avoid death.

BENEFIT: As an immediate action, subtract 30 ft from the distance fallen when computing falling damage. Moreover, up to 9x while wearing the bracelet, when an attack would kill you, you may instead choose to fall to -1 wounds and stabilize as an immediate action. You must be conscious to benefit from this ability. If you remove the bracelet and then re-wear it, or if gain another bracelet or die and return to life, you are still limited to benefiting 9x total.

CREATION: 10,000 gp ; masterwork bracelet with 9 inlaid gems plus Cat Fall and Nine Lives.

PRICE: 20,000 gp.

OGRE VEST

You can grapple foes with ease and rip off their limbs.

BENEFIT: You can grapple an adjacent foe when you beats its Fortitude. A grappled creature cannot move and can only use a Light melee weapon that is already in hand. Each round, your foe can attempt to resist using Fortitude. If it succeeds, it breaks the grapple. If you desire, you can block a foe's mouth with a hand to prevent speech. You enjoys a +5 bonus to initiate or resist grapple attacks.

Moreover, when you beat an already-grappled foe's Fortitude, you inflict 2d4 wound damage as you rip off 1 of its limbs (1d4: One is right arm, 2 is left arm, 3 is right leg, 4 is left leg). A severed limb can be reattached or regrown using Heal or Fast Healing. The severed limb lands adjacent to your foe.

CREATION: 10,000 gp ; masterwork vest plus Grapple, Offensive Maneuver Bonus, and Sunder Limb.

PRICE: 20,000 gp.

PALLET OF MAGICAL PIGMENTS

This magical painters kit turns images into reality.

BENEFIT: When you open the kit and expend 5 vitality, the kit offers a host of pigments and brushes with which to paint. For 10 minutes you can paint on a flat area of ceiling, floor or wall, up to a single 10-ft-square area per level total. When done, the picture transforms into a set of normal inanimate objects such as doors, flowers, pits, trees, dungeon cells, food stuffs, armor, weapons, pit traps, and so forth, as you drew. However, nothing magical or living is created. The effect is instantaneous and nonmagical. For all intents and purposes, the objects are real. However, if they contain moving parts, they only work if you pass a DC 15 Mechanics check. Objects of value depicted in the painting such as gems and jewelry appear pleasing but are made from cheap materials such as tin, paste, and bone. The total value of created objects cannot exceed 50 gp per level in any case. The items turn to powder after 24 hours.

CREATION: 10,000 gp ; masterwork paint kit plus Marvelous Pigments.

PRICE: 20,000 gp.

PAN PIPES

Playing the pipes draws people and animals to follow you.

BENEFIT: When you begin to play the pipes and expend 5 vitality, persons and animals within 120 ft that hear you and fail to resist using Will are compelled to move toward you or, if adjacent to you, stand dazed for that round. If you move as you play, affected creatures follow you. The effect lasts as long as you play as a standard action each round to a maximum of 5 minutes. Creatures that successfully resist are immune to the pipes for the rest of the day.

CREATION: 10,000 gp ; masterwork lute and Satyr's Lute.

PRICE: 20,000 gp.

RING OF SHOOTING STARS

This gold ring shines even in darkness and grants the wearer power over light.

BENEFIT: At any time, you can conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, thought they might fool the unwary.

Moreover, you can expend 1 vitality to produce a melange of colors that strike all creatures in a 15-ft cone. A creature is stunned for 1 round and blinded for 2d4 rounds if you beat its Will. You can expend 2 vitality to improve the effect, such that you affect foes within a 15-ft-radius area centered up to 30 ft away.

CREATION: 10,000 gp ; masterwork ring plus Color Spray, Illusionist, and Scintillating Pattern.

PRICE: 20,000 gp.

ROD OF MONSTER MASTERY

This stunning golden rod stops monsters in their tracks.

BENEFIT: You hold the rod and target a creature within 120 ft. It is held fast, unable to think or move (and thus stunned) for 5 minutes. Each round beginning on its turn, it may use its Will to resist to end the effect. Costs 2 vitality against hybrids and magical beasts, 10 vitality against persons, and 5 vitality against all other creatures.

CREATION: 10,000 gp ; masterwork golden rod plus Hold Monster.

PRICE: 20,000 gp.

ROGUE'S GALLERY

This tome allows you to summon any townie to aid you.

BENEFIT: Each page of this small book describes a different mundane human in detail including his name, sex, and profession. A total of 5 random townie professions are represented 2x, once as a male and once as a female. After a 1-minute ritual using the book and an expense of 5 vitality and 2 gp in special materials, you summon 1 of the people in the book. He appears adjacent to you as a person, serves you faithfully for 2 minutes of combat or 1 hour of noncombat activity, and then vanishes. The person radiates strong magic, lacks a soul, and comes with 100 gp worth of appropriate mundane gear that vanishes when the person does. If the person is slain then his or her portrait vanishes forever from the book. If the person suffers ongoing harm such as disease then he cannot be evoked from the book for 1 month, at which time the damage or condition is gone. All the people within have a true neutral alignment. The item's name refers to those who tend to use the book.

DANGER: There is a 5% chance that the person arrives as neutral evil with the goal of killing you as soon as an opportune moment presents itself.

CREATION: 10,000 gp ; masterwork book plus Half Life.

PRICE: 20,000 gp.

SACRED HEART PENDANT

This holy brooch protects your health against evil attacks.

BENEFIT: You rub the pendant as a move action to enjoy +4 DR and immunity to all ailments, curses, and necrotic energy damage. The effect lasts 2 minutes. You must be nonevil to benefit. Costs 5 vitality.

CREATION: 10,000 gp ; masterwork jewelry plus Death Ward.
PRICE: 20,000 gp.

SECURITY ORB

This tiny floating orb zaps creatures that intrude on its territory.

BENEFIT: This tiny glass orb is inscribed with ancient runes. When you hold the orb and speak its command word, you become its new owner. Once daily, you can expend 2 vitality to set the orb's alarm. Any creature not specified by you that comes within 10 ft per level of the orb evokes either an audible or silent alarm, as you desire. Moreover, when the orb detects an intruder, it can move at speed 30 ft toward it and/or attack an adjacent foe. Its attack inflicts 1d6 electrical damage per each of your levels (max 5d6) or ½ damage if Fortitude resists. The orb enjoys a +5 bonus its attack roll against metal-clad foes. The alarm remains up to 24 hours or until dismissed.

CREATION: Tiny masterwork glass orb plus Alarm, Mage Hand, Shocking Grasp, and Zest for Living.

PRICE: 20,000 gp.

SENDING STONES (SET OF 4)

This gem affords verbal communication with another sending stone.

BENEFIT: You grasp the gem and focus on a person by name. If that person has a sending stone on his person—or a mundane gem worth at least 2,500 gp that you have previously touched with your sending stone—and is on the same world or realm, you both can communicate wordlessly. The cost is 1 vitality per 5 words. As you both agree, either or both of you pay the vitality cost.

CREATION: 10,000 gp ; 4 gems plus Sending.

PRICE: 20,000 gp for a set of 4 stones.

SERPENTINE CLOAK

This cloak can bite foes and transform you into a powerful snake.

BENEFIT: This cloak is adorned with snake motifs. As a swift action, you cause the cloak to animate with small snakes and bite an adjacent foe for 1d4 damage. The bites are not poisonous. Moreover, when you expend 10 vitality, you can acquire the appearance and statistics of a level 4 snake while retaining your Intelligence, alignment, vitality points, and magic abilities. You can end the effect as a swift action and regain 1d4 wounds when doing so. If you fall unconscious or die while in snake form, you return to your normal form.

DANGER: Each time you use the cloak's abilities, there is a 5% chance that you transform into a medusa before the next dawn.

CREATION: 10,000 gp ; masterwork cloak plus Serpent Form. Generally, only medusas know this ability.

PRICE: 20,000 gp.

SOULTRAP TEAPOT

This homespun iron teapot can trap ghostly and demonic spirits.

BENEFIT: The teapot rattles and hums whenever an incorporeal creature is within 30 ft. Moreover, when it rattles, you can grasp the teapot and utter the brief incantation inscribed on its top. The nearest incorporeal creature within 30 ft must resist using Will or be drawn into the pot. While housing a spirit, the pot shows the spirit's face on its surface and occasionally lets off steam whenever the spirit struggles to free itself. The teapot only holds 1 spirit at a time, and speaking the incantation in reverse releases the spirit.

CREATION: Requires a iron teapot plus Detect Spirits and Materialize.

PRICE: 20,000 gp.

TELEPATHY HELM

This headgear allows you to communicate telepathically with others.

BENEFIT: While wearing the helm, you enjoy telepathic communication with one, some or all sentient creatures within 100 ft, as you desire. The communication is as natural and quick as normal speech but does not require a shared language. This is a continuous effect. Other creatures can "speak" with you but not each other. Costs 1 vitality per round of use.

CREATION: 10,000 gp ; masterwork headpiece plus Telepathy.
PRICE: 20,000 gp.

TOME OF INFINITE CURSES

This book suggests various curses.

BENEFIT: This small pink book looks like a lady's diary or a poetry collection. However, when you read from the book as a standard action and expend 5 vitality, you may select a curse for a target within 15 ft. The target suffers a -2 penalty on d20 rolls, damage rolls, and saves. Or it suffers blindness, deafness, muteness or an illusory change of appearance (age, race or sex). If you beat the target's Will, the curse is permanent or until ended by you, your death, or Remove Curse. Otherwise, the effect lasts 2 minutes.

CREATION: 10,000 gp ; masterwork book plus Lasting Curse.

PRICE: 20,000 gp.

TRUESIGHT SPECTACLE

This mounted lens reveals reality for what it is.

BENEFIT: When you expend 5 vitality and peer through the lens of this spectacle, you see through all illusions, disguises, and concealment for 1 round. This also reveals invisibility and secret doors.

CREATION: 10,000 gp ; masterwork spectacles plus True Sight.

PRICE: 20,000 gp.

VALSHAHDRIN SPELLSINGER

This sylvan tome imparts the timeless joy and magic of the elves.

BENEFIT: This fine tome consists of stunning emeralds embedded in a fine tree bark cover. The pages are as soft as spring leaves and dew drips from the corners. The pages tell magical tales of the elven race and provide metaphorical instructions for all elf racial abilities (page 21).

Each day, you can select up to 3 of the abilities at once to know and use for up to 24 hours. The abilities are treated as magical even if they are normally mundane. If you select Elf Inheritance, then elven items appear and last for 24 hours before vanishing.

DANGER: If you are a drow, half-orc or orc, then you suffer 1 point of electrical damage each round spent touching the item.

CREATION: 10,000 gp ; masterwork tome, all elf racial abilities plus Mnemonic Enhancer and Shocking Grasp. Typically, a creating this item requires a team of elven wizards and is a fine gift to elven allies.

PRICE: 20,000 gp.

VAMPIRE TEETH

These teeth grant the wearer some vampiric abilities.

BENEFIT: This item merges seamlessly with your own teeth and can be hidden or shown as a swift action. When shown, you can bite an adjacent foe for 1d4 damage (or 1d3 if Small) if you beat its Reflex. Alternatively, the bite inflicts 1d6 necrotic damage per 2 levels (max 10d6) and grants you temporary vitality points for 5 minutes equal to the damage dealt. You can benefit from only 1 vitality boost at a time.

CREATION: 10,000 gp ; set of vampire's teeth plus Vampiric Touch.

PRICE: 20,000 gp.

WEALDKEEPER'S LIGHTNING STAFF

This gnarled oak staff zaps calls down lightning bolts upon foes.

BENEFIT: In the hands of a druid or shifter, the staff counts as magical and inflicts 1d8 + 1 per level (max +5) with a +1 bonus on attack rolls. Moreover, when you are outdoors and expend 2 vitality, you call down lightning upon a single target within 120 ft. The strike inflicts 1d8 electrical damage per level. Finally, you can expend 1 vitality to zap an adjacent foe, or a foe clad in metal armor within 15 ft, to inflict 1d6 electrical damage per level (max 5d6), or ½ damage if the foe's Fortitude resists.

CREATION: 10,000 gp ; masterwork staff that has been struck by lightning plus Shillelagh, Call Lightning, and Shocking Grasp.

PRICE: 20,000 gp.

PARAGON WONDERS

The following magic items are equivalent to paragon abilities and are suitable for character levels 16 through 20.

ACCURSED ALTAR

This vile altar is inscribed with fiendish runes and stained with martyr's blood.

BENEFIT: This hollow adamantite alter weighs 1,200 pounds and continuously fills a 30-ft-square area around it with vile energy. Celestials, clerics, and paladins cannot be conjured in the area or returned to life, and cannot even enter the area for 24 hours when an evil creature adjacent to the altar expends 10 vitality to energize and defend it. The altar's presence negates the effect of Consecrate. Finally, minor magics make the alter area inspiring to evil creatures.

CREATION: 25,000 gp ; masterwork alter plus Desecrate.
PRICE: 50,000 gp.

APOTHEOSIS RING

You transform into another kind of creature with all of its abilities, though you become stuck in that form.

BENEFIT: When you twist the ring and expend 10 vitality, you acquire the appearance and statistics of any 1 creature (without class levels) with a level up to ½ your own. You retain your Intelligence, alignment, vitality points, and abilities. You can end the effect as a swift action and regain 3d4 wounds when doing so. If you fall unconscious or die, you return to your normal form. Otherwise, the effect lasts up to 4 hours + 1 hour per level though you can end the effect at any time.

DANGER: There is a 5% chance after using the ring for more than 2 minutes that you permanently transform into the selected creature, losing all your former identity, including memories and statistics. Only Miracle or Wish reverses the effect.

CREATION: 25,000 gp ; masterwork ring and Polymorph.
PRICE: 50,000 gp.

ARCHMAGE'S WAND

This beautiful wand manipulates magic with ease.

BENEFIT: When you grasp the staff and pass a DC 20 Arcana check, you gain access to the following abilities.

IMPLEMENT MASTERY: Whenever you use the wand as part of activating a magical ability, you can expend an move action to focus and apply either a +1 bonus to your attack roll or +½ vitality damage per level to 1 target if the ability delivers damage.

IRRESISTIBLE MAGIC: Your magic is hard to resist. Apply a +1 bonus to your attack rolls using magic abilities.

SHAPED MAGIC: Once daily, you can modify a spell that affects all creatures in an area to only affect foes in that area.

REACH SPELL: Once daily, you extend the range of a magical ability you use out to 120 ft.

SPELL SCULPTOR: Once daily as a swift action, you may modify 1 of your magic abilities in 1 of 3 ways, as you desire. You may extend the ability's range out to 120 ft, provided its usual range is 10 ft or more. You may double the ability's area, volume or number of targets affected. Or, you may lengthen the ability's duration from several minutes to 1 hour, assuming the ability normally lasts 1 or more minutes or can made to last at least 1 minute.

CREATION: 25,000 gp ; masterwork wand plus Implement Mastery, Irresistible Magic, Reach Spell, and Spell Sculptor.
PRICE: 50,000 gp.

BLESSED ALTAR

This holy altar is inscribed with celestial runes and stained with angels' tears.

BENEFIT: This hollow adamantite alter weighs 1,200 pounds and continuously fills a 30-ft-square area around it with holy energy.

Undead and fiends cannot be created or conjured in the area, and cannot even enter the area for 24 hours when a good creature adjacent to the altar expends 10 vitality to energize and defend it. The altar's presence negates the effect of Desecrate and Death Zone. Finally, minor magics make the alter area inspiring to good creatures.

CREATION: 25,000 gp ; masterwork alter plus Consecrate.
PRICE: 50,000 gp.

BOOK OF ATTRIBUTIONS

This impressive tome helps you permanently improve yourself.

BENEFIT: After reading this book for 7 days uninterrupted and practicing the advice and exercises contained therein, you improve 1 attribute of your choice by +2 points. You can only ever benefit once from this book, and once you are done reading it vanishes, teleporting to a random far locale.

CREATION: 25,000 gp ; masterwork spellbook plus Wish.
PRICE: 50,000 gp.

BOOK OF FALSE LIGHT

This book offers wise virtue but corrupts your soul.

BENEFIT: This beautiful, luminous book radiates an aura of goodness and instructs you to patiently practice the precepts therein for 1 week in order to obtain benefits of enlightenment. You must be a person with a soul to benefit.

Unfortunately, after 1 week of reading, you slowly become evil. Each day, you feel an evil urge and must resist using Will or commit an evil act. After you commit more evil acts than you have levels, your alignment permanently changes to evil.

For 1 month after reading the book, your alignment reads as good and you enjoy a +10 bonus on Bluff and Disguise checks to look and sound like a celestial, cleric, paladin, or person of good reputation. Typically, during this month, you pass on the book for others to read. You can only benefit once from the book, and only Miracle or Wish negates the effect.

CREATION: 25,000 gp ; masterwork book plus Corrupting Urge and False Light.
PRICE: 50,000 gp.

BOOK OF WISE VIRTUE

Reading this book moves you toward goodness and holy illumination.

BENEFIT: This beautiful, luminous book radiates an aura of goodness and instructs you to patiently practice the precepts therein for 1 week in order to obtain benefits of enlightenment. You must be a person with a soul to benefit.

After 1 week of reading, you enjoy a +10 bonus on Insight and Nobility checks for 1 month. Moreover, at any time during that month, you can expend 10 vitality to commune with a good deity such as Esmariah or Solari in order to receive a response (yes/no/maybe/irrelevant) regarding a number of questions up to your level. Questions must be 10 words or less. You can only benefit once from the book.

CREATION: 25,000 gp ; masterwork book plus Commune and Reigns of Rulership.
PRICE: 50,000 gp.

DEFENSIVE ORB

This large orb zaps creatures that intrude on its territory.

BENEFIT: This 200-pound, 2½-ft diameter hollow steel orb (DR 10) is inscribed with glowing runes. When you touch the orb and speak its command word, you become its new owner. Once daily, you can expend 5 vitality to set its alarm. Any creature not specified by you that comes within 10 ft per level of the orb evokes either an audible or silent alarm, as you desire. The orb notices and affects invisible and incorporeal creatures as if they were visible and/or solid. Also, on any round the orb detects an intruder, it can move at speed 30 ft toward it and/or attack (as if a character), projecting 1 bolt per 4 levels out to 60 ft, each delivering 4d6 electrical damage or ½ damage if Fortitude resists. Foes that fail to resist are also dazed for 1

round. The alarm remains up to 24 hours or until dismissed.

CREATION: 25,000 gp ; a 5-ft diameter steel orb plus Alarm, Ghost Magic, Levitate, Lightning Bolts, See Invisibility, and Zest for Living.

PRICE: 50,000 gp.

DREAM CRYSTAL

This powerful crystal allows you to affect others via their dreams.

BENEFIT: When you state into the crystal for 1 minute and expend 5 vitality, you may target a sentient sleeping creature within 5 miles and affect it 1 of 2 ways. You don't need line of sight to the target but it must know the target's name and approximate locale. If you beat its Will, you learn a 10-word answer to 1 specific question of up to 10 words that you ask its unconscious mind. Alternatively, you may phrase a task for it in 10 words or less. Once affected, the target immediately wakes, performs the task for up to 1 hour, and returns to sleep (if possible). It does not recall its actions. You can only target a specific creature once in a 24-hour period. You can plant a suggestion or steal a secret but not both on the same day.

DANGER: Each time you use the crystal there is a 5% chance that you become lost in the target's unconscious mind and suffer a coma for 1d4 days.

CREATION: 25,000 gp ; masterwork crystal plus Dream Thief, Far Dreaming, and Sleep Suggestion.

PRICE: 50,000 gp.

DREAMWEAVERS KIT

This case contains weird means to visit other realms of existence.

BENEFIT: This small, 30-pound steel chest opens on a DC 25 Mechanics check to reveal a bizarre device that blends man-made and organic parts. Most plainly, a main unit contains a small pulsing brain. The unit has a dial, a red button, and 5 potion-sized glass vials of blue liquid that form a ring around the brain. Finally, 5 flexible tubes that are each 5 ft long run out of the unit. On a successful DC 15 Arcana check, you can accurately turn the dial to 1 of 24 sigils, each keyed to a different realm of existence, though you cannot select your current realm.

Pressing the red button empties the vials into the tubes. Drinking from a tube takes 1 round and causes you to fall asleep for 6 hours. While asleep, your soul (but not your body) travels to the realm indicated by the dial. You appear in that realm with functional duplicates of your body and gear, and you ignore the ambient conditions of the realm as if you were native to it. If you die in the new realm or your real body suffers wound damage, your soul immediately returns and you awaken in 1 round. Gear expended or gained while traveling this way does not alter your real gear. However, you gain XP normally and actions you take in the visited realm affect its inhabitants. The device gives no special abilities to interact with those inhabitants.

The device's brain is magically sustained to refill the vials once daily. Harming the brain destroys the device. Attempts to use Detect Thoughts, Telepathy or similar abilities on the brain reveal a jumble of dreams and nightmares.

DANGER: There is a 5% chance per use that instead of waking up, your real body drops to -1 wound points and begins dying. If you die, you become a permanent native inhabitant of the realm you are visiting.

CREATION: 25,000 gp ; masterwork brain case, the brain of a psion or an aberration type creature, plus Wish.

PRICE: 50,000 gp.

ELDRITCH SNARE

This rod allows you to capture and torment creatures in an force bubble.

BENEFIT: When you hold the rod and expend 5 vitality, you evoke a black globe of force that zooms toward a Large or smaller target within 30 ft. If the target fails to resist using Reflex, it is dazed for 1 round and captured within the sphere for up to 24 hours or until dismissed earlier by you. Moreover, at any time while the victim is in

the sphere, you can expend an additional 2 vitality to cause the sphere to fill with a mass of vermin. The vermin may be bats, spiders, rats, beetles or such as you imagine. That round, and every round thereafter, the captured foe suffers 1d4 damage per round (no save) and must resist using Fortitude or be dazed for 1 round. The swarm lasts for as long as you concentrate plus 1d4 rounds. Because the sphere is made of pure force, nothing can move or pass in or out of it.

CREATION: 25,000 gp ; masterwork rod plus the blood of a giant spider, Summon Swarm, and Resilient Sphere.

PRICE: 50,000 gp.

ELEMENTAL SCEPTER

This wand projects bolts of elemental energy.

BENEFIT: One foe within 60 ft suffers 1d6 damage per 2 levels (max 5d6) from 1 elemental energy of your choice (either acid, cold, electrical, fire or sonic energy), or ½ damage if Fortitude resists. Once daily, the wielder can maximize the scepter's output to deliver 30 points of damage, or 15 if the target resists. Finally, the wielder enjoys +2 DR against all energy types.

CREATION: 25,000 gp ; masterwork scepter plus Energy Alteration, Energy Ray, Resist Energy, and Maximize Elements.

PRICE: 50,000 gp.

GENESIS ORB

You can restore land to healthy verdancy.

BENEFIT: This glowing green and brown orb offers 1 of 2 effects. First, you may cause normal vegetation within a 2-mile-radius circle to become thick and overgrown such that creatures must hack or force their way through, moving at a speed of 5 ft (or 10 ft if Large or Huge). To use this version, the area must already have some vegetation. Alternatively, you affect a barren area, including land magically denuded of plantlife, to spring back to life and produce normal vegetation within a 2-mile-radius circle. Either way, the process takes 10 minutes and costs 10 vitality. While using the orb's magic, you are effectively dazed. At all other times while you possess the orb, you suffer a -2 penalty on d20 rolls, damage rolls, and saves as the orb distractedly fills your mind with daydreams of frolicking in the lush outdoors.

CREATION: 25,000 gp ; masterwork glass orb plus Curse, Genesis, and Plant Growth.

PRICE: 50,000 gp.

HORN OF RESUSCITATION

This ornate horn can revive the recently dead back to life.

BENEFIT: When you blow the horn, you return to life all allied creatures within 30 ft that have died within the past 3 rounds. The creatures return with 1 wound point, and ailments at their time of death remain. Costs 25 vitality.

CREATION: 25,000 gp ; masterwork golden horn plus Revivify and Mass Revivify.

PRICE: 50,000 gp.

KING'S CROWN

This regal crown grants the wearer the insight and influence on a monarch.

BENEFIT: The crown must be worn for 1 day to evoke the effects. While wearing the crown, you enjoy the following benefits.

COMMAND^M: You issue a simple verbal suggestion that a person within 30 ft obeys if you beat its Will. Options include: approach you, drop held items, fall prone, halt (do not move), kneel and pray, leave you, praise a deity, sit down, stand up, or strike an adjacent creature. The effect lasts 1 round during combat or 1 minute out of combat. A creature that resists is immune to it for the rest of the day. Creatures with 4 or more levels than you ignore this ability. Costs 2 vitality.

DETECT LIES^M: Boost Insight checks by +5. Also, once daily for 5 minutes, you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.

HEROISM^M: As a move action, you or a touched ally enjoy a +2 bonus on all d20 rolls for 5 minutes. Costs 2 vitality.

RIGHTEOUS MIEN: Apply a +5 bonus on Diplomacy, Insight, Nobility, and Religion checks.

CREATION: Blood of a nonevil monarch plus a gem-encrusted masterwork crown and Command, Detect Lies, and Righteous Mien.

PRICE: 50,000 gp.

LICH LOCKET

This small skull-shaped locket transforms you into a lich-like being.

BENEFIT: The cold locket merges into your skin when you wear it, transforming your skin into a tight, pallid undead canvas that grants you +2 DR. Moreover, when you expend 1 vitality, a carapace of bones sprouts over your skin, granting you an additional +4 DR for 1 hour. The locket offers 3 additional abilities.

FALSE LIFE^M: You gain temporary wound points equal to 1d10 + your level. The points last for 5 minutes and then go away. Costs 1 vitality.

GHOUL TOUCH^M: An adjacent person or animal suffers 1 necrotic wound damage is dazed for 1d4 rounds. Reflex negates. Costs 1 vitality.

SLAY LIVING^M: You target 1 adjacent living creature. If you beat its Will, it is reduced to -1 wounds and begins dying. Even if it saves, it suffers 3d6 damage. Costs 5 vitality.

DANGER: The locket, once donned, cannot be removed normally. While wearing it, you shed an evil aura and suffer a -5 penalty on Diplomacy checks, or -10 when directing the skill toward good-aligned creatures.

You can remove the locket using Remove Curse, Miracle, Wish or by speaking the name of the person portrayed within the locket (though you cannot open the locket while you are wearing it).

CREATION: 25,000 gp ; masterwork locket, a portraiture of someone you loved and lost to death, a bit of lich dust, plus Bone Armor, Evil Aura, False Life, Ghoul Touch, Lich Loved, and Slay Living.

PRICE: 50,000 gp.

MAGIC JAR

This tiny jar allows the user to possess another creature.

BENEFIT: This tiny jar is inscribed an arcane limerick. The jar contains a 5000 gp gem but it cannot be opened except by destroying the jar. Holding the jar and reciting the limerick allows you to possess a creature's body while shunting its spirit into a 5000 gp gem. The target must be within 120 ft. You do not need line of sight. Initiating possession takes 1 minute. If you beat the target's Will, you enter its body and gain its statistics except its mental attributes, memories, abilities, and alignment (which you keep as your own). Meanwhile, your body is asleep (unconscious) and the target's spirit is held in the gem. The effect lasts 1 hour, though you can extend the duration for a cost. When the time expires, or you or the target's body die, or the gem or jar is destroyed, then the magic ends and all spirits return to their bodies (or to the afterlife if a body is slain). Costs 5 vitality for the first hour, 10 for the second, 15 for the third, and so forth.

CREATION: 25,000 gp ; tiny masterwork jar, 5000 gp gem, Magic Jar.

PRICE: 50,000 gp.

MASK OF DOOM

This dark mask transforms the wearer into a monstrous powerhouse.

BENEFIT: For 5 minutes, you acquire a nightmarish form of ooze-slick skin, lashing tentacles, and fright-inducing countenance. You gain +10 DR, a +10 bonus on Strength-based checks, darkvision, fast healing 5, and a nest of tentacles that grant you 4 bonus melee attacks per round, each at a -2 penalty on your attack roll. Each tentacle has 15 ft range, inflicts 2d8 damage and causes a struck foe to be frightened if you beat its Will. Costs 25 vitality.

CREATION: 25,000 gp ; masterwork mask made with parts from at least 3 different aberrations, hybrids, or magical beasts plus Form of Doom.

PRICE: 50,000 gp.

MASK OF ONE THOUSAND FACES

This mask allows you to appear and act like virtually anyone.

BENEFIT: When you wear the mask you can alter your surface traits as a move action—hair color, garment style, gender, voice pitch, etc transmute to grant you a +20 bonus on Disguise checks for 4 hours + 1 hour per level. You can grow or shrink 1 ft and modify Comeliness by +/- 5 points. Each new disguise costs 1 vitality. Moreover, when disguised, you can expend 2 vitality and focus on 1 target within 15 ft to read its surface thoughts if it fails to resist using Will. If you beat its Will, you enjoy a +10 bonus on Bluff and Diplomacy checks with that creature while disguised in your form.

CREATION: 25,000 gp ; masterwork mask and the blood of a doppelganger plus Detect Thoughts, Disguise Self, and One Thousand Faces.

PRICE: 50,000 gp.

MIRROR OF LIFE TRAPPING

You capture a creature into the mirror.

BENEFIT: The 1-ft x 4-ft mirror is ½ inch thick and weighs 10 pounds. You hold up the mirror, expend 10 vitality, and target a living creature within 30 ft. If you beat its Will, then it is drawn into the mirror. Boost your attack by +5 if you know its true name. Inside the mirror, the creature is conscious and can sense the outside world but cannot take any actions. The effect is permanent until Free Movement, Miracle or Wish is used on the mirror. The mirror can hold up to 100 levels worth of creatures. If the new arrival exceeds that limit, then previously held creatures are expelled on a first-in, first-out basis.

CREATION: 25,000 gp ; masterwork mirror plus Wish.

PRICE: 50,000 gp.

NECROMNICON

You can cast necromancer spells from this horrid tome.

BENEFIT: This black leather spellbook smells of grave dirt and contains necromancer spells including Animate Dead, Command Undead, Decompose, Unearth, and Repair Undead. The tome details how to unearth corpses, strip them to the bone, raise them as animate skeletons under your command, and repair them as needed. See RADIANCE MASTERS GUIDE regarding skeletons. You can use 1 of the book's spells by incanting from it for 10 minutes and expending vitality as needed. Incanting does not harm the book.

SPECIAL: With each spell cast, the incanter must resist using Will against attack d20+10 or move 1 step closer to neutral evil. You can learn the spells as new abilities as you gain levels.

CREATION: 25,000 gp ; masterwork book plus the spells described above and Corrupting Urge, Mnemonic Enhancer, and Spellbook.

PRICE: 50,000 gp.

PENDENT OF ARCANES INVULNERABILITY

This small piece of jewelry allows you ignore magic.

BENEFIT: The pendant usually appears as a black globe inset in fine platinum jewelry. When you expend 10 vitality, you ignore basic and intermediate magic abilities directed against you for 5 minutes.

CREATION: 25,000 gp ; masterwork jewelry, Globe of Invulnerability.

PRICE: 50,000 gp.

PHILOSOPHER'S STONE

You can transmute lead into gold.

BENEFIT: Case inspection reveals this stone is a smooth lead egg. While holding the egg, your touch converts lead into gold on a pound-for-pound basis, to a maximum of 1 pound daily. A pound of gold equals 50 gp. Your lifetime limit equals 10,000 gp. Also, when you

hold the egg firmly, you learn the worth in gold of coins, precious metals, and gems in a 15-ft cone. When you focus on the same area a second time, you learn the gp worth within each space.

CREATION: 25,000 gp ; masterwork jeweled egg plus Transmute Lead Into Gold.

PRICE: 50,000 gp.

PLANEWALKER'S ASTROLABE

This golden mechanical wonder allows the wielder to travel between worlds or realms.

BENEFIT: Up to once per week, you and up to 5 allies or 1000 pounds of gear move to another world or realm of existence. The trip is 1 way. You must have a specific destination in mind, and you must pass an Arcana check to arrive there. Otherwise, you arrive 1d6 miles way. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. Costs 10 vitality plus 2 additional vitality for each ally or 200 pounds of gear to a maximum of 20 vitality.

The astrolabe has a secondary benefit, such that you (and you alone) are immune to the new world's or realm's ambient conditions for up to 1 week (the usual time needed to reset the astrolabe).

CREATION: 25,000 gp ; masterwork golden astrolabe plus Realm Shift and Planar Adaptation.

PRICE: 50,000 gp.

POLYHEDRAL GATE

This device opens portals to other worlds or realms.

BENEFIT: This tiny, hand-held glassy mechanism holds within it gears that spin and whirl with arcane precision. Careful inspection reveals it has 24 sides, each of a different world or realm of existence. The gate obeys obtuse laws of the multiverse. Every 1 hour, it attunes itself to a different, randomly-selected realm (use $d6 + 2d10 - 2$). You can discern which world or realm on a DC 25 Arcana check.

By pressing a lever, a 5-ft-radius circular portal appears within 15 ft of you. The portal swirls with color and hides any view beyond. It remains open until 2 minutes pass or 5 creatures enter it, whichever occurs first. Travelers arrive dazed after 1 minute at a random locale in their new location. The arrival spot is always safe, at least for the short-term. Travelers enjoy no special protection when they arrive.

DANGER: There is a 5% chance each use that you arrive to a random world or realm of existence.

CREATION: 25,000 gp ; masterwork polyhedral device plus Gate or Realm Shift.

PRICE: 50,000 gp.

QUEEN'S TIARA

This glorious crown grants the wearer the insight and influence of a monarch's consort.

BENEFIT: The crown must be worn for 1 day to evoke effects. While wearing the crown, you enjoy the following benefits.

COMMAND^M: You issue a simple verbal suggestion that a person within 30 ft obeys if you beat its Will. Options include: approach you, drop held items, fall prone, halt, kneel and pray, leave you, praise a deity, sit down, stand up or strike an adjacent target. The effect lasts 1 round during combat or 1 minute out of combat. A target that resists is immune to it for the rest of the day. Targets with 4 or more levels than you ignore this ability. Costs 2 vitality.

INSTANT COSTUME^M: You are immediately dressed in a costume of your choice costing up to 100 gp. It vanishes when you remove it or any part of it. If the costume includes a mask, you enjoy a +5 bonus on Disguise checks to not be recognized as yourself.

LASTING YOUTH^M: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

NOBLE SANCTUARY^M: Whenever a creature makes its first attack against you for the day, it must resist using Will or be forced to

not attack you for 5 minutes or until you target it with an attack. Creatures already in combat enjoy a +5 bonus on their save.

CREATION: 25,000 gp ; blood of a nonevil consort of a king or queen plus a gem-encrusted masterwork crown and also Command, Instant Costume, Lasting Youth, and Sanctuary.

PRICE: 50,000 gp.

RESURRECTION SHROUD

This silk blanket restores the dead to life.

BENEFIT: You wrap the shroud around the corpse of a Medium or smaller mortal creature, conduct a ritual for 1 hour, and expend 25 vitality. If the creature died in the past 1 day per level and is not evil and wishes to return, it is restored to life with all ailments removed, wounds healed, and at 1 vitality.

CREATION: 25,000 gp ; masterwork blanket worth 5000 gp plus Raise Dead.

PRICE: 50,000 gp.

RING OF THREE WISHES

This ring grants its wearer 3 wishes.

BENEFIT: Up to 3x, you verbalize a desire and immediately duplicate the effect of any 1 advanced ability, any 2 intermediate abilities, any 5 basic abilities (this includes class core abilities), or the Mass Revivify or Raise Dead spell. You can duplicate the effects of another class's abilities, a monster's abilities or so forth. The chance of success equals 70% + 1% per level. Alternatively, you can roll against 70% + a Literacy check.

When you have completed 3 wishes, the ring vanishes and transporting itself to a new random location to be used by someone else.

CREATION: 25,000 gp ; a vial of genie's blood, a masterwork ring, and Wish.

PRICE: 50,000 gp.

SHADOW BLADE

This ebony kukri will remove a foe's head.

BENEFIT: While holding the kukri, you gain the following benefits.

INFILTRATOR: You move quietly and attentively through shadows. Apply a +5 bonus on Perception and Stealth checks.

ENFEEBLING BITE^M: An adjacent foe suffers 1d4 damage from the kukri and must resist using Will or move at ½ speed and suffer a -2 penalty on attack rolls and a -5 penalty on skill checks based on Strength, Constitution, and Dexterity for 2 minutes. Costs 2 vitality.

KUKI FINESSE: Boost attack rolls by +2 using the kukri.

VORPAL VICTORY^M: As an immediate action when the kukri reduces a foe to below 0 vitality points, the creature must resist using Fortitude or lose its head (or 1 head) and die. This ability does not affect creatures without heads. Costs 5 vitality.

CREATION: 25,000 gp ; masterwork short sword plus essence of shadow and also Dusk Blade, Infiltrator, Ray of Enfeeblement, Vorpal Victory, and Weapon Finesse.

PRICE: 50,000 gp.

SPHERE OF ANNIHILATION

This floating black sphere destroys everything.

BENEFIT: This orb of pure entropic darkness floats in midair. You gain telepathic control over it on a DC 35 Arcana check. When 2 or more persons are vying for control, use the highest Arcana check result. Once control is gained, the sphere cannot be wrested away for at least 10 minutes. By your telepathic command, the sphere moves up to 5 ft per round per level in any direction but it cannot leave your line of sight or effect. If your vision is disrupted then the sphere halts its movement and waits until you regain oversight. Moving the sphere costs 2 vitality per round.

Anything that the orb touches is destroyed. When the sphere enters a foe's square, the creature must resist using Reflex or be

struck and vanish with a pop from existence. Similarly, objects or sections of objects are destroyed up to a single 5-ft-cube per round. Attended objects are considered part of the individual holding them, and a successful hit consumes both the creature and object.

The sphere moves perfectly if you spend a standard action controlling it. You can also attempt to move it as a move action or swift action, but to do so you must pass a DC 20 or DC 40 Arcana check, respectively.

DANGER: If you fail the Arcana check, the sphere moves back toward you with the goal to end its move in your square. Similarly, if you are struck unconscious or die, the orb heads back to your square.

CREATION: 25,000 gp ; essence of a shadow creature and Sphere of Annihilation.

PRICE: 50,000 gp.

STAFF OF THE MAGI

This ornate staff glows with numerous arcane symbols.

BENEFIT: When you grasp the staff and pass a DC 20 Arcana check, you gain access to the following abilities.

DIMENSION DOOR^M: You vanish and reappear in any unoccupied space up to 500 ft away, even if its unseen, and may take 1 adjacent Large or smaller creature or object with you. You arrive dazed for the rest of your turn, and if the destination is occupied, you suffer 1d6 wound damage and appear in the nearest open space. Costs 5 vitality.

FIREBALL^M: You project a red ray out to 90 ft that blossoms into a 15-ft-radius ball of fire. Creatures in the area suffer 1d6 fire damage per level, or ½ damage when its Reflex resists. Costs 2 vitality.

LEVITATE^M: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 5 ft up or down. You can move yourself, a willing creature, or an unattended object out to a distance of 100 ft.

CREATION: 25,000 gp ; masterwork staff and special inks costing 300 gp plus Dimension Door, Fireball, and Levitate.

PRICE: 50,000 gp.

TELEPORTATION BOX

This small iron hut moves you hundreds of miles.

BENEFIT: This small, 8-ton iron hut has a 5-ft-square base and is 8 ft high with a narrow 2½ ft wide locked door. A nondescript key that is linked with the box locks and unlocks the door. The door is otherwise barred magically. A Knock spell opens the door.

The box's interior is a largish 20-ft-cube extradimensional chamber akin to a ship's bridge. Only creatures (not unattended objects or natural phenomena such as wind) pass through the door. The chamber comfortably holds up to 5 Medium creatures plus 1,000 pounds of gear. The chamber contains comfortable couches, ambient lighting, and a small crystalline control sphere. Sometimes, the box also contains a few treasures of its previous owners.

Up to once per week, when the box's control sphere is fed 20 vitality, it teleports the box and occupants to a location chosen by whoever works the sphere. The destination may be no more than 100 miles away per level of the operator. The vitality is donated by one, some or all the box's occupants, as decided at the control sphere.

The person working the sphere must have a specific destination in mind, and must succeed on an Arcana check to arrive there. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. A failed check indicates the box arrives 1d6 miles from the desired destination, perhaps in a dangerous locale.

By touching the sphere, a person glimpses a 10-ft area immediately outside the box. The sphere provides a visual image but not sound.

DANGER: There is a 5% chance each time the box is used that it will arrive at a random location anywhere within 2000 miles of its starting point. Also, there is a 1% chance that it will become stuck on the Astral Realm and never arrive at its destination, though it will

return to its starting point after 1 week. Occupants can wait for a week or exit the box to journey in the Astral Realm.

CREATION: 25,000 gp ; masterwork iron box, a solid gold key, and a crystal sphere, plus Arcane Lock, Clairaudience/Clairvoyance, Prodigy, Secret Chamber, and Teleport.

PRICE: 50,000 gp.

UNEARTHLY BATTLE SUIT

This lightweight suit protects against hostile elements and nasty foes.

BENEFIT: As the Exploration Suit (page 209) except it is flexible yet as tough as breastplate (DR 7, 15 pounds), it works for up to 24 hours, you never hunger or thirst in it, it offers a reinforced glass face plate with a 120-degree view, and the user can expend 1 vitality to leap 30 ft in any direction without a skill check or fear of harm.

CREATION: 25,000 gp ; masterwork breastplate plus Jump, Magic Armor, Message, Planar Adaptation, and Sustenance.

PRICE: 50,000 gp.

VOID WAND

This black rod disintegrates foes and other obstacles.

BENEFIT: Using the wand, you target a single 10-ft cube volume or 1 creature within 120 ft. If you target a volume, unattended mundane material and force effects (such as Wall of Force) vanish. If you target a foe and beat its Fortitude, it suffers 4d6 wound damage and permanently vanishes if it dies. Miracle or Wish restores disintegrated items and creatures. Costs 10 vitality.

CREATION: 25,000 gp ; masterwork man-sized iron forge plus Disintegrate.

PRICE: 50,000 gp.

WARMECH CREATION FORGE

This forge produces 1 warmech per day.

BENEFIT: This rare large coffin-like forge produces a single 0th-level warmech (page 37) per day. The forge weighs 800 pounds and is 3 ft wide x 1 ft deep x 7 ft long. The forge conjures a body and awakens it to sentience over 8 hours. Typically, the warmech then requires training to reach 1st level.

CREATION: 25,000 gp ; masterwork man-sized iron forge plus Forge Construct and Major Creation.

PRICE: 50,000 gp.

X-RAY VISION GOGGLES

You can see through solid obstacles.

BENEFIT: You target an opaque 5-ft-square area to peer through it as if it were not there. You can peer through 15 ft of wood, 5 ft of stone or 1 ft of metal. Or you can view a creature to see it naked with clear outlines of any metal objects on or within its person, such as hidden daggers. Costs 2 vitality per use.

CREATION: 25,000 gp ; masterwork goggles plus X-Ray Vision.

PRICE: 50,000 gp.

ZOMBIE STAFF

This vile staff rapidly transforms people into zombies.

BENEFIT: When you hold the staff, utter a vile incantation, and expend 5 vitality, living creatures within 30 ft suffer cold damage equal to 1d6 per level. Moreover, on your next turn, you may expend 5 more vitality to cause any persons slain by that attack to immediately transform into zombies that obey your mental commands and remain for up to 1 hour before turning to dust. The transformation is terrifying, such that surviving living creatures within the area of effect are shaken for 1 hour (no save). You can maintain a number of levels of zombies at once equal to 4x your level. You cannot exceed this limit until existing zombies wither and die.

DANGER: If you die while clutching this staff then you transform to a mindless zombie that attacks the nearest living things.

CREATION: 25,000 gp ; masterwork staff plus Animate Dead, Cone of Cold, and Fear.

PRICE: 50,000 gp.

CHAPTER 11

Combat

Here are rules to adjudicate combat. Once combatants meet, they take turns, target each other and make attack rolls, and deal damage or cause a condition if they overthrow a foe's defenses.

MEETING

Here are guidelines to attend to before combat begins.

WHO'S WHO

Decide who is present, who goes when, and what combatants know.

WHO'S WHO: Encounters consist of PCs and NPCs. Handle all PCs as individuals, making their own checks and taking their own turns. In contrast, the GM makes checks and handles turns for NPCs as a single unit or as subunits, whatever is most convenient.

For example, PCs face a hobgoblin sergeant and 12 goblin warriors. Handle the sergeant as an individual while grouping the warriors as a single unit that shares rolls and takes turns together. A GM is free to handle NPCs individually.

Followers of PCs (animal companions, summoned creatures, and so forth) go immediately after the PC on his turn.

THE ENCOUNTER AREA AND SPECIAL SENSES: Consider layout, illumination, terrain, climate conditions, and so forth. Compare this to the sensory capabilities of both parties. Senses include low-light vision, darkvision, nethersight, scent, tremorsense, and so forth. For example, characters who use darkvision in a dark area have an advantage over foes who lack darkvision and illumination. When lighting is an issue, consult page 233 under "Vision and Lighting".

POTENTIAL FOR COMBAT: Intelligent creatures do not rush into combat unless they feel immediately threatened or are expecting hostilities. Characters can flee, surrender, and talk before entering combat so long as they are not surprised.

READYING FOR ACTION

It is common for nervous characters to place a hand on a weapon or near an implement to cast a spell even though combat has not begun. Unless an item is normally inaccessible (such as in a pack), assume characters are ready for action at all times. Thus, drawing an item from one's pack is a mere move action. There is an exception. A character can draw 1 item as a swift action while using a move action to walk, run or otherwise move over normal terrain.

SURPRISE & STARTING DISTANCE

One or both parties may be surprised when encountering each other. As each party approaches the other, they make Stealth checks against the other party's Perception checks.

NEITHER PARTY SURPRISED: For both parties, Perception equals or exceeds Stealth. No one is surprised. If distance between the parties is unknown, assume 30 ft. Roll initiative normally.

Combatants cannot surprise each other when already engaged in combat.

ONE PARTY SURPRISED: One party's Perception check equals or exceeds the other party's Stealth check while the other party's Perception check falls short. The first party surprises the second and enjoys a free turn before initiative is rolled. Surprised characters are easier to hit than normal. If distance between the parties is unknown, assume 30 ft.

BOTH PARTY SURPRISED: Both parties' Perception checks fall below their foes' Stealth checks. Both parties are surprised. Roll initiative normally. Typically, the starting distance between parties is 15 ft.

"The Abbess of Arc read from the golden tome, and by the Creator's holy power she acquired an angelic likeness to smite the demon at the door."

LORE CHECKS

Characters may attempt a Lore check as a swift action at the start of combat (or any time thereafter) to learn about a foe. A creature's statistics block contains its Lore DC. On a successful check, a character learns his foe's creature type (fiend, undead, etc) and the names (but not the details) of 1d4 abilities that the foe possesses.

BYPASSING AN ENCOUNTER

You may be able to bypass an encounter. Most creatures do not wish to fight much less die, and if given proper enticement may let you pass unharmed. See individual creature entries for details. The GM is the ultimate arbiter of whether you may bypass an encounter.

TURN-TAKING

Here are guidelines to determine order and types of actions.

INITIATIVE

Initiative is the order that PCs and foes take turns during combat. Determine initiative for all characters as:

= D20 + DEXTERITY MODIFIER + OTHER MODIFIERS

Combatants with higher initiative go before those with lower initiative. When there is a tie, the combatant with the higher initiative modifiers goes first. If those are equal, determine randomly. A character may voluntarily adjust downward his initiative result.

TAKING YOUR TURN

Each round on his turn, a character can take 1 standard action, 1 move action, and up to 3 swift actions.

STANDARD ACTION: You can use a standard action to activate a class ability, use an item (such as drinking a potion), aid an ally (granting the ally a +2 bonus on d20 rolls), or take a move action (below). Most class abilities require a standard action, though there are exceptions.

MOVE ACTION: A move action allows a character to either speak 10 words, ready an adjacent or worn item (such as removing a potion from a rucksack), stand up from being prone, use a natural weapon (ex claw or bite) with a -5 attack penalty, or move a distance up to the character's listed speed (typically, 30 ft for Medium characters and 20 ft for Small characters). When there is difficult terrain (rocky ground, etc) a character can move ½ the usual distance.

SWIFT ACTION: Any action that is not covered above, including using a skill as part of an action (for example, tumbling while moving) or dropping or picking up an item.

Once per round, a character may forfeit 1 standard action or 1 move action to gain 3 additional swift actions.

BEFORE YOU ROLL: When a character uses an action to activate an ability that modifies his next d20 roll, he declares that action *before* he learns the roll's result unless the ability states otherwise.

BONUS ACTIONS: A handful of abilities such as Action Surge grant a bonus standard action. However, all characters are always limited to activating a total of 2 standard actions per round.

IMMEDIATE ACTIONS

Outside of a character's turn, he may be able to take an immediate action. This occurs after a foe decides on the action it is taking but before it executes the action.

A character can take 1 immediate action per round and can only do so if he is aware of the attack and thus not unconscious, stunned or surprised. An ability that is usable as an immediate action may be activated as a swift action, though doing so still counts toward the limit of 1 use per round.

OTHER COMBAT ACTIONS

A character may forego action (for example, do a standard action and not move), or he may forfeit all actions to do 1 of the following:

FORFEIT TURN: You skip your turn (take no actions).

FULL DEFENSE: Forfeit all actions to apply a +5 bonus to your DR and saves.

FULL WITHDRAWAL: Forfeit all actions in order to retreat from combat at 4x your normal maximum speed.

FULL AID: Forfeit all actions and grant to 1 adjacent ally a +5 bonus to its DR and saves.

READIED ACTION: Wait to act later that round. You must specify under what conditions you will act. When the conditions are met, you act and then the conditions take place. If the conditions do not occur, then your turn is wasted. A character is limited to 1 readied action per round.

TACTICAL MOVEMENT

Your speed is determined by your race and your encumbrance. All movement occurs in 5-ft increments.

MOVING: A move action lets you move up to your speed each turn. If you forfeit your standard action to gain a second move action, you can move double your speed. If you spend the entire round running (and do nothing else), you can move quadruple your speed.

DIFFICULT TERRAIN: When you move through difficult terrain such as a rubble strewn area, narrow alcove or a low-lying wall, halve your speed. Also, a character can't run across difficult terrain.

ENTANGLED: When moving through giant spider webs or other obstacles, a creature moves at ½ speed, cannot run, and suffers a -2 penalty on all attack rolls and a -5 penalty on Dexterity-based skill checks. An entangled character who attempts to use a magic ability must pass a DC 15 Arcana check or lose the ability.

SQUEEZED: The character is in a tight space and cannot move freely. A squeezed character suffers a -5 penalty to their Reflex.

TUMBLING: On a successful DC 15 Acrobatics check, a character can move through an area occupied by a foe.

PRONE ACTIONS

When a character is prone (on the ground), he can move at ½ his normal speed and use abilities, although he suffers a -5 penalty on attack rolls when striking at a non-prone enemy. Conversely, non-prone creatures enjoy a +2 bonus on attack rolls to hit prone foes. A prone character can stand up as a move action.

COMBATANTS JOINING THE FRAY

During combat, more combatants may arrive. Creatures that are summoned by existing combatants go on the same initiative value as the character they serve. Otherwise, they roll initiative and go when their initiative comes up.

ENDING ENCOUNTERS

Combat ends when there are no more attack rolls to be made or foes to target. Typically, this means all the PC's foes are slain or subdued or have fled. When exactly this occurs is up to the GM and players, and common sense prevails. Assume that dying foes perish unless PCs act to aid them or the GM wishes to grant life to a foe. Any character can feign death on a DC 15 Bluff check or DC 15 Heal check.

TARGETING

Here are guidelines to resolve targeting foes.

LINE OF SIGHT & LINE OF EFFECT

Ranged weapon attacks and many abilities require line of sight and/or line of effect to a target.

LINE OF SIGHT: This means you can see the target. The target must still be within the range of the weapon or ability even if you can see it. Otherwise, the attack falls short. You lack line of sight to an invisible foe, against which attacks have a 50% miss chance.

LINE OF EFFECT: This means there is open space (air) between you and the target. For example, the Message ability allows you to speak to an ally that you cannot see but is nearby, such as around the corner of a hallway. Any solid or liquid material (stone, wood, water, glass, etc) breaks the line of effect. An exception is when both you and your target are immersed in water, in which case you have line of effect.

DARKNESS: Attacks made against or launched by character in darkness fail 50% of the time.

When a target is concealed or covered, you have line of effect but not line of sight.

LIMITED SENSES

Attacks may cause blindness or other conditions that hinder the senses and inflict penalties until removed. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

DAZZLED: The creature cannot see well because of overstimulation of the eyes. A dazzled creature takes a -2 penalty on attack rolls and Perception checks.

BLINDED: Reduce speed by 1/2 and apply a -5 penalty on Reflex, initiative checks, and most Strength- and Dexterity-based skill checks. Perception checks that rely on visual automatically fail. All foes are considered to have concealment (50% miss chance) to the blinded character except when targeted by an area effect such as a Fireball.

DEAFENED: Apply a -5 penalty on initiative checks. Perception checks that rely on hearing automatically fail. Also, there is a 20% chance of failure when using abilities that rely upon speaking or sound.

MUTED: A muted character automatically fails all skills and abilities that require verbalization.

SPECIAL PROTECTION

Foes can hide in shadows, behind curtains or walls and other-wise make themselves difficult to target.

CONCEALED: A target is concealed if attackers cannot clearly see it, whether because of darkness, fog or invisibility. Unless stated otherwise, attackers have a 50% chance to miss concealed targets.

COVERED: A character is covered if there are physical barriers between itself and foes. Unless stated otherwise, attackers have a 90% chance to miss targets with cover.

INCORPOREAL: An incorporeal creature lacks a physical body and resists attacks. Nonmagical weapons have only a 10% chance to affect an incorporeal creature. Even magic weapons and magic abilities suffer a 50% chance of failure. An incorporeal creature cannot manipulate corporeal objects. It can move through walls and other corporeal obstacles, but not force effects. Most corporeal creature can materialize or dematerialize as a swift action. An incorporeal creature is invisible to corporeal creatures unless it chooses to show itself.

INVISIBLE: An invisible creature enjoys concealment. Thus, attackers have a 50% chance to miss it. Also, it gains a +5 bonus on attacks versus Reflex of sighted foes that cannot see it, attackers lack line of sight to it, and it enjoys a +10 bonus on Stealth checks.

ATTACKING

Here are guidelines to resolve attacks.

RESOLVING ATTACKS

Many abilities deliver a harmful effect and require an attack roll to succeed as described in the ability's description.

The target may be able to defend himself to minimize harm. There are 3 defenses, also called saves.

Save	Situation	Attribute Modifier
Fortitude	Withstand physical assault, such as by an arrow's poison.	Strength or Constitution
Reflex	Leap or look away, such as avoiding falling into a pit.	Dexterity or Intelligence
Will	Resist mental assault, such as a witch's charm spell.	Wisdom or Charisma

Each ability indicates which save to use (if any). Compute the target's saves using the following formula:

$$= 10 + \frac{1}{2} \text{ TARGET'S LEVEL} + \text{TARGET'S RELEVANT ATTRIBUTE MODIFIER} + \text{OTHER MODIFIERS.}$$

Use attribute modifiers that are most advantageous. For example, a character with 15 Charisma and 8 Wisdom would use Charisma to improve his Will.

The character using the ability makes an attack roll. If the result is less than the defense, then the target is okay or suffers a moderated effect such as 1/2 damage. If the result is above the defense, then the target suffers the full effect.

In the event an ability refers to a save but does not specify which one, make the following assumption:

» When you target a foe with a Medium or Heavy melee weapon like a greatsword, you must beat your foe's Fortitude to hit.

» When you target a foe with a ranged weapon like a bow or a Light weapon like a dagger, you must beat your foe's Reflex.

» When you target a foe with a natural weapon such as a bite or a claw, you must beat your foe's Reflex.

» When you target a foe's mind or with magic, you assault its Will. An ability's description always overrides these default rules.

AUTOMATIC & CRITICAL HITS

When a character rolls a 20 on an attack roll, he automatically succeeds even if his roll plus any bonuses might not normally allow him to hit. Moreover, if a 20 would have hit normally, the result is a critical hit. A critical hit completely bypasses a creature's DR and also deals the maximum possible damage. A handful of weapons mentioned at notation 6 on pages 160-161 do critical hits on a 19 or 20.

AUTOMATIC MISSES

When a character rolls a 1 on his attack roll, he automatically misses even if his roll plus bonuses might allow him to hit.

DEFENSELESS, HELPLESS & SURPRISED

If a character is unaware of foes and/or unable to defend itself, then attacks are more likely to succeed.

DEFENSELESS: The character is aware of attackers and can make attacks but is unable to defend itself. Typically, the character is defenseless when climbing or swimming and lacks a climb or swim speed, respectively. Attackers enjoy a +5 bonus on attack rolls against a defenseless character.

HELPLESS: The character is unconscious, stunned or otherwise completely unable to make attack rolls and defend itself. A fully restrained or bound character *without magic abilities* or natural weapons is helpless. If a character can make an attack roll, such as activating a magic ability, then he is not helpless regardless of other considerations.

SURPRISED: The character is unaware of attackers but is able to defend itself. Attackers enjoy a +5 bonus on attack rolls against surprised characters.

FIRING INTO MELEE

When you direct a ranged weapon such as an arrow at a target that is already engaged in combat with others, apply a -5 penalty to your attack roll.

AIDING ALLIES

A character may expend a standard action in order to aid an ally's attack. This grants a +2 bonus to the aided ally's attack rolls until the start of the aiding character's next turn.

EXAMPLE: Thendrick the wizard and Talos the fighter encounter a golem that resists magic attacks. Rather than using spells, Thendrick decides to wave his hands and hoot to distract the golem as a standard action. His action grants Talos a +2 bonus on his attack rolls until the start of Thendrick's next turn.

MOB ASSAULTS

Characters benefit by working together. When 5+ attackers are adjacent to the same foe, all the attackers enjoy a +2 bonus on their attack rolls against that foe.

A pile-on involves 10+ attackers. They all become defenseless, enjoy a +5 bonus on attacks that round, and end their turn prone.

THROWING A SPLASH WEAPON

A character can throw an object or direct a weapon or effect at a particular spot (a 5-ft square). Successfully striking the desired 5-ft space requires a ranged attack against Reflex 5 if the spot is within 10 ft, Reflex 10 if the spot is within 20 ft, Reflex 15 if the spot is within 30 ft, and so forth in increments of 10 ft.

If the thrower beats the Reflex, the item lands in the spot, delivers its effect to any creature in that spot, and affects all creatures adjacent to that spot if the item has a splash effect.

If a thrower misses, roll 1d8 to randomly determine where the thrown item lands. A result of 1 indicates due north, a 2 indicates north east, 3 indicates east, 4 indicates south east, and so forth moving clockwise.

KNOCK-OUTS

You may forego all of your normal attacks during a round and use your fist or blunt weapon (or blunt end of a weapon) to render an adjacent foe unconscious. To do this, attempt 3 attacks, 1 each against your foe's Fortitude, Reflex, and Will. Then count the number of successful attacks to learn the result:

Successes	Results
0	Attacker suffers 1d4 vitality (bypasses attacker's DR).
1	Defender suffers 1d4 vitality.
2	Defender is dazed and unable to move from its space for 1d4 rounds.
3	Defender falls prone and lies unconscious for 5 minutes.

Apply a +2 bonus to your attacks if your target is surprised and a -5 penalty if it is 1 size larger than you or -10 if it is 2 or more sizes larger.

An unconscious creature is helpless. Fortunately, attackers usually forego delivering a coup de grace to turn and focus on other foes.

Waking a knocked-out creature requires a standard action on your part and a successful DC 15 Endurance check on its part. Apply a +5 bonus to the Endurance check if smelling salts or a similar powerful stimulant are used.

DAMAGE

Here are guidelines to resolve damage delivered by attacks.

DEALING DAMAGE

Damage might be a set amount or, more often, a variable amount when you roll dice to determine damage. Unless stated otherwise, abilities harm vitality. When the character drops to 0 vitality, he suffers wound damage. Some abilities cause direct wound damage. It is possible for a weapon to deliver 0 damage but not less than 0 damage.

In addition to the damage indicated for an ability, mundane attacks add the attacker's Strength modifier (or Dexterity modifier for bows). This may be shown as damage + Str. Magical attacks add the attacker's prime attribute modifier to damage instead.

DAMAGE REDUCTION

DR, or Damage Reduction, reduces the amount of damage dealt by an attack. Most monsters have natural DR due to their tough hide and/or magical nature, while characters usually rely on armor and magic.

When an attack or a portion of an attack such as a necromancer's Vampiric Kiss or a warlock's Poison spell states that it inflicts direct wound damage, do not consider the protective effect of DR—apply wound damage directly.

When an attack inflicts $\frac{1}{2}$ its usual damage, reduce the damage accordingly and then subtract DR to learn how much harm the target suffers. When a target is struck multiple times by the same attacker, handle each attack and apply DR separately to each hit.

DAMAGE TYPES

Many abilities deliver damage of a specific type: acid, cold, electrical, fire, force, holy, necrotic, pain, psychic, sonic or vile.

When a damage type is indicated, a target creature suffers damage of that type. Some abilities grant a bonus to DR to reduce damage caused by a specific type of energy.

When a damage type is not indicated, assume the target suffers "mundane" damage such as caused by claws or a weapon.

TRACKING DAMAGE

Damage is represented using hit points. There are 2 kinds of hit points: vitality and wounds.

VITALITY: A measure of a character's overall energy. Apply damage to vitality first. When a character reaches 0 vitality, he begins taking wound damage.

WOUNDS: A measure of gross physical hardiness. Apply damage to wounds only when vitality equals 0 or when an ability specifically states wound damage. When first taking wound damage, a character is dazed on his next turn. When a character falls below 0 wound points then he falls unconscious. When a character exceeds his Constitution in negative wound points, he is dead. He dies even if he still has vitality points.

BLEEDING: When a character falls below 0 wound points, he begins bleeding and automatically loses 1 wound point each round at the end of his turn until healed or subject to a DC 15 Heal check. Some abilities allow a character to stop bleeding and stabilize automatically.

EXAMPLE: Talos the fighter has 8 wound points and 65 vitality when he is at full health. Over the course of a battle, he suffers 60 vitality points. He has 5 vitality left and has suffered nicks and scratches and lost a good deal of "oomph" but is not bleeding internally or otherwise seriously injured. Then he suffers 10 points of damage. He is now at 0 vitality and has suffered 5 points of wound damage, causing him to fall to 3 wound points total. He is still conscious and can keep fighting. If he falls below 0 wound points he will fall unconscious and lose another wound point each round at the end of his turn. Fortunately, Talos's friend Siegfried the Cleric cures him, erasing some of the damage and forestalling further harm, for now.

FAST HEALING: Some creatures automatically heal wound damage without effort at a rate of 1 or more points per round. For example, a creature with fast healing 5 automatically heals 5 wound points per round. Fast healing never restores vitality.

TEMPORARY HIT POINTS: Some abilities grant hit points for a limited duration. Apply damage to these points first. Any points that remain when the ability ends go away, but used-up points do not go away (a character does not suffer more damage when the ability ends).

COUP DE GRACE

A combatant can automatically deliver a critical hit to a helpless adjacent foe as a standard action. A critical hit completely bypasses a creature's DR and deals the maximum possible damage. Moreover, if the attacker is higher level than the target and beats the target's Fortitude, then the target is slain outright.

SPECIAL MANEUVERS

Characters may attempt to cause a non-damage result such as tripping a foe, pushing a foe backward, or grabbing a foe's item. Typically, these actions rely on abilities such as Trip, Bull Rush, and Grapple. However, a GM may allow an opposed DC 18 Acrobatic or Athletics check as a standard action. See page 104 under Trip and Hold for 2 examples of skill-based maneuvers.

MORALE CHECKS

When a NPC is first bloodied (suffers wound damage) it may make a morale check. It must resist using Will against its own attack roll or flee the scene in the quickest, safest way possible. If it maintains morale, it keeps fighting. A creature surrenders (subject to GM approval) when it fails a Morale check and cannot escape, and then takes additional damage.

DEATH

When a character exceeds his Constitution score in negative wound points, or when an ability kills him outright, then he is dead. A mortal character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, and magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the ability or device). Resurrected characters do not worry about rigor mortis, decomposition, and such that affect dead bodies.

CONDITIONS

Here are guidelines to resolve conditions such as fear.

DISABILITY

A disabled creature suffers broken bones, severed tendons, and similar damage that severely impedes its function. The creature is limited to a 5 ft speed and suffers a -5 penalty on d20 rolls and saves. Also, the moment a character becomes disabled, he is also stunned until the start of his next turn. Disability remains until a character returns to full normal wound points.

DISEASE, POISON & DISTRESS

Various creatures and substances inflict unpleasant ongoing effects.

DISEASED: Suffering from disease. Typically, a diseased character must resist using Fortitude each day or suffer damage until cured or dead. The attack roll varies with the source of the disease.

NAUSEATED: Experiencing stomach distress. Nauseated creatures are unable to activate abilities, concentrate, or do anything else requiring attention. The only action possible is a single move action per turn. Nausea passes after 10 minutes but may return if it is caused by an ongoing condition.

POISONED: Suffering from poison. Generally, a poisoned creature may resist when first poisoned. Typically, five minutes later, the creature has a 50% chance to suffer the same damage again unless it has been cured in the intervening time.

SICKENED: The character suffers a -2 penalty on all dice rolls and saves. Sickness passes after 6 hours rest unless it is caused by an ongoing condition.

DISORIENTATION

Many attacks briefly disorient a character.

CONFUSED: Typically, to resolve a confused creature's actions, roll 1d4: 1) act normally, 2) wander away, 3) attack an ally, or 4) only defend. Specific abilities may provide alternate rules.

DAZED: A dazed creature can take no actions but can defend itself normally. A dazed condition typically lasts 1 round.

STUNNED: A stunned creature drops everything held, can't take actions or defend itself, and is subject to various attacks including a coup de grace and a rogue's Sneak Attack. A stun effect lasts 1 round unless stated otherwise.

FALLING

When a character falls, apply 1d6 damage per 10 ft fallen, or ½ damage if his Reflex resists an attack of d20 +1 per 5 ft fallen. Apply a cap of 20d6 damage. The damage is wound damage when impacting a hard surface and vitality damage when impacting a soft surface such as tenting or water. Characters can die from a hard impact even when they're at full vitality! When a character falls below 0 vitality, the remaining points count as wound damage as usual.

When a character suffers wound damage from falling, he must resist using Fortitude against an attack of +1 per 10 ft fallen. If the attack succeeds, the faller breaks bones and becomes disabled.

A character falls 575 ft in 1 round (6 seconds) or about 1 mile per minute.

FATIGUE, EXHAUSTION, & SLEEP

Lack of rest, excessive exertion, and some abilities drain a character's

energy and result in fatigue, exhaustion, and sleep.

FATIGUED: Apply a -2 penalty on d20 rolls and saves. Doing activities that would normally induce fatigue cause a fatigued character to be exhausted. After 2 hours of complete rest, fatigue ends.

EXHAUSTED: Apply a -5 penalty on d20 rolls and saves. Also, reduce speed by ½. After 2 hours of complete rest, exhaustion becomes fatigued. Doing anything that would normally cause fatigue or exhaustion causes an exhausted character to fall unconscious instead.

UNCONSCIOUS: Knocked out and unable to attack or defend oneself. Unconsciousness typically results from having current hit points below 0. Sleeping characters are unconscious.

LACK OF SLEEP: Creatures that require sleep must get 6 consecutive hours per day or suffer ill effects. Three to 6 hours of sleeping results in fatigue, and any less sleep results in exhaustion for the rest of the day. Characters who sleep in armor are normally fatigued even if they receive the requisite hours of sleep.

FEAR

Many abilities induce fear, causing a character to be shaken, frightened or even panicked. When the source of fear is destroyed or otherwise clearly removed, then the fear effect immediately ends.

SHAKEN: A shaken creature suffers a -2 penalty on d20 rolls and saves. After 10 minutes away from the source of fear, the effect ends.

FRIGHTENED: As shaken, except the creature also flees from the source of its fear as best it can. If unable to flee, it fights instead. A frightened creature can use abilities to flee. Indeed, the creature must use such means if they are the only way to escape. After 10 minutes away from the source of fear, a character is shaken instead.

PANICKED: A panicked creature suffers a -5 penalty on all d20 rolls and saves and also drops everything it holds and flees from the source of its fear as best it can. If unable to flee, it cowers and does not attack, typically using the total defense action in combat. After 10 minutes away from the source of fear, it is frightened instead.

PARALYZED, PETRIFIED, RESTRAINED & SLOWED

Some attacks paralyze or petrify a character.

PARALYZED: A paralyzed character is frozen in place and unable to move or act. A paralyzed character cannot take physical actions but can take purely mental actions including the use of magic abilities except those that require physical expression to use. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings, and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not.

PETRIFIED: A petrified character has been turned to stone or other hard material and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are carefully joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when he returns to flesh, his body is likewise incomplete and the character suffers permanent debilitation.

RESTRAINED: A restrained character, such as one tied up, cannot take physical actions due to physical impediments though he may be able to talk. A character who is physically restrained but conscious can use magical abilities that don't require physical expression to use.

SLOWED: A slowed character can take only 1 move or standard action each turn, but not both. Also, it moves at ½ speed (round down, min 5 ft), and applies a -1 penalty on Reflex and attack rolls.

TAIN & INSANITY

Encounters can impart taint and/or insanity.

TAIN: This is a measure of unnatural harmful energy that afflicts a character. Typically, mortal creatures gain taint from powerful fiends and undead that increase a character's taint score. Taint can only be removed magically. When a creature's taint score exceeds his Wisdom score, he goes insane.

INSANITY: This state of mental confusion is permanent until cured. Each round, an insane character has a 10% chance to act normally for 1d10 rounds. Then the character is confused again and must resume checking each round for possible sanity.

SHOCK, WEARINESS & DESPAIR

Characters may encounter horrifying scenes such as mutilated bodies or tormented souls that surpass mortal comprehension. You can assign such scenes a level from 1 to 20, with 20 as horrific beyond imagination. At such times, the character must resist using Will (versus $d20 + \frac{1}{2}$ scene's level) or be dazed for 1 round. After several shocks or prolonged mild exposure over 24 hours, the character becomes weary and must resist using Fortitude or be permanently fatigued until aided by magic or 1 week's rest. Finally, despair follows shock after several days. The character must resist using both Will and Fortitude or fall into a comatose funk, unable to take action. Heal, Psychic Surgery, and more powerful magic abilities end despair.

HEALING

This section describes how characters may heal.

DAILY HEALING

Each morning following 6 hours of sleep, a character naturally heals all vitality damage plus 1 wound point per point of Constitution modifier (minimum 1 wound point). For example, a character with 15 Constitution heals all vitality + 2 wound points after a night's rest. No rest means no healing.

Magical healing such as Lay on Hands cures damage as described by the ability. Most magical abilities only heal wound damage.

FAST HEALING

At the start of its turn, a creature with fast healing automatically and instantly heals *wound* damage, typically either 2 or 5 points.

NAPPING

Once daily, a character can take a 2-hour rest to gain 1 of the following benefits: end fatigue, turn exhaustion into fatigue, turn unconsciousness into exhaustion, or heal a number of vitality points equal to his level. Engaging in combat, making a skill check, or performing some other challenging action during this rest time negates any chance of benefit.

SCARRING

After a character suffers wound damage, he may scar. Magical healing never leaves scars. However, mundane healing (using First Aid or taking bed-rest) leaves a scar. The scar is as slight or noticeable as the GM or player desires. Heal and Erase Scars remove all scars.

SHARING VITALITY & REVIVING ALLIES

As a standard action, a character can transfer vitality to an ally within 15 ft in the form of a verbal exhortation. The amount equals the donor's Charisma bonus (minimum 1). A character can share once daily with each ally. Alternatively, a character can expend a standard action to awaken an unconscious adjacent ally who is at negative wounds. The ally awakens for 1 round on his turn to speak or take a single action and immediately falls unconscious again.

RETURNING FROM DEATH

Heroes may die prematurely. The well-prepared and lucky return to life by magic or divine intervention.

The following spells restore creatures from death: Love's Sacrifice (page 99), Mass Revivify (page 51), Miracle (page 145), Raise Dead (page 51), Reincarnate (page 55), Revivify (page 51), Fiendish Return (page 97), Unity With the Multiverse (page 151), and Wish (page 138). Love Sacrifice, Revivify, and Fiendish Return are advanced tier abilities with strict criteria to use. All other options are paragon tier.

Several magic items and a few creatures can also restore a creature to life. A character who dies may take that opportunity to change his alignment, deity, theme or other aspects of himself.

SAMPLE COMBAT SEQUENCE

Here is an example combat sequence between Talos (level 1, page 11) and a skeleton (level 1, see RADIANCE MASTERS GUIDE).

DETERMINE SURPRISE

Is either party surprised?

The skeleton has Stealth +1 and Talos has Perception -1. The GM rolls 11 for the skeleton's Stealth check, and $11+1=12$. Similarly, the player rolls 14 for Talos's Perception check, and $14-1=13$. Thus, Talos noticed the skeleton before combat began.

Conversely, Talos has Stealth +2 and the skeleton has Perception +0. Talos's $d20$ Stealth check is a fortuitous 16 (he rolled a 14 and added 2). However, the skeleton's Perception check is 17. So the skeleton noticed Talos before combat began.

DETERMINE INITIATIVE

Who goes in what order?

The skeleton's initiative result is 7 (it rolled a 6 and adds 1). Talos's initiative result is 19 (he rolled a 17 and adds 2). Talos goes first.

ROUND 1

Talos draws his longsword as he moves to the skeleton and takes a whack at it. His attack roll is $d20+6$. He rolls a 10 so the result is 16. The skeleton's Fortitude is only 13, so Talos hits.

A longsword does $d8$ damage so Talos rolls a $d8$ and gets a 3. His 18 Strength grants +4 damage, and he has Weapon Focus in the longsword, which adds an additional +2 damage, for 9 points total ($3+4+2$). The skeleton has DR 3, so Talos's longsword only does 6 points of damage ($9-3$). Narratively speaking, Talos's blade hit against the skeleton's ragged armor, which reduced the blow somewhat. In any case, the skeleton's vitality is reduced from 6 to 0.

The skeleton fights back.

It uses its Death Grip ability to lock its bony hands around Talos's neck. Its listed attack roll is $d20+1$. It rolls a 13 so the result is 14. Fortunately, Talos's Fortitude is 16. Even as the skeleton's hands dig into him, Talos pulls them off by sheer strength.

ROUND 2

Talos uses Rapid Strike to get in 2 blows, though each attack is made at a -2 penalty. Twice he rolls $d20+6-2$. The first result is 8, the second result is 16. The 16 hits. His sword cuts thwack-thwack into the skeleton's body causing shards of bone to go flying.

Talos rolls damage: $d8+4$, for 10 points. The skeleton only had 2 wounds and is reduced to -8 wounds. A living creature might have a couple of rounds to bleed before it dies but a skeleton is undead with no blood, so it just falls to the ground inert and is effectively out of combat.

Combat is done. Or is it?

NEW COMBATANT

While Talos was busy fighting, a second skeleton approached. Its Stealth check was 16 ($15+1$). Talos's Perception roll is $d20-6$ (-1 normally, and an additional -5 because he is busy in combat). He gets a 2. The second skeleton has surprised him!

The second skeleton immediately gets an attack. It uses its Death Grip. Its attack roll is $d20+1$. The result is 17, which beats Talos's Fortitude of 16. Now, the skeleton is locked onto him. As stated under Death Grip, he suffers a -5 penalty to Reflex saves, takes $1d4+1$ damage, and is limited to using Light melee weapons. Alas, his longsword is a Medium weapon.

The skeleton inflicts 3 damage. Fortunately, Talos has tough scale-mail that provides DR 4, negating potential harm. His armor protects his neck.

ROUND 3

Should Talos try to free himself, strike with his fist or do something else? Will he live?

USING A BATTLE MAT

Here are guidelines for using a battlemat to resolve combat.

MEASURING DISTANCE

Here are guidelines to map character movement onto a grid.

MAP PATTERN: The rules in this section assume you are using a square-based grid. Make appropriate adjustments if you are using a different kind of grid.

SCALE: On a typical battle mat, 1 square equals 5 ft.

DIAGONALS: When measuring distance, the first diagonal counts as 1 square, the second counts as 2 squares, the third counts as 1, the fourth as 2, and so on.

A character can't move diagonally past a corner but he can move diagonally past a creature, whether ally or foe. He can also move diagonally past other impassable obstacles, such as pits.

CLOSEST CREATURE: When it's important to determine the closest square or creature to a location, if 2 squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

CORNERS: Some abilities affect an area. When an L-shaped wall (or similar solid obstacle) occupies a portion of an area and presents a corner within that area, then the shielded space—and any creature in that space—behind the walls (relative to an attacker) is not affected by the attacker's actions unless the attacker's effect is meant to pass through obstacles. Thus, targets that merely hide around a corner in a nonshielded area are still affected by an attacker's area effect.

MOVING THROUGH SQUARES

These rules cover movement of miniatures.

ALLY: You can move through a square occupied by an ally, unless you are charging. When you do so, the ally doesn't provide you with cover.

FOE: You can't move through a square occupied by a foe, although you can move through a square occupied by a helpless foe without penalty. (Some creatures, particularly very large ones, may present an obstacle even when helpless. In such cases, each square you move through counts as 2 squares.)

ENDING YOUR MOVEMENT: You can't end your movement in the same square as another creature unless it is helpless.

OVERRUN: You attempt to push through a foe's space as a swift action. If you beat its Fortitude, you can freely pass through its space while maintaining your speed. If not, you stop adjacent to it and do not pass it.

TUMBLING: On a successful DC 15 Acrobatics check, a character moves through a square occupied by a foe.

VERY SMALL CREATURE: A Tiny creature can move into or through an occupied square as if it were an empty square.

SQUARE OCCUPIED BY CREATURE THREE SIZES LARGER OR SMALLER: Any creature can move through a square occupied by a creature 3 size categories larger than it is. Conversely, a big creature can move through a square occupied by a creature 3 size categories smaller than it is.

ENDING MOVEMENT IN AN ILLEGAL SPACE: Sometimes a character ends its movement while moving through a space where it's not allowed to stop. When that happens, put your miniature in the last legal position you occupied, or the closest legal position, if there's a legal position that's closer.

MINIMUM MOVEMENT: Despite any penalties to movement, you can always move 5 ft (1 square) in any direction, even diagonally. (This rule doesn't allow you to move through impassable terrain or to move when all movement is prohibited.)

TERRAIN & OBSTACLES

Special situations hamper movement.

DIFFICULT TERRAIN: Difficult terrain hampers movement. Each square of difficult terrain counts as 2 squares of movement. (Each diagonal move into a difficult terrain square counts as 3 squares.) You can't run or charge across difficult terrain.

If you occupy squares with different kinds of terrain, you can move only as fast as the most difficult terrain you occupy will allow.

Flying and incorporeal creatures are not hampered by difficult terrain.

OBSTACLES: Like difficult terrain, obstacles can hamper movement. If an obstacle hampers movement but doesn't completely block it, each obstructed square or obstacle between squares counts as 2 squares of movement. You must pay this cost to cross the barrier, in addition to the cost to move into the square on the other side. If you don't have sufficient movement to cross the barrier and move into the square on the other side, you can't cross the barrier. Some obstacles may also require a skill check to cross.

On the other hand, some obstacles block movement entirely. A character can't move through a blocking obstacle.

Flying and incorporeal creatures can avoid most obstacles.

SQUEEZING: In some cases, you may have to squeeze into or through an area that isn't as wide as the space you take up. You can squeeze through or into a space that is at least ½ as wide as your normal space. Each move into or through a narrow space counts as if it were 2 squares, and while squeezed in a narrow space you take a –5 penalty on attack rolls, Reflex saves, and DR.

A creature can squeeze past a foe while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than ½ your space's width, you must pass a DC 15 Acrobatics check. While doing this, you cannot attack and you are defenseless.

BIG & LITTLE CREATURES IN COMBAT

Creatures smaller than Small or larger than Medium have special rules relating to position.

TINY CREATURES: Very small creatures take up less than 1 square of space. This means that more than 1 such creature can fit into a single square. A Tiny creature typically occupies a space only 2½ ft across, so 4 can fit into a single square. Creatures that take up less than 1 square typically have a reach of 0 ft. This means they can't reach into adjacent squares and must enter a foe's square to attack in melee.

LARGE, HUGE, AND COLOSSAL CREATURES: Very large creatures take up more than 1 square. Large creatures take up 2 to 4 squares. Huge creatures take up 5 to 9 squares. Colossal creatures take up 10+ squares.

Creatures that take up more than 1 square typically have a natural reach of 10 ft or more, meaning that they can reach targets even if they aren't in adjacent squares.

Unlike when someone uses a reach weapon, a creature with greater than normal natural reach (more than 5 ft) still threatens squares adjacent to it. A creature with greater than normal natural reach usually gets an opportunity attack against you if you approach it (see below), because you must enter and move within the range of its reach before you can attack it.

Large or larger creatures using reach weapons can strike up to 2x their natural reach but can't strike at their natural reach or less.

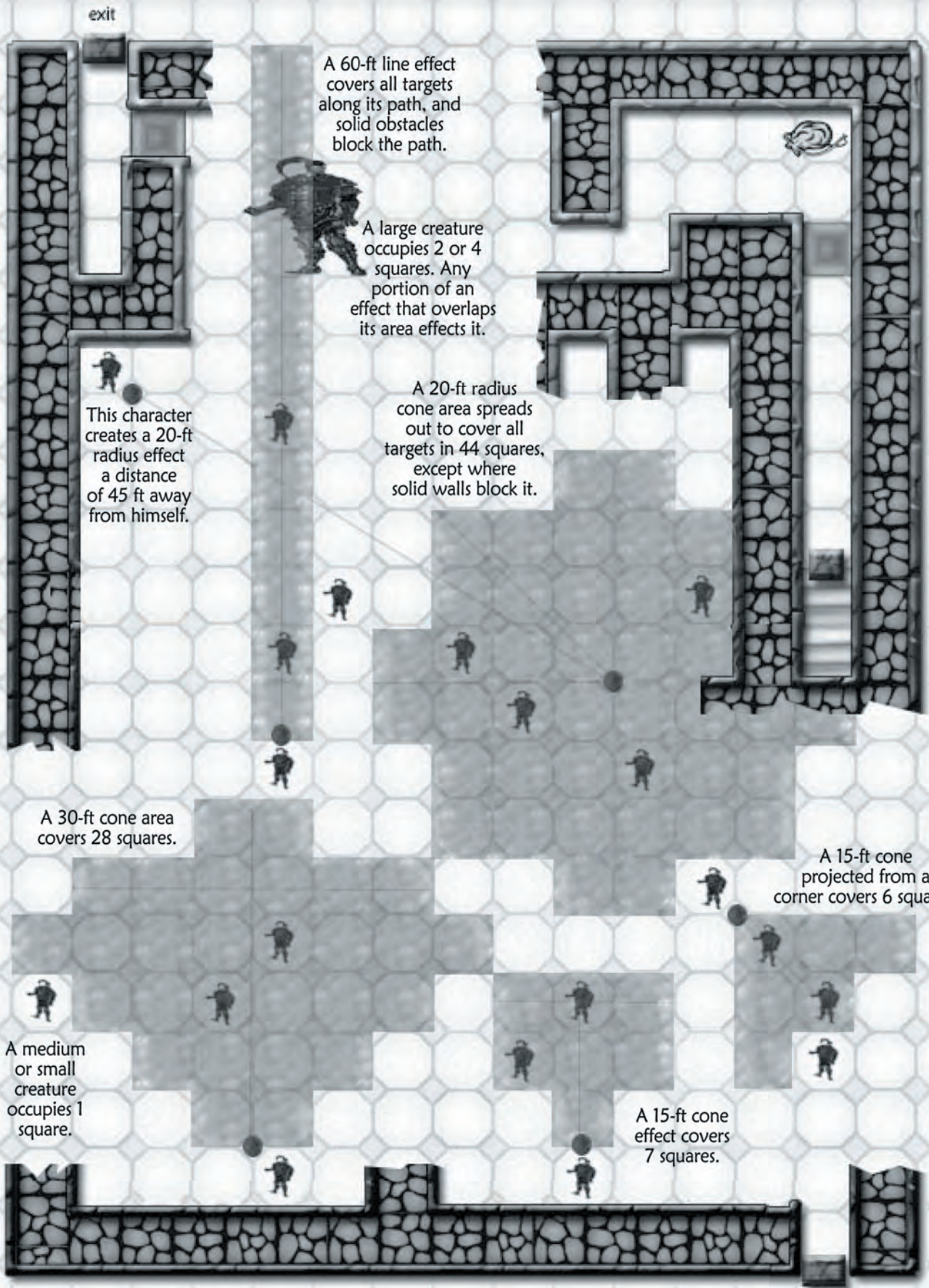
OPPORTUNITY ATTACKS

When using a battle mat, a combatant may enjoy an "opportunity attack" each round against certain adjacent foes. Here are several ways to provoke an opportunity attack against you.

- » You fire a ranged weapon while adjacent to a foe.
- » You use a magic ability while adjacent to a foe. Abilities marked with an ^M are magic abilities.
- » You move while adjacent to a creature larger than you. The opportunity attack is resolved as an immediate action prior to you moving.

Creatures are limited to making 1 opportunity attack per round. If an opportunity attack misses, the opponent's action continues normally. Otherwise, the action does not occur after all and the opponent forfeits the remainder of its turn.

A defenseless, paralyzed, stunned, unconscious or otherwise incapacitated creature cannot make opportunity attacks.



CHAPTER 12

Exploring

This chapter gives everything you need as you explore the wild world, from its dark corners, through storms, and between deadly traps.

PERCEPTION

Here are rules to resolve interaction with the environment.

AWARENESS

When characters move through an environment or interact with others, they may spot, hear, or otherwise notice a clue, creature or other stimulus even if they are not deliberately attentive.

PASSIVE PERCEPTION: To determine whether a character perceives something in the physical environment, the GM compares the DC of what's hidden versus the character's Passive Perception score, which equals 10 + usual adjustments to the Perception skill.

For example, for a hiker to spot a wildcat hiding in a tree, the GM compares the wildcat's Stealth check against the hiker's Passive Perception score.

To determine whether a character perceives an inanimate object or a creature that is not trying to conceal itself, apply DC 10 (if easy), DC 15 (if moderate) or DC 20 (if difficult).

Passive perception cannot be used to resolve the effects of magical illusions or other effects of magic abilities.

Characters in combat suffer a -5 penalty to Perception checks.

PASSIVE INSIGHT: This works like passive perception, except it relies on the character's Insight, with a score of 10 + the usual adjustments to the Insight skill. Passive insight cannot be used to resolve the effects of Undetectable Alignment or other effects of magic abilities.

LANGUAGES

Sentient creatures speak (or at least understand) 1 or more languages, which are listed in the table below. Literate speakers can read and write in the alphabet associated with their language. A shared alphabet indicates shared linguistic roots, such that characters with different languages but the same alphabet can communicate with each other more easily than might otherwise be expected.

Characters begin knowing their racial languages plus a number of additional languages equal to their Intelligence bonus (if any). Similarly for NPCs and monsters.

TABLE 12-1: LANGUAGES

Language	Typical Speakers	Alphabet
Abyssal	Demons and chaotic evil deities	Abyssal
Ancient	Atlans and other ancient human peoples	Common
Aquan	Water creatures	Genie
Auran	Flying creatures	Genie
Celestial	Angels and good deities	Celestial
Common	Humans, halflings, and other civilized folk	Common
Draconic	Dragons, lizardfolk, kobolds, reptiles	Draconic
Drow	Drow	Elven
Druidic	Druids	Elven
Dwarven	Dwarves	Dwarven
Elven	Elves	Elven
Giant	Giants	Dwarven

"On the tenth day we stumbled from the torrid jungle to find the mystical temple of Rahz aglow from fresh blood sacrifices. That night, we entered."

Language	Typical Speakers	Alphabet
Gnoll	Gnolls	Abyssal
Gnomish	Gnomes	Dwarven
Goblin	Goblins, hobgoblins, and bugbears	Infernal
Ignan	Fire creatures	Genie
Infernal	Devils and lawful evil deities	Infernal
Halfling	Halflings	Common
Mechan	Warmech, cyclones, and other constructs	Dwarven
Orcish	Orcs, half-orcs, and ogres	Abyssal
Signal	Primitive humanoid tribes	—
Sylvan	Dryads, nymphs, and other fey	Elven
Terran	Earth creatures	Genie
Thieves Cant	Thieves and similar scoundrels	Abyssal
Undercommon	Aberrations, subterranean monsters	Dwarven

INTERACTION

When parties encounter each other, violence is not assured or even typical. Table 12-2: Reactions describes 5 grades of social interaction.

TABLE 12-2: REACTIONS

Reaction	Means a character...	Possible Actions
Helpful	Will take risks to help you.	Protect, backup, heal, aid
Friendly	Wishes you well.	Chat, advise, offer limited help, advocate for you
Indifferent	Doesn't much care.	Expected interaction.
Unfriendly	Wishes you ill.	Mislead, gossip, avoid, watch suspiciously, insult
Hostile	Will take risks to hurt you.	Attack, interfere, berate, flee

Characters can try to improve others' reactions in order to make a situation more peaceful and productive. Table 12-3: Improving Reactions states the Bluff or Diplomacy needed to improve reactions by 1 step after 1 minute of interaction.

When a check fails by 10 or more then the attempt has the opposite effect and degrades the reaction by 1 step.

TABLE 12-3: IMPROVING REACTIONS

Starting Reaction	Bluff or Diplomacy DC to Improve One Step*	Result When Fail by 10 or More
Helpful	—	Become friendly
Friendly	DC 20	Become indifferent
Indifferent	DC 15 to make friendly	Become unfriendly
Unfriendly	DC 15 to make indifferent	Become hostile
Hostile	DC 20 to make unfriendly	—

* Adjust the DC by +5 if the parties had a past violent encounter. Adjust the DC by -5 if both parties have the same alignment. Adjust by +5 if a party does not understand the other's language or +10 if neither party understands the other. Also, when appropriate, apply a character's Comeliness modifier to the check.

EXAMPLE: Talos meets a shopkeeper who starts as indifferent to him. Talos wishes to make the interaction more friendly in order to secure a discount. The DC to improve from indifferent to friendly is a 15. If the check result is a 15 or better then the shopkeeper is friendly, if it is 6 to 14, the shopkeeper remains indifferent, and if it is 5 or less then the shopkeeper becomes unfriendly. Had the shopkeeper had a negative experience with Talos in the past, the DC would have been 20.

VISION & LIGHTING

Many characters need light to see by. Refer to Table 12-4 and Table 12-5 below for the radius that a light source illuminates and how long it lasts.

STANDARD VISION: Humans can discern detail out to 120 ft in daylight, 30 ft in shadowy conditions, 5 ft in near-darkness, and 0 ft in total darkness. Most creatures have normal vision in addition to other vision modes such as darkvision and nethersight.

LIGHT: In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

SHADOW: In an area of weak illumination, a character can see dimly. Creatures within this area have concealment relative to that character. A creature in an area of shadow can make a Stealth check to conceal itself.

DARKNESS: In areas of darkness, creatures without darkvision are effectively blind. In addition to obvious effects, a blinded creature has a 50% miss chance in combat (all foes have concealment), is defenseless (until detecting a threat), moves at ½ speed, and takes a -5 penalty on Perception checks and most skill checks.

LOW-LIGHT VISION: In shadowy illumination, characters with low-light vision can see 2x as far away as the given radius. Double the effective radius of distances shown in Tables 12-4 and Table 12-5.

DARKVISION: Characters with darkvision can see dark areas normally as if viewing them in daylight, though vision is black and white only. A creature can't hide within line of sight of a character with darkvision unless it is invisible or has cover.

NETHERSIGHT: This improves darkvision, such that characters with nethersight can see in magically produced darkness as well as normal darkness.

HEAVENSIGHT: Characters with heavensight can see in conditions of blinding illumination in full color as easily as seeing in normal daylight.

TABLE 12-4: NATURAL LIGHT SOURCES AND ILLUMINATION

Object	Bright	Shadowy	Duration
Candle ¹	n/a	5 ft	1 hour
Everburning torch	20 ft	40 ft	Permanent
Lamp (common)	15 ft	30 ft	6 hours/pint
Lantern (bullseye) ²	60-ft cone	120-ft cone	6 hours/pint
Lantern (hooded)	30 ft	60 ft	6 hours/pint
Sunrod	30 ft	60 ft	6 hours
Torch	20 ft	40 ft	1 hour

¹ A candle does not provide bright illumination, only shadowy illumination.

² A bullseye lantern illuminates a cone, not a radius.

TABLE 12-5: MAGICAL LIGHT SOURCES AND ILLUMINATION

Spell	Bright	Shadowy	Duration
Continual Flame	15 ft	30 ft	Permanent
Daylight	60 ft	120 ft	At will
Halo	15 ft	30 ft	At will
Illusionist (torches)	5 ft	15 ft	At will
Light	15 ft	30 ft	At will

MAGICAL EXTRA-SENSORY PERCEPTION

Abilities such as Detect Magic, Detect Secret Doors, and See Invisibility heighten perception. Typically, they require concentration to work and show a visible glow to the magic user only (not other characters) when the relevant condition such as magic is present.

MOVEMENT

There are 3 movement scales, as follows.

- » **TACTICAL**, for combat, measured in ft per round.
- » **LOCAL**, for exploring, measured in ft per minute.
- » **OVERLAND**, for getting from place to place, measured in miles per hour or miles per day.

MOVEMENT MODES

While moving at the different movement scales, creatures generally walk, hustle or run.

WALK: A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

HUSTLE: A hustle is a jog at about 6 miles per hour for an unencumbered human. A character who moves 2x during a round (rather than moving and making a standard action) is hustling when he moves.

RUN: Moving 4x speed is a running pace. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human in chainmail, or 4 miles per hour for a human in platemail.

Every minute a character runs, he must succeed on an Endurance check. The DC equals 10 + the number of minutes already spent running. Failure indicates no running. A character can rest for 1 minute to reset the DC to 10.

Table 12-6: Movement and Distance quickly summarizes how far a character moves in various situations using these modes.

OVERLAND MOVEMENT

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time except for sailing ships which move for 24 hours. Travel often costs vitality.

WALK: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can become taxing (see Forced March, below). Walking costs 1 vitality per hour, or 0 vitality on a successful DC 10 Endurance check. A character who reaches 0 vitality automatically stops walking and is fatigued.

HUSTLE: Each hour of hustling costs 2 vitality, or 1 vitality on a successful DC 15 Endurance check. A character who hustles for more than 1 hour becomes fatigued. A character who reaches 0 vitality automatically stops hustling and must succeed on a DC 15 Endurance check or fall unconscious.

RUN: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle.

TERRAIN: The terrain through which a character travels affects how much distance he can cover in an hour or a day (see Table 12-8: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

FORCED MARCH: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, the character suffers 3 vitality damage, or 1 vitality on a successful DC 15 Endurance check. A character who reaches 0 vitality automatically stops doing a forced march and must succeed on a DC 15 Endurance check or fall unconscious.

MOUNTED MOVEMENT: A mount bearing a rider can move at a hustle. The creature can also be ridden in a forced march. See Table 12-9: Mounts and Table 12-10: Vehicles for mount and vehicle speeds.

Mounts expend vitality just as people do. That is, a mount must succeed on a DC 10 Endurance check each hour when walking or suffer 1 vitality damage. Similarly, a mount must succeed on a DC 15 check each hour when hustling or doing a forced march, or suffer 2

vitality or 3 vitality damage respectively. Even on a successful check, the mount suffers 1 vitality per hour when hustling or doing a forced march. Thus, characters should take care to not ride for long periods just before engaging in mounted combat.

WATERBORNE MOVEMENT: See Table 12-10: Vehicles for speeds for water vehicles. Water vehicles can be poled or rowed for 8 hours or sailed for 24 hours.

If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle.

In addition to 10 hours of being rowed, a boat or ship can float an additional 14 hours in a current of 3 miles per hour, if someone can guide it, so add an additional 42 miles to the daily distance traveled.

Vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

TABLE 12-6: MOVEMENT AND DISTANCE

	Speed			
	15 ft	20 ft	30 ft	40 ft
One Round (Tactical)				
Walk	15 ft	20 ft	30 ft	40 ft
Hustle	30 ft	40 ft	60 ft	80 ft
Run	60 ft	80 ft	120 ft	160 ft
One Minute (Local)				
Walk	150 ft	200 ft	300 ft	400 ft
Hustle	300 ft	400 ft	600 ft	800 ft
Run	600 ft	800 ft	1,200 ft	1,600 ft
One Hour (Overland)				
Walk	1½ miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
Run	—	—	—	—
One Day (Overland)				
Walk	12 miles	16 miles	24 miles	32 miles
Hustle	—	—	—	—
Run	—	—	—	—

TABLE 12-7: HAMPERED MOVEMENT

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle requiring skill check	x2
Poor visibility	x2
Impassable	—

TABLE 12-8: TERRAIN AND OVERLAND MOVEMENT

Terrain	Highway	Track/Trail	Trackless
Desert, sandy	x1	x½	x½
Forest	x1	x1	x½
Hills	x1	x¾	x½
Jungle	x1	x¾	x¼
Moor	x1	x1	x¾
Mountains	x¾	x¾	x½
Plains	x1	x1	x¾
Swamp	x1	x¾	x½
Tundra, ice	x1	x¾	x¾

TABLE 12-9: MOUNTS

Mount	Load	Per Hour	Per Day
Light horse	Light	6 miles	48 miles
Light horse	Heavy	4 miles	32 miles
Heavy horse	Light	5 miles	40 miles
Heavy horse	Heavy	3 miles	24 miles
Pony / riding dog	Light	4 miles	32 miles
Pony / riding dog	Heavy	3 miles	24 miles
Donkey/Mule	Light	3 miles	24 miles
Donkey/Mule	Heavy	2 miles	16 miles

TABLE 12-10: VEHICLES

Vehicle	Motive Force	Per Hour	Per Day
Cart / wagon	Pulled	2 miles	16 miles
Raft / barge	Poled or towed	½ mile	5 miles
Keelboat	Rowed	1 miles	10 miles
Rowboat	Rowed	1½ miles	15 miles
Sailing ship	Sailed	2 miles	48 miles
Warship	Sailed and rowed	2½ miles	60 miles
Longship	Sailed and rowed	3 miles	72 miles
Galley	Sailed and rowed	4 miles	96 miles

FLYING

Table 12-11: Flying Maneuvers describes Athletics checks to resolve when a flyer attempts an unusual action or faces difficult conditions. Use Acrobatics to resolve precise actions such as using a device or doing a somersault while flying. When a flying creature fails a check to stay aloft it may be checked or even blown away.

CHECKED: A creature is prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect or 5 ft per 5 miles per hour of wind if no amount is specified.

BLOWN AWAY: A creature can be blown away by winds of high velocity. A creature touching the ground that is blown away is knocked down and rolls 1d4 x 10 ft, taking 1d4 damage per 10 ft. A flying creature that is blown away is blown back 2d6 x 10 ft and takes 2d6 damage due to battering and buffering.

CLIMBING & SWIMMING

Creatures with a climb speed or swim speed can climb and swim, respectively, with the same ease as a land creature can walk. Other creatures move at ½ their normal land speed and must succeed on an Athletics check each round, with the DC varying with the difficulty of the terrain and desired action. A typical is 15. Such creatures are also defenseless. That is, attackers enjoy a +5 bonus on attack rolls against a defenseless character.

In water, living creatures automatically ascend at full speed to the surface even when unconscious. Creatures that cannot breathe water can dive 10 ft on a DC 5 Endurance check. Increase the DC by +10 for each additional 10 ft of depth. Wearing weights increases a creature's descent speed by +10 ft.

EVASION & PURSUIT

When tracking round-by-round movement, simply counting moves, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances or special abilities. Likewise, it's no problem for a fast character to get away from a slower one.

When the speeds of both characters are equal, there is a simple way to resolve a chase: If 1 creature is pursuing another, both are

TABLE 12-11: FLYING MANEUVERS

Maneuver	Athletics DC*
Stay aloft in a strong wind (25-50 mph)	5
Stay aloft in a severe wind (51-75 mph)	10
Move at less than ½ speed and remain flying	10
Avoid losing 10 ft of altitude when suffering damage while flying	10
Avoid falling damage by cushioning your fall	10
Stay aloft in hurricane winds (76-175 mph)	15
Hover	15
Turn greater than 45° by spending 5 ft of movement	15
Turn 180° by spending 10 ft of movement	20
Fly upward at greater than a 45 degree angle	20
Stay aloft in tornado-force winds (176+ mph)	25
Avoid plummeting to the ground after a midair collision	25

* Adjust the DC based on the creature's size. Tiny is +10, Small is +5, Large is -5, and Huge is -10.

moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Athletics checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with both sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Endurance check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

Resolve tracking, and attempts to counter tracking, using the Survival skill. See page 106 for details.

NATURAL TERRAIN

Few outdoor or underground environments are paved or even smooth. Plant life, rocks, water, and inclines impede the motion of creatures with fly, burrow, swim, and climb speeds, respectively. Table 12-12: Tactical Speed in Natural Terrain explains how to adjust a creature's speed in a variety of conditions. The presence of multiple conditions, such as lush seaweed growth while swimming underwater, uses the worst possible speed.

TABLE 12-12: TACTICAL SPEED IN NATURAL TERRAIN

Speed	Typical Impediments			
	Plantlife	Solid Obstacles	Water Level	Incline
Normal	Barren	None	On land	None
¾ normal	Sparse	Some stones	Wading	30°
½ normal	Moderate	Rocks and stones	Swim at surface	60°
¼ normal	Lush	Dense jagged rocks	Underwater	90°
5 ft	Impassible	Walls of stone	Deep diving	120°

ASSISTED MOVEMENT & UNNATURAL TERRAIN

Abilities such as Spider Climb boost character's speed or give them new forms of movement. Assume that once an ability is put into effect, the movement is natural and requires no extra attention.

Magic may also hinder movement. For example, the Entangle spell either tightly holds creatures, preventing movement, or causes them to move at ½ speed and suffer a -2 penalty on all d20 rolls.

Finally, characters may visit alternate realms of existence. For example, in the Astral Realm, people travel and fight using their mental attributes rather than their physical attributes.

VOID TRAVEL

Use the following rules to adjudicate travel through outer space.

VACUUM CONDITIONS: The Void is an airless vacuum. Unprotected creatures suffer 1d3 wound damage per round. Also, beginning on the third round, a creature is blinded and deafened (no save), and at the end of the fourth round is dazed from then on (no save). Creatures that don't need to breathe (such as constructs and undead) suffer no harm. Incorporeal creatures move through the Void as any other environment.

BREACH CONDITIONS: When a pressurized area opens to the Void, unsecured objects and creatures that fail to resist using Reflex against attack d20+7 are drawn into the Void. Creatures must save every round that depressurization occurs (the time varies with breach size and the volume affected). Assume a 1-ft-square breach depressurizes a 10-ft-cube chamber in 1 round.

HEAT AND COLD: In the Void, creatures suffer fire damage when exposed to direct sunlight or cold damage when in darkness. The damage is 5 points per round (no save). Endure Elements and similar abilities may ameliorate or negate the damage.

RADIATION: Wild currents of energy move through the Void. Living creatures not protected against radiation automatically contract a degenerative disease after 10 minutes exposure even when protected from other aspects of the Void. The "disease" has an incubation period of 4 hours, after which time the creature suffers 1d4 wound damage per day until cured by Cure Ailment. Constructs and undead are immune to radiation.

VARIANT GRAVITY: Beyond a world's reach, assume a null-gravity environment. Characters feel weightless and can push off stationary objects or secured creatures in order to move 30 ft per round. When pushing off an unsecured base, both the creature and the base move at 15 ft per round unless the base is at least 2 size larger (Huge for a Medium character), in which case only the smaller body moves. In low-gravity zones, characters gain a +30 bonus to Athletics checks and can carry 3x their normal load. Conversely, in high-gravity areas, apply a -5 penalty to all Strength- and Dexterity-based skill checks and reduce by ½ a character's carrying capacity.

PROTECTION AGAINST THE VOID: A character can protect himself using Planar Adaptation. A Miracle or Wish protects 1 creature per level for up to 24 hours. Other abilities and items such as an exploration suit (page 209) also offer protection.

ACHIEVING ORBIT: Void conditions begin 100 miles from a typical world's surface. A creature or object can circle for a year or more in orbit, which begins at 100 miles and extends to 25,000 miles or more. A Teleport spell can likely transport a character to a point in orbit around a world.

MOONS: A typical moon is 250,000 miles from its parent planet. Most moons have low gravity with a slim zone of safe temperatures, but are otherwise akin to the Void. A Miracle, Realms Shift or Wish moves a character and his allies to moons.

WORLDS OF A SOLAR DOMAIN: A solar domain includes a sun or stars, asteroids, and other bodies under a shared gravitational influence. Distances within a solar domain are measured in astronomical units, or AUs. One AU equals approximately 93 million miles. Planets may be as close as 1/3 of an AU, or as far as 10 AU from each other. A typical solar domain spans 50 to 100 AU total.

INTERSTELLAR TRAVEL: The distance between solar domains is measured in light years. One light year is approximately 6 trillion miles, which may be crossed via travel through the Astral Realm. Solar domains may be as close as 1 or 2 light years, or as far as hundreds of light years. A typical distance between solar domains is 3d6 light years. The easiest way to traverse such long distances relies on Realm Shift (page 101) to visit the Astral Realm and then return from there to one's destination. At the GM's option, a Miracle or Wish will also bridge interstellar distances.

VOID SHIPS: A spellship can be augmented to traverse the Void by adding the Safety Bubble ability to the ship. For an example, see the Trevolis Void spellship on page 200.

BREAKING & ENTERING

When attempting to break an object, you have 2 choices: smash it with a weapon or break it with sheer strength.

When a character tries to break something using a weapon, assume the attack automatically hits and determine damage as normal, except that ranged weapons—and energy attacks other than acid and sonic—do ½ damage. Reduce damage dealt by the object's DR before applying excess damage against the object's hit points. When an item has lost ½ or more of its hit points, adjust the DR and break DC by -2. The object is destroyed when its hit points reach 0.

When a character tries to break something with sudden force, use an Athletics check to resolve whether he succeeds. Larger and smaller creatures get size bonuses and penalties on such checks: Tiny -10, Small -5, Large +5 or Huge +10. Also, a crowbar or portable ram improves a character's chance of breaking open a door by +2.

Table 12-13: Harming Objects lists DR, hit points, and Strength DC to harm objects encountered by adventurers.

TABLE 12-13: HARMING OBJECTS

Object	DR	Hit Points*	Athletics DC**
Wooden door (simple)	5	10	13
Wooden door (good)	5	15	18
Wood door (strong)	5	20	23
Rope bonds (1 inch diam.)	0	2	23
Rope (rend 4 inch diam.)	2	5	26
Iron bars (bend them)	10	30	24
Iron bars (break them)	10	30	35
Barred wooden door	6	15	25
Chain (burst it)	10	5	26
Iron door (2 inch thick)	10	60	28
Metal machine (large)	10	100	36
Metal machine (medium)	10	50	31
Metal machine (small)	10	10	26
Small chest	5	10	17
Treasure chest	5	15	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Manacles	10	10	26
Masterwork manacles	10	10	28

* Dealing half the listed hit points disables but doesn't destroy a device.

** Increase the DC by +5 if the item is protected by basic magic, or by +10, +15 or +20 for intermediate, advanced, or paragon magic, respectively. If multiple abilities apply, use the highest one.

You can use Table 12-14 to approximate an object's likely hardness and hit points. Use the DR listed. The hit point values are to breach a 1-square-ft area that is 1 in thick.

TABLE 12-14: MATERIAL QUALITIES

Substance	DR	Hit Points (1")
Paper or cloth	0	2
Rope	0	2
Glass	1	1
Reinforced glass	2	2
Ice	3	3
Leather or hide	2	5
Wood	5	10
Stone	8	15
Iron or Steel	10	30
Mithral	15	30
Adamantine	20	40

CLIMATE & WEATHER

Weather can make adventuring a pleasure or a nightmare, particularly for characters laden with armor and other gear. Weather also affects agriculture. Several abilities including Control Weather and Rain Dance magically alter the local weather, usually to one's benefit.

CLIMATE: Set the temperature appropriate to the time of year. In temperate climes, winter is cold, spring and fall are mild, and summer is hot. Tropical climes are mild in winter and hot all other seasons, while arctic climes are mild in summer and cold all other seasons. Each day, roll 2d10 and consult Table 12-15: Temperature to learn that day's temperature.

EXTREME TEMPERATURES: Outside of mild temperatures, characters without Endure Elements must attempt a DC 15 Survival check. Success means no harm. Failure means 1d6 vitality damage (bypasses DR) or 1 wound damage if the character has 0 vitality. Apply a -5 penalty if the character is inappropriately dressed: either over-dressed (Medium or heavier armor or thick clothing) in hot or hotter temperatures, or under-dressed (Light or no armor, or no thick clothing) in cold or cooler temperatures.

TABLE 12-15: TEMPERATURE

Temp (°F)	Weather Grade	Survival Check	Climate (roll 2d10 each day)		
			Cold	Mild	Hot
Above 150	Deadly heat	1/rnd	2	2	2
130 to 150	Extreme heat	1/min	3	3	3-4
110 to 130	Broiling	1/10 min	4	4	5-8
80 to 110	Hot	1/hr	5-6	5-8	9-12
40 to 80	Mild	—	7-9	8-14	13-15
10 to 40	Cold	1/hr	10-13	15-17	16-17
-20 to 10	Frigid	1/10 min	14-17	18	18
-20 to -50	Extreme cold	1/min	18-19	19	19
Below -50	Deadly cold	1/rnd	20	20	20

WEATHER: Every 2d4 hours, roll d20 and consult Table 12-16: Weather. Poor weather penalizes skill checks, provides concealment, slows movement, and may topple characters in combat. Also, every hour, characters must pass a Survival check to avoid getting lost. Use the best result for the whole party.

TABLE 12-16: WEATHER

d20	Grade	Lost?	Effects (every 2d4 hours)
1-13	Calm	—	Partially cloudy, wind 0 to 10 mph
14-15	Abnormal	DC 5	Heat wave, cold snap, mist or dust, or wind gusts
16-17	Precipitation	DC 10	Drizzle, snow flurry or light fog (-5 Perception, -2 on all other skill checks, enjoy concealment, and pass DC 10 Acrobatics check each round in combat or be knocked prone)
18-29	Storm	DC 15	Moderate precipitation, winds 20-50 mph, and possibly thunder and/or lightning (-10 Perception, -5 on all other skill checks, enjoy concealment, move at ½ speed, pass DC 15 Acrobatics check each round in combat or be knocked prone)
20	Powerful storm	DC 20	Heavy precipitation, winds 50+ mph, plus possibly flooding and/or tornado (-20 Perception, -10 on all other skill checks, concealment, ¼ speed, pass DC 20 Acrobatics check each round or be knocked prone)

TIME

The rules assume a 60-minute hour, 24-hour day, and 7-day week. Also, refer to Table 12-17: Common Calendar below to track the passage of time.

The common calendar is a year of 13 lunar months, and each month is exactly 4 weeks or 28 days, for 364 days total. There is also a "New Years Day" at the start of each year that is not part of any month, resulting in 365 days total.

Each month falls under a constellation sign that well-describes the month's theme. For example, the Portal sign is a doorway that ushers in the new year while the fiery Dragon sign denotes high summer. Using the signs is a convenient way to recall and refer to the months.

TABLE 12-17: COMMON CALENDAR

No	Sign	Day of Year	Week of Year	Season	Hours Light	Example Holidays
1	Portal	1-28	1-4	Mid-winter	9	New Years
2	Spider	29-56	5-8	Late winter	10	Weaving Week
3	Tree	57-84	9-12	Early spring	11	First Planting
4	Angel	85-112	13-16	Mid-spring	12	Alms and Vows
5	Knight	113-140	17-20	Late spring	13	Battle Call
6	Crown	141-168	21-24	Early summer	14	Ruler's Birthday
7	Lute	169-196	25-28	Mid-summer	15	Merriment
8	Dragon	197-224	29-32	High summer	15	Founding Day
9	Fiend	225-252	33-36	Late summer	14	First Harvest
10	Ghoul	253-280	37-40	Early fall	13	Night of the Dead
11	Genie	281-308	41-44	Mid-fall	12	Harvest Festival
12	Magi	309-336	45-48	Late fall	11	Three Magi
13	Wolf	337-364	49-52	Early winter	10	Day of Silence

Assume the first day of the first month falls on the winter solstice, and each month corresponds to a full passage of the moon. A full moon falls mid-month, on the evening of the 14th day, and a new moon falls at month's end, on the evening of the 28th day.

The listed seasons assume a northern hemisphere locale with a warm climate and more summer. Your campaign setting's climate may be quite different.

Each month hosts a common holiday suited to that month's sign, and cultures will celebrate some holidays over others or have their own. Here are brief explanations.

NEW YEARS: Though New Years Day is not part of any month, people tend to celebrate the new year for a week or more with feasting and gifts.

WEAVING WEEK: Late winter is for arts and crafts such as weaving as inspired by the industrious spider. Many births occur during this time too.

FIRST PLANTING: People till the fields and plant the first seeds. Planting will continue for several months, depending on the crop desired.

ALMS AND VOWS: In mid-spring people clean homes and donate goods. People are also encouraged to clean out their moral and ethical attic by speaking with those they have wronged, or been wronged by.

BATTLE CALL: The weather in late spring is amenable to military campaigns. In years without war, there are parades.

RULER'S BIRTHDAY: Regardless of when a king or queen's actual birthday is, people celebrate on this day. The aristocracy offer

gifts to the monarch and to those who marry. Thus, marriages are common this month.

MERRIMENT: Early evenings in mid-summer, after long days in the fields, are ideal times to entertain with plays, poetry, songs, and dances.

FOUNDING DAY: People celebrate the country's historical birth.

FIRST HARVEST: Serious harvesting begins of major crops. This is when people say, "You reap what you sow," to guard against evil's temptations.

NIGHT OF THE DEAD: People visit graves of loved ones during the day and then don masks at night to ward off evil spirits.

HARVEST FESTIVAL: People give thanks for their harvest and celebrate with a great feast. Also, town councils are elected for the coming year.

THREE MAGI: Three spellcasters travel through towns and villages in search of children with magical talent to train in the coming years.

DAY OF SILENCE: People stay quiet as prisoners are released, executed or expelled to fend against local monsters, which are hungry this month.

NATURAL HAZARDS

If inclement weather and rough terrain aren't enough, natural hazards may hinder or kill characters. Table 12-18: Natural Hazards describes hazards by level, terrain, effect, and duration. When caught in a hazardous area, a character may be able to resist against an attack equal to $d20 +$ the hazard's level or suffer the effect. Unlike encounters with people or creatures, assume a set amount of time passes equal to the hazard's duration, or at least as many rounds as the character chooses to remain in the area if the duration is "ongoing".

TABLE 12-18: NATURAL HAZARDS

Hazard	Lvl	Terrain	Effect	Duration
Avalanche	8	Arctic or mountains	Swept $1d10 \times 500$ ft and suffer $8d6$ damage or $\frac{1}{2}$ when Reflex resists	5 minutes
Blizzard	8	Any outdoor cold area	Reduce to $\frac{1}{2}$ speed and visibility, suffer $2d6$ cold damage per hour	1d20 hours
Cess pool	4	Caves, swamp or urban	Resist using Fortitude or contract a randomly-selected disease	Ongoing
Dust storm	3	Desert	Reduce to $\frac{1}{2}$ speed and visibility, suffer $1d3$ fire damage per hour	1d4 hours
Flash flood	2	Beach, desert or swamp	Swept down river 10 ft per round unless Fortitude resists	1d4 hours
Forest fire	5	Woods or jungle	Suffer $1d4$ fire damage per round, or 1 fire damage if Reflex resists	1d4 days
Hail	4	Any outdoor area	Suffer $1d4-1$ damage per round	5 minutes
Hot springs	4	Caves or swamp	Suffer $1d4-1$ damage per round	Ongoing
Hurricane	5	Beach, or large body of water	Knocked prone and suffer $1d4$ damage per round unless Reflex resists	1d4 days
Lava	20	Caves or mountains	Suffer $20d6$ wound damage per round if immersed, or $10d6$ if adjacent	Ongoing
Lightning storm	6	Any outdoor area	1 in 20 chance of strike per round for $2d10$ electrical wound damage	1d4 hours
Major quake	9	Any	-5 on dice rolls for $3d10$ rounds, fall prone if Reflex fails, and suffer $1d6$ damage per round if indoors	5 minutes
Minor quake	3	Any	-2 on dice rolls for $2d10$ rounds	2 minutes
Quicksand	4	Desert, jungle or swamp	Sink $1d20$ inches per round. When submerged, see suffocation below	Ongoing
Radiation	5	Any	Suffer 1 wound damage per minute	Ongoing
Rock slide	5	Mountains	Swept $1d10 \times 100$ ft. Also suffer $4d6$ damage or $\frac{1}{2}$ when Reflex resists	2 minutes
Sand storm	6	Desert	Blinded for duration of storm	1d4 hours
Smoke	7	Anywhere fire occurs	Suffer 1 wound damage per round	Ongoing
Starvation	1	Any but jungle or woods	Suffer 1 wound damage per day	Ongoing
Suffocation	10	Caves or outer space	$1d3$ wound damage per round	Ongoing
Swamp gas	3	Jungle or swamp	Suffer 1 hit point per minute	Ongoing
Thirst	2	Any but woods or snow	Suffer 1 wound point per 4 hours after 4 initial hours without water	Ongoing
Tornado	5	Any except mountains or caves	Thrown $1d10 \times 100$ ft and suffer $4d6$ damage unless Reflex resists	1d20 minutes

DISEASE

Diseases are a scourge of pre-modern societies. Every disease has 2 key qualities: infectiousness and severity. Infectiousness measures how easily a disease is transmitted from 1 person to another. Severity indicates a disease's harmfulness.

Diseases do not spread in a linear or obvious way. Mainly, a disease can linger in a small pocket for a long period, then quickly explode to infect many people, and then slow to a crawl as a few wary survivors learn to avoid it and hang on. Wise medical practices can greatly reduce infectiousness.

CONTRACTING DISEASE: Refer to Table 12-19: Spread of Natural Diseases to decide how quickly a nonmagical disease spreads in a population. A disease starts at 1% of the population, usually with 1 person or a small group of people who are entering a community for the first time. The disease spreads rapidly, though silently, at first and then slows its pace somewhat as it infects the remaining population.

TABLE 12-19: SPREAD OF NATURAL DISEASES

Disease's Infectiousness	Percentage of Population Infected			
	Start	In 1st Week	Thereafter	Maximum
Low	1%	+2% / day	+2% / week	33%
Medium	1%	+5% / day	+5% / week	66%
High	1%	+10% / day	+10% / week	99%

The table's values apply to urban areas with an unprepared populace. In rural areas, and in urban areas with preventive means, change the infection rate from days to weeks, and from weeks to months. Most natural diseases require close contact and have low infectiousness. Once infected, a disease has an incubation period, either short ($1d4+2$ hours) or long ($1d6$ days). The most dangerous period is

when a person is mingling with others and infected but not yet ill.

SUFFERING DISEASE: Refer to Table 12-20: Effects of Natural Diseases to resolve a disease's effects. Everyone suffers some effect, as indicated under "Auto-Onset Effect" once the incubation period ends, and those who fail a DC 15 Endurance check also suffer an additional immediate effect, with worse effects overriding less acute effects.

TABLE 12-20: EFFECTS OF NATURAL DISEASES

Disease	Incubation Period	Auto-Onset Effect	If Fail DC 15 Endurance check
Apoplexy	1d4+2 hours	Confusion 5 minutes	Permanent -2 penalty to all mental attributes
Bilious	1d4+2 hours	Sickened 5 minutes	Nauseated 1d6 hours
Cholera	1d4+2 hours	Nauseated 1d6 days	Death
Consumption	1d6 days	Fatigue 1d4 months	Death in 2d12 months
Delusions	1d4 hours	Perception and Insight checks -10	Permanent -2 penalty on Perception and Insight checks
Ergot	1d4 weeks	Continuous burning sensation under skin	Hallucinate for 5 minutes every 1d6 hours.
Flu	1d6 days	Fatigue 2d6 days	Exhaustion 1d6 days
Harrowing	1d4+2 hours	Unconscious 1d4 days	Permanent blindness, deafness, or muteness.
Hysteria	1d4+2 hours	Panicked 5 minutes	Permanently shaken
Lumps	1d6 days	Exhaustion 1d6 days	Fatigue 1d6 months
Pox	1d6 days	Exhaustion 1d6 days	Scars (-2 Comeliness)
Plague	1d6 days	Exhaustion 1d6 days	Death
Ravaging	1d4 hours	Enraged for 5 minutes (attack creatures)	Unconscious for 1 day
Shakes	1d4+2 hours	Frightened 1d4 hours	Permanent -2 penalty to all physical attributes

ASTRAL TRAVEL

The Astral Realm is a supernatural expanse in which all other realms float. Each realm is like an island in the ocean or planet in the sky. Moving through the expanse allows a creature to move between realms.

APPEARANCE: The Astral Realm is an endless sky-scape with multi-colored cottony nebulas and a silvery to golden glow in most directions. The glow varies from bright to hazy. There is no sun. Rather, light emanates from the many nebulas. Rarely, the Astral Realm produces weather-like effects, typically a silvery fog or a dreadful astral storm. Rarely, random objects, from boulders to magic items to astral spellships, are found here.

MOVEMENT: Astral travel is like flying. However, a creature's tactical speed is based on its level. Similarly, a vehicle's tactical speed is based on its pilot's level. The speed equals 5 ft per level.

The Astral Realm has subjective gravity. That is, creatures can orient themselves however they like and are free to move in 3 dimensions. This can make movement confusing at times, especially in combat.

NEBULAS: Each colorful nebula is keyed to a specific realm. A savvy explorer can identify a nebula's destinations by its color. The time to travel between nebulas, such as from the Mortal Realm to Hades or Olympia, takes 5d20 hours, and there are no assurances. A traveler who is unfamiliar with the Astral Realm and lacks navigation tools can easily become lost. Far from any nebulas, the Astral Realm grows dark. These dark regions are called the Outer Darkness.

A nebula might be an inchoate or a ghostly terrain with spirits that resemble the realm to which it's keyed. A nebula that leads to the god Asmodius's realm of Gehenna will dance with ghostly fires and sport a prison camp where visages of damned souls work for eternity. This nightmarish terrain is mostly an illusion (mostly).

PORTALS: Each nebula hosts a cluster of portals that lead to specific locations within the realm to which it's keyed. Spells like Analyze Portal and Detect Portal assist this process. Inside a nebula, the time to find and go to any portal is always 5d4 rounds, though one is not assured to arrive at one's destination.

Viewed from the realm to which it leads, a portal is invisible and intangible and rarely signals its presence. Thus, a character might fall down a normal-looking pit and find himself deposited in the Astral Realm. Such random portals are very rare. More often, portals come about due to a thinning of the boundaries between realms caused by the overuse of magic or are deliberately created by creatures or powerful magic users.

Anyone can utilize an open portal by stepping through it. A portal might be closed and thus unusable. The Control Portal ability allows creatures to open a closed portal, and vice versa. Creatures that frequent the Astral Realm usually rely on Realm Shift in order to move about without worrying where portals might lie. That said, these creatures are not adverse to using portals.

Some portals come in pairs and act as conduits between 2 locations on the realm. They use the Astral Realm to create a short-cut. For example, a portal in the castle's torture room might lead to the king's bedroom many floors above. Step through the portal and you arrive instantly in the paired location.

INHABITANTS: When a person is born, his body gains a soul that sprouts from the Astral Realm. Similarly, when a person dies, his soul separates from his body and moves through the Astral Realm toward a realm that will be his home for the afterlife. Supernatural beings such as angels and devils also travel here as part of their regular duties or, rarely, when engaged in warfare. A few beings just wander. They are either lost, don't wish to leave, or are hiding. Legends describe the corpses of dead gods and lost spectral cities, though such places are very rare and hard to find.

SLITH CIVILIZATION: Some members of the slith race (page 34) make their home in the Astral Realm. Mostly, these slith hail from ancient priestly and warrior casts that use this realm to continue warfare against monstrous aberrant foes. These slith rarely make permanent homes in a single place. Instead, they travel on spellships or move around in large caravans, camping at convenient outposts. However, legends describe a few fortresses and cities.

MAGIC: Magical abilities that send creatures, objects, and messages across vast distances rely upon access to the Astral Realm. These abilities include Astral Spell, Commune, Deep Pockets, Dimension Door, Dimension Step, Gate, Secret Chamber, Secret Chest, Realm Shift, Teleport, Sending, and most Summon spells. If a character in the Mortal Realm (or some other realm) is blocked from accessing the Astral Realm, then these spells fail to function. Simply, nothing occurs and no vitality is expended. Naturally, such magic does not work in the Astral Realm itself.

The Astral Realm is home to no deity or alignment, and magic abilities such as Consecrate and Desecrate that establish an alignment-based effect over an area always fail to function.

TIMELESSNESS: The Astral Realm is ageless and forever. Age, hunger, thirst, poison, and natural healing don't function in the Astral Realm, though these processes resume functioning when a creature leaves the Astral Realm. Creatures that call this place home tend to travel to other realms in order to birth and raise young.

ALTERNATE REALMS

Characters may travel to other worlds and divine realms of existence. Table 12-21: Divine Realms summarizes major destinations.

Characters can reach these realms using various magic abilities and devices such as a wizard's Realm Shift spell or the rare and expensive Planewalker's Astrolabe. The Mortal Realm where characters typically live is linked to each and all the divine realms via the Astral Realm. Thus, a character who cannot directly reach a divine realm can journey through the Astral Realm in search of a color

pool, an opaque doorway of swirling color that invites travelers into a realm. Although a traveler cannot see through the doorway, the color betrays the destination.

Each deity's realm has key features referred to in the far right column of the table below. For example, Absolom's realm of Shahdol has the good, paradise, and temperate features. It's nice! In contrast, Asmodius's realm of Gehenna has the evil, hot, and lawful features. Characters may be overwhelmed when not prepared!

Beginning on the next page is a complete description of the many possible features that may canvas an entire world or realm.

TABLE 12-21: DIVINE REALMS

Deity Name	Alignment	Portal Color	Realm	Description	Features
Absolom, Avatar in Chains	Neutral good	Indigo	Shahdol	A picturesque, ever-refreshing land of plenty where the faithful live cooperatively in peace and joy as they strove for in life.	Good, paradise, temperate
Asmodius, Cambist of Secrets	Lawful evil	Red	Gehenna	A fiery prison camp where the damned are worked for eternity, their souls enslaved to devils.	Evil, hot, lawful
Beyos, Father of the Sea	True neutral	Sea blue	Oceanus	An endless sea dotted with islands, underwater kingdoms, magnificent ships, and terrifying whirlpools. Its capital is Tritonius.	Aquatic, timeless, wilderness
Corvis, The Eternal Reveler	Chaotic neutral	Yellow	Limbo	An ever-changing landscape of merriment and wicked bestial pleasures where little is as it seems and even less is taken seriously.	Chaotic, random, wilderness
Esmariah, Our Lady of Respite	Neutral good	White	Elysium	A pleasant and relaxing place, similar to mortal life but without pain, suffering or conflict.	Good, peaceful, temperate
Greenwurm, The Farwatcher	True neutral	Dark green	Arborea	A menagerie of many climes where sentient plants and animals rejoice in nature's beauty.	Submagical, timeless, wilderness
Iris, The Sky Maiden	Chaotic good	Sky blue	Olympia	Pleasant azure seas are home to radiant white-cliffed islands and quiet, snow-capped volcanos.	Aerial, chaotic, good
Lilith, Princess in Pain	Neutral evil	Purple	Hades	A sad, gray, and fatiguing place, similar to mortal life but with intense pain, regret, and bitterness.	Evil, gray, submagical
Maiya, Font of Magic	True neutral	Royal blue	Arcadia	A wondrous land of animated steam engines, talking animals, and odd architecture that is ruled by mages.	Peaceful, supermagical, temperate
Maurob, The Dream Beast	Chaotic neutral	Brown	Pandorum	Dark twisting tunnels and howling woodlands where nasty monsters track prey to stay their hunger.	Chaotic, dark, phrenic
Mithrais, Ironwright of Ages	Lawful neutral	Copper	Mechanus	An endless warren of mines, foundaries, and storehouses for gems, jewels, gold, and magic.	Cavernous, lawful, urban
Nefriti, Mistress of Veils	Neutral evil	Dark gray	Tartaros	A dark wasteland with prisons, tombs, torture chambers, theater halls, and mounds upon which birds peck at the damned.	Dark, evil, unliving
Palendine Platinum Protector	Lawful good	Platinum	Polaris	A starry realm of infinite sky with floating aeries, sleek sky ships, and flocks of dragons.	Aerial, good, lawful
Phane, Lord of Arms	Lawful evil	Orange	Acheron	An endless battlefield of clashing armies and their war machines in trenches and gutted cities.	Evil, lawful, violent
Rorax Merchant of Nonesuch	Neutral evil	Ochre	Nonesuch	A dizzying wonderland of twisted mirrors, odd machines, and living mannequins where dreams are made real. Its capital is Averice.	Evil, mirror, urban
Solari, The Sun King	Lawful good	Gold	Celestia	A shining paradise of marble castles, rolling white clouds, angelic statues, and crystal fonts.	Good, lawful, luminous
Stolgar, Frostbrand Warrior	Neutral good	Steel blue	Asgard	A snowy woodland of warm granite fortresses with sweet music, warm beds, and rich ale for fallen heroes.	Good, cold, wilderness
Tanish, Twilight's Prince	Chaotic good	Light green	Avalon	A fair-weather countryside of fields, woods, and mansions that paternaturally delights the senses.	Chaotic, good, temperate
Thulzuur The Devouring Dust	Chaotic evil	Black	Venter	The other gods banished Thulzuur for rebellion. His followers' souls reside inside his dark stomach, where everything dissolves.	Entropic, evil, void
Tiamat Mother of Demons	Chaotic evil	Pink	Abyss	A terrifying jumble of acidic swamps and ruins where howling demons hunt souls and fight each other.	Aquatic, chaotic, evil
Voktra, Matron of Crossroads	True neutral	Light gray	Urbana	A spawling market with many portals to and from all realms of the multiverse. The varied minions of other gods jostle under imposed peace.	Peaceful, timeless, urban
Ymuri The Mind's Eye	Lawful neutral	Silver	Esalen	A land of airy buildings nestled in perfect harmony with pleasant and inspiring naturescapes.	Lawful, phrenic, temperate

AERIAL REALMS

Visitors to aerial realms experience the following effects.

AERIAL ADAPTATION: When a character remains in the realm for 1 year, he gains a 30 ft fly speed. However, if he leaves the realm for more than 1 hour, he loses the benefit and must start over.

ENDLESS SKY: The realm is open skies in all directions. Small to large chunks of land float about. The chunks consist of 2d10 10-ft cubes. Ideally, characters have a fly speed. A non-flying creature falls 575 ft in 1 round (6 seconds) or approximately 1 mile per minute. Each round on its turn it may attempt a DC 15 Arcana check to use a magic ability or a DC 15 Acrobatics check to catch a chunk of floating debris. There is a 5% chance per round of falling to strike debris for 20d6 damage. A character may keep falling forever.

FLYING IS EASY: Characters with a fly speed enjoy a +5 bonus on Acrobatics and Pilot checks.

AQUATIC REALMS

Visitors to aquatic realms experience the following effects.

AQUATIC ADAPTATION: When a land-based or aerial character remains in this realm for 1 year, it gains a 30 ft swim speed and is able to breathe water. However, it loses the ability to breathe air and its land speed is reduced to 5 ft. The change is permanent.

ENDLESS SEA: Water magically appears in any enclosed dry area (except aboard ships) with fills such areas at the rate of a single 10-ft-cube per hour. Ideally, characters should have a swim speed and way to breathe water.

BOUNDED REALMS

Visitors to bounded realms experience the following effects.

FIRM BOUNDARIES: Although the realm—or parts of the realm—may look expansive, movement is restricted to a set area. A character cannot progress because the areas are illusionary and don't exist. Typically, a character cannot fly far into the sky, burrow under the earth, or pass through thick hedges. Which regions are bounded may vary by the realm's ruler's whim.

CAVERNOUS REALMS

Visitors to cavernous realms experience the following effects.

CAVING IS EASY: Boost Dungeoneering and Athletics checks by +5 while in the realm and for 24 hours thereafter.

EVERYWHERE IS UNDERGROUND: There is no true open sky. The entire realm consists of caverns, tunnels, and so forth. Sometimes a character might believe he has found an opening to the surface with twinkling stars at night, only to discover he is inside a giant geode instead.

SUFFOCATION: There is little refreshment of air. Characters who remain in an enclosed 10-ft-cube space for 1 hour must hold their breath or immediately begin suffocating. A typical character can hold his breath for a number of rounds equal to this Constitution score.

UNDERGROUND ADAPTATION: When a character remains in this realm for 1 year, it gains a 30 ft burrow speed which it can use for 1d4 rounds before needing to rest for 1 minute. He also gains darkvision. However, if the character leaves the realm for more than 1 hour, he loses these benefits and must start over.

CHAOTIC REALMS

Visitors to chaotic realms experience the following effects.

CHAOS LIVES, LAW DIES: Chaotic characters return to life 1d3 rounds after death to 1 hit point with no ailments or other conditions. Dead lawful creatures cannot be restored to life while there, though they can be restored when their bodies leave the realm.

CHAOS TRUMPS LAW: Chaotic creatures enjoy +2 bonus on dice rolls while lawful creatures suffer -2 penalty on dice rolls.

FREE IN THOUGHT & FORM. Abilities with Charm or Dominate in their name always fail and abilities that change a creature's shape have a duration limited only by the creature's wishes.

IMITATION IS EASY: Boost Disguise and Trick checks by +5.

COLD REALMS

Visitors to cold realms experience the following effects.

COLD EVERYWHERE: There are icy pools, frigid geysers, frost vents and other dangers. Characters move at ½ speed or suffer 1d6 cold damage per move if they move faster.

COLD TRUMPS FIRE: Double cold damage and halve fire damage. A magic user suffers a -5 penalty on attacks when producing fire. Oppositely, a magic user enjoys a +5 bonus on attack rolls when producing cold.

IT'S ALWAYS COLD: The day has shifts: 8 hours of cool temperature (30° F), 4 hours of cold (-10° F), 8 hours of frigid temperatures (-50° F), and 4 hours of cold (-10° F).

DARK REALMS

Visitors to dark realms experience the following effects.

IT'S ALWAYS DARK: The day has shifts: 8 hours of dusk, 4 hours of normal darkness, 8 hours of magical darkness, and 4 hours of normal darkness. Darkvision improves perception in normal darkness, and Nethersight allows a character to see normally in magical darkness.

ENTROPIC REALMS

Visitors to entropic realms experience the following effects.

DEBILITATING WIND: Every 10 to 60 minutes, a fierce wind kicks up for 1d6 rounds and causes unsheltered creatures to have concealment and lose 1d6 vitality per round.

DWINDLING POWER: Double the vitality cost of abilities.

NAKED: The realm is free of mundane plant life and cannot sustain animals for long. Also, mundane gear weighing up to 5 pounds deteriorates after 1 day, or after 2 days up to 50 pounds. Such gear crumbles to dust and blows away. Magical gear is unaffected.

UNREST: Curative magic, rest, potions, Heal checks, and other means to restore hit points automatically fail unless the creature attempting the healing is within a magical space such as a Holy Circle or Secret Chamber.

EVIL REALMS

Visitors to evil realms experience the following effects.

EVERYWHERE IS DESECRATED: Celestials cannot be created or conjured in the realm and they cannot even enter areas where a vile altar is present within 30 ft. Fiends and undead cannot be banished from the realm. Also, the Consecrate ability always fail.

EVIL LIVES, GOOD DIES: Evil characters return to life 1d3 rounds after death to 1 hit point with no ailments or other conditions. Dead good creatures cannot be restored to life while there.

EVIL TRUMPS GOOD: Evil creatures enjoy +2 bonus on dice rolls while good creatures suffer -2 penalty on dice rolls.

NASTY IS EASY. Boost Bluff and Intimidate checks by +5.

VILE POWER: Double vile damage dealt and halve holy damage dealt.

GOOD REALMS

Visitors to good realms experience the following effects.

EVERYWHERE IS CONSECRATED: Fiends and undead cannot be created or conjured in the realm and they cannot even enter areas where a holy altar is present within 30 ft. Celestials cannot be banished from the realm. Also, the Desecrate and Death Zone abilities always fail.

GOOD LIVES, EVIL DIES: Good characters return to life 1d3 rounds after death to 1 hit point with no ailments or other conditions. Dead evil creatures cannot be restored to life while there.

GOOD TRUMPS EVIL: Good creatures enjoy +2 bonus on dice rolls while evil creatures suffer -2 penalty on dice rolls.

HOLY POWER: Double holy damage dealt and halve vile damage dealt.

NICE IS EASY. Boost Diplomacy and Heal checks by +5.

GRAY REALMS

Visitors to gray realms experience the following effects.

ENNUI: Characters are fatigued until they leave the realm. Those who remain for 1 year are permanently exhausted instead and refuse to travel for more than 120 ft by magical or mundane means.

GRAYSCAPE: The realm lacks color. It is black and white with stark, unpleasant shades of gray.

HOT REALMS

Visitors to hot realms experience the following effects.

FIRE TRUMPS COLD: Double fire damage and halve cold damage. A magic user suffers a -5 penalty on attack rolls when producing cold. Oppositely, a magic user enjoys a +5 bonus on attack rolls when producing fire.

IT'S ALWAYS HOT: The day has shifts: 8 hours of warm temperature (70° F), 4 hours of heat (110° F), 8 hours of broiling temperatures (150° F), and 4 hours of heat (110° F).

FIRE EVERYWHERE: There are lava pools, fiery geysers, steam vents and other dangers. Characters move at ½ speed or suffer 1d6 fire damage per move if they move faster.

LAWFUL REALMS

Visitors to lawful realms experience the following effects.

LAW LIVES, CHAOS DIES: Lawful characters return to life 1d3 rounds after death to 1 hit point with no ailments or other conditions. Dead chaotic creatures cannot be restored to life while there.

LAW TRUMPS CHAOS: Lawful creatures enjoy +2 bonus on dice rolls while chaotic creatures suffer -2 penalty on dice rolls.

OBEDIENCE & CONSISTENCY: Abilities with Charm or Dominate in their name always succeed and abilities that change a creature's shape or provide a disguise don't last more than 1 round.

PROPER IS EASY: Boost Literacy and Nobility checks by +5.

LUMINOUS REALMS

Visitors to luminous realms experience the following effects.

IT'S ALWAYS LIGHT: The day has shifts: 8 hours of dawn, 4 hours of normal sunlight, 8 hours of blinding light, and 4 hours of normal sunlight. Blinding light blinds most creatures. The Heavensight ability allows a character to see normally in blinding light.

MIRROR REALMS

Visitors to mirror realms experience the following effects.

FALSE FAMILIARITY: Persons, objects, and places in the realm echo or mirror the Mortal Realm or some other realm. The echo may consist of 2 or more places layered atop each other. Whatever the case, characters who are familiar with the locale being mirrored will be sufficiently familiar with this realm to make History or Streetwise checks with only a -2 penalty.

INFINITE LOOP: The realm repeats events from the mirrored locale. For example, it might repeat a volcanic event that occurred over a 3-day period in the mortal realm. Every 3 days, events restart and individuals in the realm are completely unaware of previous iterations through the loop.

STUCK IN TIME: Every day that a character remains in a mirror realm, there is a 5% chance that he will join the denizens of that realm, completely forgetting that this realm is unnatural and unreal. If removed from this realm, the character slowly recalls his former life over 1d4 days.

SUDDEN ENDINGS: The infinite loop won't continue forever. At the end of each iteration, there is a 1% chance the loop stops and all mirrored elements dissolve into nothingness as they are replaced by a new mirroring. Characters caught in the loop when it ends may be expelled or slain.

MUNDANE REALMS

Visitors to mundane realms experience the following effects.

DWEOMERLESS: Magic abilities fail to work for all creatures though no vitality is expended by failure. However, a creature with the goddess Maiya's Eldritch Spark ability (page 138) may attempt a

DC 20 Arcana check to use a basic magic ability.

MUNDANE ADAPTATION: When a magic using character remains in this realm for 1 year, he may permanently trade his levels in a magic oriented class for an equal number of levels in a nonmagical class such as barbarian, fighter, or rogue.

TECH TRUMPS MAGIC: Knowledge of magic vanishes. Apply a -10 penalty on Arcana checks and a +2 bonus on Craft, Mechanics, Nature, Survival, and Warcraft checks. Creatures quickly adapt to mundane realms.

MUTATING REALMS

Visitors to mutating realms experience the following effects.

MONSTROUS BLENDING: When a person suffers wound damage from a creature, there is a 1 in 6 chance that he contracts a curse that transforms him over 3d6 hours into the same creature type as his attacker. If the character's level is higher than the attacker's level, he retains the difference as class levels and also retains some of his personality (alignment, mental statistics, and memory). If his level was lower, there is a 50% chance he dies instead of changing.

PARADISE REALMS

Visitors to paradise realms experience the following effects.

CREATIVITY IS EASY: Boost Craft and Music checks by +5.

FOOD FOR ALL: A character can conjure tasty nutritious food and water to satisfy 3 persons or 1 mount by expending 2 vitality.

REPLENISHING ROMANCE: Once daily, a character can spend 10 minutes in intimate romance with another character, after which both recover to full vitality.

WANT NO MORE: After 1 minute of work, characters can conjure up to 1 cubic ft per level of nonmagical, nonliving, unattended matter (typically furniture, clothing, armor, etc). Items last 4 hours + 1 hour per level or until dismissed. Doing so costs 2 vitality. However, conjuring precious metals and gems requires 5 vitality and characters are limited to 1 pound per level. Conjured items vanish when moved to a different realm.

PEACEFUL REALMS

Visitors to peaceful realms experience the following effects.

ALL IS PURE: Food and water never spoil, and all creatures are immune to poison and disease.

EASY HEALTH: Curative magic has 2x normal healing benefit.

NONVIOLENCE: When targeting a creature for the first time on a given day, the attacker must resist using Will against attack +20 or be unable to attack that particular creature for 24 hours.

SAFETY: Creatures never suffer critical hits. Instead, when an attacker rolls a natural 20 using a weapon, his weapon self-destructs and immediately turns to harmless dust. Creatures also enjoy +1 DR, do not bleed or become disabled, and never suffer wound damage.

PHRENIC REALMS

Visitors to phrenic realms experience the following effects.

AWAKEN LATENT TALENTS: All creatures gain 1 basic ability of the psion class, selected at random or by the GM. The effect lasts 24 hours and renews automatically unless the creature leaves the realm.

MIND-SPEED: Adjust a creature's speed by +/-10 ft per point of Intelligence or Wisdom modifier (whichever is better). However, a creature's speed can never fall below 5 ft. For example, a character with 8 Intelligence and 17 Wisdom benefits from a 30 ft speed bonus because a 17 Wisdom grants a +3 modifier.

TELEPATHY: All sentient creatures enjoy telepathic (silent mind-to-mind) communication out to a distance of 120 ft. The effect extends out to any distance assuming the "speaker" and "listener" have met before.

RANDOM REALMS

Visitors to random realms experience the following effects.

ERRATIC BEHAVIOR: Every 1 hour not in combat, or every

turn during combat, a character must resist using Will against attack +5 or act strangely. On its turn, roll 3d6 for the result: 3-5) Attack nearest ally, 6-8) Do nothing, 9-12) Act normally, 13-15) Attack foes, and 16-18) Flee the scene at top speed. When there no allies or foes present, select the nearest creature. The effect lasts 5 minutes outside of combat or 1 round during combat.

RANDOM PATHS: Roads do not lead in logical directions. Whenever a character follows a road or passageway, there is a 25% chance that the character reaches a random location after 1d100 minutes. To learn the path's direction, roll 1d4: 1) North, 2) East, 3) South, or 4) West.

RANDOM RESULTS: All abilities have a 20% chance to result in a random harmless effect. Yet, 1 in 20 times, an ability has 10x its usual effect.

SUBMAGICAL REALMS

Visitors to submagical realms encounter the following effects.

MAGIC DRAINS YOU: Magic abilities cost 2x normal vitality.

MAGIC IS HARD: You must pass a DC 15 Arcana check to use a basic magic ability. Similarly, you must pass a DC 20, 30 or 40 Arcana check to use an intermediate, advanced or paragon magic ability.

SUPERMAGICAL REALMS

Visitors to supermagical realms encounter the following effects.

MAGIC FLOWS: Magic abilities cost ½ normal vitality.

VERSATILE MAGIC: A character can attempt to use any magic ability of a tier they normally have access to by passing a DC 12 Arcana check.

TEMPERATE REALMS

Visitors to temperate realms experience the following effects.

PLEASANT CLIME: The weather is always calm (partially cloudy with gentle breezes of 0 to 10 mph) and the temperature is always mild (40° to 80° F). Once daily for 1 hour, usually in the wee hours of the morning, there is gentle precipitation. Magical and mundane attempts to alter the weather automatically fail.

TIMELESS REALMS

Visitors to timeless realms encounter the following effects.

HORRID RETURN: When a character moves from this realm to a realm that has time flow, then the time spent in the timeless realm “catches up” with the character. A character who spends decades or longer in a timeless realm will suffer sudden aging and may die from old age. Also, for each day a character failed to eat, drink or sleep, he suffers 1 wound damage and is fatigued for an equal number of days.

TIMELESS: Creatures do not age. They can still think and act normally, and days may pass in a familiar way, but creatures and objects do not experience entropy or show signs of aging. Nor do creatures require sustenance or sleep, although they may do so if they wish.

UNLIVING REALMS

Visitors to unliving realms experience the following effects.

DEATH MAGIC WORKS WELL: Necrotic magic offers 2x the normal healing benefit for undead and inflicts 2x damage against the living.

DETECT LIFE: Creatures immediately learn whether living creatures are present or absent within a 15-ft cone. This ability cannot locate invisible creatures or detect illusions.

LASTING UNDEAD: An undead creature that is slain automatically returns to unlife within 10 minutes (if level 1 to 5), 1 hour (if level 6 to 10), 1 day (if level 11 to 15), or 1 year (if level 16 to 20). Disintegrating a body blocks the benefit, though there is no way to permanently kill an incorporeal undead creature in this realm.

THE UNDEAD RISE: When a character dies, he returns to life 1d4 rounds later as an undead creature of a level equal to his own, or the nearest equivalent undead creature with class levels to offset the difference.

URBAN REALMS

Visitors to urban realms experience the following effects.

CRIME AND DISEASE: Every hour, a character must pass a DC 15 Perception check or lose 1 randomly-selected item to theft. This occurs in any area except where the character is awake and alone in a locked, sealed space. Similarly each hour, a character must resist using Fortitude against attack +0 or contract a randomly-selected disease. See page 238 for diseases.

ENDLESS HABITATION: Wherever characters go, there is built landscape such as apartments, inns, marinas, parks, zoos, and so forth. Even parks are groomed. Buildings may rise many stories. Every square mile is home to 1d4 x 5,000 people (and other creatures).

STREETWISE: Boost Streetwise and Trick checks by +5.

UNLIMITED MARKETPLACE: Characters need only wander 1d10 minutes before locating any 1 particular named type of item or service, from “rats in a cage” to “parachutes” to “a noble tavern”. Such items cost their normal market price though characters are welcome to bargain.

VIOLENT REALMS

Visitors to violent realms experience the following effects.

VIOLENCE: When encountering a creature for the first time on a given day, the attacker must resist using Will against attack +20 or be forced to roll initiative to engage the creature in combat for at least 3 rounds.

IMPURITY: Food and water spoil within 1 hour, and all creatures suffer -5 penalties on saves to resist poison and disease.

UNSAFE: Creatures suffer critical hits more often. When an attacker rolls a natural 19 using a weapon, his weapon delivers double damage, and when he rolls a natural 20, he delivers triple damage. Also, creatures enjoy a +1 bonus on damage rolls and must pass a DC 30 Heal check in addition to receiving magical healing in order to stop bleeding.

VOID REALMS

Visitors to void realms experience the following effects.

MAGICAL RADIANCE: This realm radiates dangerous and invisible magical energy. Characters must resist using Fortitude against attack +0 each day or suffer 1d4 wound damage plus fatigue for that day.

RELATIVE GRAVITY: There is no universal source of gravity. Instead, characters slowly descend at a rate of 30 ft per round (with acceleration) toward the nearest body that is 10 tons or more in weight without suffering harm. Such objects have ¼ gravity, or ½ normal gravity if 100 tons or more, or full normal gravity if 1,000 tons or more. In ¼ gravity, boost a character's maximum encumbrance by x16 and grant a +10 bonus on Acrobatics and Athletics checks. Similarly, in ½ gravity, boost a character's maximum encumbrance by 4x and apply a +5 bonus on Acrobatics and Athletics checks.

VACUUM CONDITIONS: Creatures that require air, pressure, and room temperatures suffer 1d3 wound damage per round (no save). Also, starting on the 2nd round, such creatures are blinded and deafened (no save), and at the end of the third round and thereafter are dazed (no save). Nonliving creatures that don't need to breathe (e.g. constructs and undead) suffer no harm from a vacuum. Incorporeal creatures move safely through these realms. A character can protect himself using Planar Adaptation or a void suit.

WILDERNESS REALMS

Visitors to wilderness realms encounter the following effects.

ANIMALS RULE: Animals and plants enjoy a +2 bonus on dice rolls and such creatures return to life 1d3 rounds after death to 1 hit point and no ailments or other conditions

DIFFICULT TERRAIN: Dense woodland, jungle or tall grasses hinder movement and sight. Characters move at ½ speed or suffer 1d6 damage per move if they move faster. Everyone has concealment beyond 15 ft.

IT'S ALL NATURAL: Boost Nature and Survival checks by +5.

CREATURES

Monsters! What is a volcano without a red dragon, a sleepy hamlet without a werewolf, or a pyramid without a mummy? The **RADIANCE MASTERS GUIDE** offers a gallery of monstrous creatures for you to fight, bargain with, subdue, summon or flee from.

Consider the ergo, on the opposite page. It's a low-level construct that is generally helpful, but might go rogue or be set against you by someone else, such as an artificer who summons one. Notice the statistics block is more compact than for a PC, but the concepts are the same. Also, creatures tend to come in multiple versions. The supron ergo is 5th level and builds off of its weaker cousin.

Every monster has a level from 1 to 20, just like a character. The standard ergo is 1st level, so it offers an even match for a single 1st-level character. In contrast, a gang of 5 standard ergos, or 1 supron ergo, would be a suitable match for 5 1st-level characters or a single 5th-level character.

Creatures come in various types, from aberration to undead. The column at right summarizes common knowledge of creatures. Some of your character's abilities will likely link to a creature's type.

A creature's alignment is merely typical. Every creature you meet will be unique. If you are good-aligned and kill a good creature because you just assumed it was evil, then you have done wrong. That said, creatures like fiends are almost always evil, while others such as mutants—though a few might be good—are too primitive and unreliable to trust. Or so you have heard!

Not every monster is worth fighting. Combat consumes resources. Moreover, a creature may be more powerful than you. Watch out! Sometimes it is wise to stay still and quiet, talk fast and flee, or otherwise deal nonviolently. Consider attempting a lore check to learn about a creature. You may even attempt to bypass it entirely through the use of threats or entreaties, which are handled as skill checks. Most sentient creatures speak several languages. They may offer information, use their abilities for you, or even join your cause given sufficient enticement. Use your imagination and feel free to role-play. Of course, negotiation may fail, and many creatures are simply too hungry, deceitful or frightened to play nice. Have weapons ready.

In combat, work tactically with your fellow adventurers to prioritize targets and synergize attacks. For example, large creatures are usually easy to spot but may have a longer reach than you. Consider using bows, guns or other ranged attacks against them. Many creatures can also burrow, climb, fly or swim. Don't get caught as the underdog in their preferred environment! Worst of all, some creatures cause direct wound damage or sport terrible attacks such as ripping off limbs, grabbing and crushing, or swallowing prey whole.

Many monsters don't wear armor, utilize magic items, or think far ahead. Their defenses and tactics tend to be mediocre. However, they have thick hides, magical auras or other protections, and high vitality. Creatures gain 7 vitality points per level rather than 5 as people do. They may last longer than you think.

Like characters, creatures can advance. An ergo can progress as an artificer, elemental, fighter or monk. So don't assume a random ergo is 1st level. It might have been specially designed and built, and advanced, as a 10th level fighter! Giving a creature a few class levels is easy. The GM spends 5 points per new level on class abilities. He just goes through the fighter class, for example, and selects 50 points worth of abilities. Statistics like vitality, saves, attack bonus, and DR also advance in a simple, predictable way.

If and when you overcome a creature, you might spare its life. Perhaps it has secrets? Creatures like griffons can act as riding mounts if you tame them. You could sell a creature or display it! But don't be a fool. Creatures can escape to wreak havoc or seek revenge. Their patron deity may also be looking out for their welfare.

Overall, people like other people. They accept domesticated creatures, such as animals and constructs. Celestials are holy, dragons are majestic, and fey are romantic, yet these otherworldly beings are also fierce. Even further from humanity are aberrations, fiends, and undead. Do not abide them!

CREATURE TYPES

Here is a brief description of the various creature types.

ABERRATION: This category includes the aboleth, brineater, illithrix, and other oddities spawned from bizarre realms. They are devious, shifty, often telepathic, and work toward distant and inhuman, incomprehensible plans. They usually reproduce by planting eggs in live hosts or by transforming hapless captives into aberrations.

ANIMAL: Bears, horses, snakes, wolves, and so forth inhabit the natural world. This category includes giant versions of animals such as sea serpents. Animals are neutral-aligned and found in environments well-suited to them. They avoid creatures of other types except for fey. Domesticated animals are retained by civilized peoples.

CELESTIAL: Angels and other good creatures hail from heavenly realms. Typically, they are created by good deities from pious souls. Angels guard against fiends and guide mortals to live holy lives. They tend to have curative powers and shed blinding light. Celestials are inherently good and cannot commit evil acts.

CONSTRUCT: These are mechanical creatures. Mindless constructs like golems are not alive while sentient constructs like warmechs tend to be lawful and have minds and souls. Typically, constructs are built from moving elements like gears and then animated with magical energy.

DRAGON: These winged serpents are ancient, magical, and terrible. True dragons are immortal and gain power as they age. Dragons can be any alignment. However, they tend toward extreme outlooks due to their pride and power.

ELEMENTAL: Air, earth, fire, and water—wise devishes, wish-granting genies, earth-gliding xorn, and similar creatures are in tune with the essential building blocks of the multiverse. Elementals are comfortable in extreme environments and manipulate natural elements with ease.

FEY: These chaotic creatures include shy dryads, beautiful nymphs, and other personifications of nature. They reside in lush, vibrant, and verdant lands. Positive energy gives them long lives of youth, beauty, health, and joy. Fey lack souls and can be both caring and cruel in their amoral fickleness.

FIEND: Demons, devils, and other evil supernatural creatures hail from hellish realms. Typically, they are created by evil deities from the souls of the corrupt. Fiends war against celestials and each other and trick mortals to commit sins. Fiends are inherently evil and cannot commit good acts.

MUTANT: Bugbears, gnolls, harpies, medusas, minotaurs—mutants are a blend of humanoid and animal traits and usually result from terrible curses or mad experiments. A mutant may consist of clear halves such as a mermaid (human and fish) or an even blend such as a gnoll (human and hyena). Mutants may be friendly or hateful and often lurk at civilization's edges hoping to trap the unwary or merely survive. Due to their base appetites and cursed nature, mutants cannot normally live in peace with others.

MAGICAL BEAST: These are similar to animals but have magical abilities and/or unnatural anatomies. They have dull intelligence, tend to inhabit underground and lightless environments, and prefer to feed on sentient creatures. Generally, they reproduce amongst themselves.

PERSON: This category includes humans, dwarves, elves, hobgoblins, and other humanoids that are mortal, sentient, and civilized. Though mostly short-lived and frail, they are industrious, socially organized, and creative. They have free will and are of any alignment.

PLANT: Fungi, treants, and other carnivorous and/or sentient plants tend to have narrow concerns and slow reactions, but not always. These contrast with normal plants such as bushes that are just part of the terrain.

UNDEAD: These creatures persist in a shadowy twilight of death. Negative energy and vile impulses (such as a vampire's thirst for blood) power their cold immortal bodies. Undead like zombies are mindless while others such as vampires are sentient. They lack souls and tend toward evil.

ERGO

These large, bulky constructs act as wondrous hardworking laborers.

APPEARANCE & CULTURE

Ergos are lumbering, formidable ironwrought servants designed to do menial labor. Each ergo is equipped somewhat differently but all of them consist of whirring and clicking gears, magnets, ropes, and so forth like giant walking windmills. A ergo's chassis is similar to platemail and may be plain or sport ornate flourishes.

Crafting an ergo requires knowledge of machines and command of magical energies that can power the creature. An ergo does not have a specific owner. Its master is the creature that most recently commanded it, which is usually an artificer with mechanical skill.

ERGO (LVL 1)

Ergos have the following statistics.

TYPE Construct

SIZE Large

ALIGNMENT Usually lawful neutral

DC 12

SENSES Standard

PERCEPTION +0 ; **STEALTH** -2

LANGUAGES Understands

Common, Dwarven, Gnomish, and Mechan

INITIATIVE +0

SPEED 30 ft ; **FLY** 10 ft

ATTACK d20+3 (10 ft reach)

WEAPONS Slam (2d6, x3 damage vs stone and metal)

DAMAGE +3

ARMOR Metallic plating ; **DR** 5

WOUNDS 15

VITALITY 10

FORTITUDE 15, **REFLEX** 10, **WILL** 12

SPECIAL Construct Traits

Q&D Damage +4 ; Vitality 8

STR 16, **CON** 16, **DEX** 10, **INT** 4, **WIS** 10, **CHA** 4

PRIME Strength and Constitution

SKILLS Athletics +13, Endurance +13, Mechanics +5

FP 1 ; **DEITY** Mithrais or Rorax

MULTICLASSING Artificer, elementalist, fighter or monk

TREASURE Chasis worth 200 gp in scrap parts

BASE ABILITIES

Ergos have the following abilities.

CONSTRUCT TRAITS: An ergo does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power-down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

ENDURE ELEMENTS: An ergo ignores the effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.

LIGHT WORKER: A light load is 200 pounds, a medium load 350 pounds, and a heavy load 500 pounds. It can fly or swim only with

a light load. It can lift up to 1,000 pounds to a height of 15 ft. It can push or drag 2,500 pounds, and can excavate 7,000 pounds of loose rock each minute, which allows it to clear a 5-ft cube in 3 rounds. A ergo can excavate sand or loose dirt in 2x the time, or stone in ½ the time. It can throw rocks up to 120 ft to cause 2d6 damage when the target fails to resist using Reflex.

SERVICE: An intelligent creature can command an ergo to perform various simple, physical tasks that can be described in 25 words or less. This requires a verbal command in a language it understands plus success on DC 19 checks using Arcana and Mechanics. A creature can order an ergo to perform the same work over and over but cannot "program" the task or change it based on conditions once it gets started. A ergo will only stop when it has completed the assigned task, when 24 hours has passed, or when the creature that gave it the command instructs it to halt work, whichever comes first.

SAVANT (LVL 2)

This ergo is smart. Apply +7 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

SAVANT: Boost Intelligence by +4 and apply a +10 bonus on any 2 Intelligence-based skills. Also, if the ergo could not speak before, it can now.

SUPRON (LVL 5)

Apply +28 vitality, +5 wounds, +2 saves, +4 attacks, and +3 DR. It has a 24 Strength, giving it Fortitude 21. Also, it has the following abilities.

CONTROL SIGIL: Each supron is keyed at creation to a specific owner using a magical sigil that is imprinted on both the supron and tattooed on the owner. The supron only obeys the owner and no one else.

DARKVISION: A supron sees in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

FIREBALL^M: The supron projects a red ray out to 90 ft that blossoms into a 15-ft-radius ball of fire. Creatures in the area suffer 1d6 fire damage per level (max 10d6), or ½ damage when Reflex resists. Costs 2 vitality.

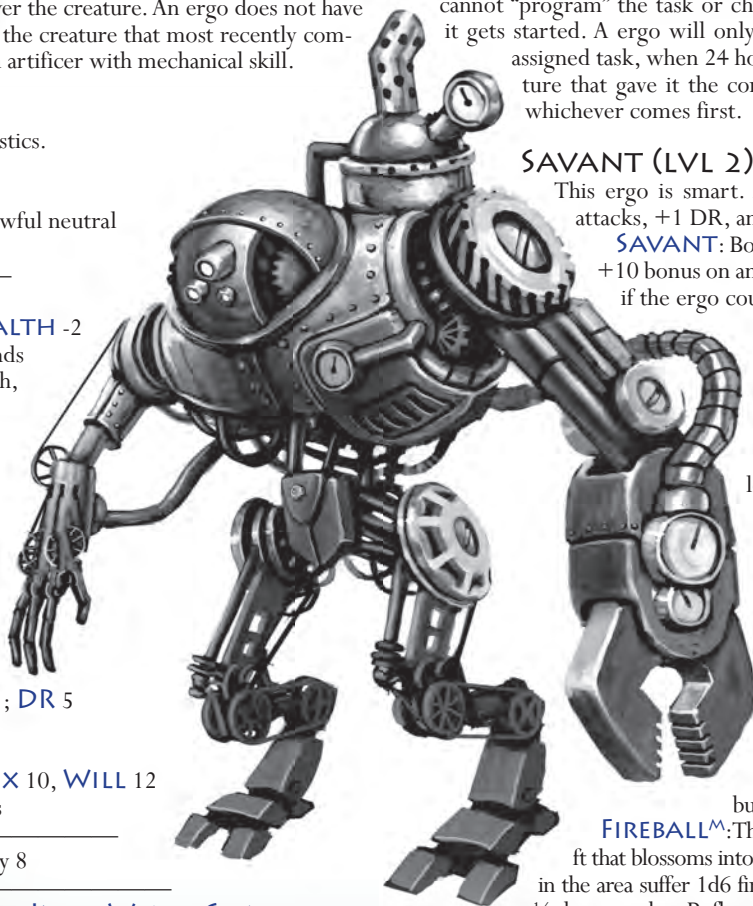
HEAVY WORKER: A light load is 350 pounds, a medium load 700 pounds, and a heavy load 1,000 pounds. A supron can fly or swim only with a light load. It can lift up to 2,000 pounds to a height of 15 ft. It can push or drag 5,000 pounds, and can excavate 20,000 pounds of loose rock each minute, which allows it to clear a 5-ft cube in 1 round. A supron can excavate sand or loose dirt in 2x the time, or stone in ½ the time. It can throw rocks up to 120 ft to cause 4d6 points of damage.

IMPROVED SERVICE: A person can concentrate as a standard action to control the supron's actions, change its behavior from round to round, and specify a simple program of up to 5 different activities in a sequence, or alternately, command it using 3 if-then statements.

JUMP: The supron leaps outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of suffering harm upon landing. Costs 1 vitality.

MAGIC RESISTANCE: A supron enjoys a +5 bonus on saves to resist magic abilities. Also, when it is targeted by a magic ability that does not allow a save, its foe must beat its Fortitude anyway, and if the supron successfully resists then the magic has no effect.

STOMP: Creatures up to size Medium within 15 ft and in contact with the ground must resist using Reflex or fall prone. Costs 1 vitality.



CREATING CREATURES

Here is a guide to create a creature of any level from 1st to 20th.

Creatures are built from points, just like characters: 5 points + 5 points per level. A basic ability costs 1 point. An intermediate, advanced or paragon ability costs 2, 4 or 8 points, respectively. The shifter class (page 92) offers numerous abilities relevant to monstrous creatures. Every class can be relevant. For example, you might refer to necromancer abilities as a guide when creating undead creatures. A great way to start a monster is to brainstorm a list of its abilities, determine its level, and then work out the details. Feel free to use the ergo on the previous page as a template.

CREATURE STATISTICS

A creature has the following statistics.

TYPE: Select the creature's type: aberration, animal, celestial, construct, dragon, elemental, fey, fiend, magical beast, mutant, person, plant or undead. See page 244 regarding creature types. A creature's type affects how some abilities and conditions affect it.

SIZE: Indicates size Tiny, Small, Medium, Large or Huge. A Tiny creature varies from a house fly to a mouse. A Small creature might be a dog, gnome or human child. Adult humans are Medium. A horse is a large creature while a whale or ancient dragon is Huge. Size affects other statistics, as mentioned below when relevant.

ALIGNMENT: Select an alignment such as lawful good or chaotic evil. You may specify a set of alignments. The alignment typically fits the creature's type. For example, good-aligned undead are very rare.

DC: Use this number when characters attempt skill checks or other activities not listed under the creature's statistics or handled by the rules.

LORE CHECK: A character may try d20+2 x his level. If he passes the check, he learns 3 details of his choice from the creature's statistics block. A character must declare that he is making a lore check as a standard action to learn information and can try only once per level regarding a particular creature.

BYPASS: At the GM's option, a party may completely resolve an encounter without combat (even against innately hostile creatures) by succeeding on the DC using Bluff, Diplomacy, Intimidate or some other relevant skill. Beyond social skills, some creatures such as harpies are influenced by Arcana, Music, Religion, or so forth. The checks can be made by 1 character or all party members working together. Bypassing a creature works once. Bypassing a creature this way awards 0 XP from the encounter. Thus, characters have an understandable motive to enter combat.

SENSES: Many creatures have extraordinary senses. As a reference point, humans can discern detail out to 120 ft in daylight, 30 ft in shadowy conditions, 5 ft in near-darkness, and 0 ft in total darkness. Unless stated otherwise, all creatures have normal vision in addition to other vision they may possess.

Sensory options include blindsense, blindsight, darkvision, heavesight, low-light, nethersight or scent. Blindsight is a paragon ability. Blindsense and scent are advanced and intermediate abilities, respectively. Darkvision, heavesight and nethersight are basic abilities. Low-light vision is worth ½ of a basic ability and is typically paired with a +5 bonus on Perception checks to be worth a basic ability. See page 233 for details about these senses.

PERCEPTION & STEALTH: These skills are vital and have a base check of d20+0. Apply the creature's Wisdom modifier to Perception and its Dexterity modifier to adjust Stealth. Further adjust Stealth by size: +10 if Tiny, +5 if Small, -5 if Large, or -10 if Huge.

LANGUAGES: Select 1 or more languages if the creature's Intelligence is 5 or higher. Otherwise, it cannot speak though it can understand up to 10 words per point of Intelligence. Consider how magical abilities such as Tongues may likely affect interaction.

INITIATIVE: This statistic equals the creature's Dexterity modifier. Add +2 as a basic ability or +5 as an intermediate ability. See

page 225 for details regarding initiative.

All non-person creatures of a particular kind go on the same initiative. For example, if a party encounters 6 ghouls and 2 ghosts, the 6 ghouls and the 2 ghosts each go on their own initiative.

SPEED: The standard land speed for a Medium creature is 30 ft. Use 10 ft, 20 ft, 40 ft or 50 ft for Tiny, Small, Large, and Huge creatures, respectively. Alternate forms of movement include burrow, climb, fly, and swim. A standard value is 30 ft for these as well. A climb or swim speed of 30 ft is an intermediate ability while a continuous burrow or fly speed (with no vitality cost) is a paragon ability. Every 5-ft change in speed is worth a basic ability.

ATTACK: This measures the creature's ability to strike its foes. Whenever a creature uses an ability that requires that it beat a foe's defenses such as Fortitude or Will, then it rolls d20 and adds the amount indicated here.

Use d20 + ½ the creature's level + its prime attribute modifier. If the creature has bonuses for certain attacks such as grappling, then note those improved values in parentheses after the main attack roll.

MA / MULTI-ATTACK: After the attack entry, an MA indicates whether the creature can attack using all its weapons at once and suffer only a -2 penalty on its attack rolls that round. The multi-attack benefit only extends to the weapons with which it is proficient, as listed in its weapon entry. A creature that gains additional proficiencies does not enjoy a multi-attack benefit with those new weapons.

WEAPONS: Select manufactured or natural weapons such as claws, horns, pseudopods, tendrils, teeth, tail, and so on. Show the damage die, range, and other information in parentheses. Typically, only humanoid monsters use manufactured weapons.

A creature's natural weapon damage is based on its size. A Tiny creature does 1d3, Small does 1d4, Medium does 1d6, Large does 2d6, and Huge does 4d6. A creature's secondary attacks usually do 1 step less damage such as 1d2 rather than 1d3. So a Small creature might do 1d3 bite damage and 1d2 claw damage.

Adding +1d6 damage to a single weapon is worth a basic ability. Adding +2d6, +3d6, or +4d6 is worth an intermediate, advanced, or paragon ability, respectively.

If no range is listed, assume the weapon only reaches adjacent foes. Attacks using natural weapons are made against a foe's Reflex (or against Fortitude if indicated).

If an attack delivers a special effect at the same time then note that effect in parentheses. Also note whether the attack has a range beyond 5 ft. Typically, a Large creature enjoys 1 attack with a 10-ft range and a Huge creature enjoys 1 attack with a 15-ft range. That said, creatures that are exceptionally large in 1 dimension (long or tall, but not both) may only have a 5-ft range.

DAMAGE: This indicates the creature's Strength modifier, which you apply when determining damage caused by its weapons.

ARMOR: As appropriate, this entry may include worn armor, tough hide, scales or even a magical aura. This entry is mostly for descriptive purposes. Tailor the description such that the creature's DR (below) makes sense.

DR: Indicates the creature's Damage Reduction. A creature's base DR equals 2 + ½ its level. When a creature suffers damage from an attack, reduce the damage by the amount indicated. The exception is if the foe gets an unmodified 20 on its attack roll. In that case, the attack bypasses DR and delivers maximum possible damage. Every 1 point change in DR is worth a basic ability.

WOUNDS: This measures the amount of physical damage a creature's body can sustain. Typically, Tiny creatures have 2 wound points, Small creatures have 5, Medium ones have 10, Large ones 15, and Huge creatures 20 wound points. Every 3 point change is worth a basic ability.

VITALITY: This measures a creature's overall energy. A creature's vitality equals its level x 7 + its Constitution modifier. For example, a 4th-level creature with 16 Constitution has 4 x 7 + 3 for a total of 31

TABLE 12-22: CREATURE ABILITY PROGRESSION

Level	Ability Points
0	5
1	10
2	15
3	20
4	25
5	30
6	35
7	40
8	45
9	50
10	55
11	60
12	65
13	70
14	75
15	80
16	85
17	90
18	95
19	100
20	105

vitality. This applies for all creature types except persons, who are less robust but have tools such as armor and magic items and thus gain only 5 vitality per level. All creatures have at least 1 vitality point. Every 3 point change in vitality is worth 1 basic ability.

FORTITUDE / REFLEX / WILL:

Whenever a foe uses an ability against the creature, and the ability allows a “save”, then the foe’s attack roll must overcome the relevant defense. Typically, a creature’s saves equal 10 + ½ its level + the appropriate ability modifier. Strength or Constitution adjusts Fortitude, Dexterity or Intelligence adjusts Reflex, and Wisdom or Charisma adjusts Will.

Also add a +2 bonus to 2 of the 3 defenses as suiting the creature’s type and theme. Beyond that, every 2 point change to a save is worth a basic ability and every 5 point change is worth an intermediate ability.

Q&D: This stands for “quick and dirty”.

For any creature, you can reduce its vitality points and increase its damage output a commensurate amount. The rubric is +1 damage per level added to its usual damage entry at the cost of gaining only 5 vitality per level (rather than 7). The effect is faster, more dangerous combat. This does not change the creature’s level or anything else. Simply use the damage and vitality listed here to surprise the creature’s foes with a different experience.

ATTRIBUTES: A creature has physical attributes of Strength, Constitution, and Dexterity and also mental attributes of Intelligence,

Wisdom, and Charisma.

The creature’s attribute scores start at a total of 78. Then adjust up or down as you like. Every 1 point change from 78 is worth ½ of a basic ability. No score should fall below 1 or rise above 30. See page 10 regarding attributes.

PRIME: Select 2 attributes. These usually match the creature’s 2 highest attribute scores. Granting 2 prime attributes is a quick way to balance and simplify creatures relative to PCs. The better of the 2 attributes determine the creature’s attack roll as it would for a PC. Creatures enjoys a +5 bonus on skill checks keyed to their prime attributes. See page 11 for details.

SKILLS: Creatures enjoy bonuses on various skills just as PCs do. Every +5 bonus is equivalent to ½ of a basic ability.

You can grant a creature a +5 bonus, or +10 in special circumstances. For example, “+5 Survival, or +10 when tracking”. Doing so is worth a basic ability. See pages 104-107 for details regarding various skills.

Be sure to apply each skill’s attribute modifier. Moreover, unlike PCs, grant an additional +5 bonus to all skills keyed to the creature’s 2 prime attributes. See page 102 for details regarding skills.

FP: A creature’s faith points equal to ½ its level, rounded up. Sen-

TABLE 12-23: TREASURE BY LEVEL

Level	Wealth	Level	Wealth
1	100 gp	11	1,250 gp
2	200 gp	12	1,500 gp
3	300 gp	13	1,750 gp
4	400 gp	14	2,000 gp
5	500 gp	15	2,500 gp
6	600 gp	16	3,000 gp
7	700 gp	17	3,500 gp
8	800 gp	18	4,000 gp
9	900 gp	19	4,500 gp
10	1,000 gp	20	5,000 gp

tient creatures can spend points as a swift action to purchase the brief use of a god’s boons. See page 129 for details. Having +4 faith points is equivalent to 1 basic ability. Nonreligious or nonsentient creatures can expend a faith point as a swift action to heal 1d6 vitality.

PATRON DEITY: Select up to 3 deities that likely represent the creature, either out of kindness or to use it as a pawn.

MULTICLASSING: Select 4 favored classes. A creature can progress from its standard statistics by taking levels in 1 of those classes. For each level it takes in a class, its total level increases by +1. Thus, a savant ergo with 3 levels of artificer is a level 5 creature (since a savant ergo’s normal level is 2). A creature cannot take a townie profession (civilized mortals are good for something!)

The creature should have a minimum score of 9 in the class’s prime attribute. Thus, wizard is not an appropriate multiclass option for a creature with a 5 Intelligence.

When a creature takes class levels, it advances like a character. It first gains the class’s core abilities, save bonuses, and weapon options. At each level thereafter, it gains abilities as listed on Table 4-2 (page 39), though it selects basic abilities instead of racial abilities, does not gain theme awards, and still enjoys +7 vitality points per level as typical for nonpersons.

TREASURE: Most creatures have treasure typical for their level. Table 12-23: Treasure by Level shows typical gp values for coins, gems, magic items, and other portables on a creature’s body and in its lair. Typically, mindless creatures have little or no treasure while some sentient creatures such as dragons and genies may accumulate a lot. A character can sell mundane treasure items such as artwork for 50% of their market price. Functional magical items are timeless and sell for 100% of their market price.

BASE ABILITIES: Select the creature’s abilities. Abilities are purchased using points as allotted according to Table 12-22.

As usual, core and basic abilities cost 1 point, while intermediate, advanced, and paragon abilities cost 2 points, 4 points, and 8 points, respectively. Look to the various character classes for inspiration.

VARIANTS: Most creatures have a few variants. For example, a savant is a smarter ergo. A variant has the same statistics as the common version but with the adjustments noted.

PLACEMENT

Encounters are easy to design. First, total the levels of all PCs. For example, a party of five 4th-level characters totals 20 levels. Next, decide whether you want an easy, average, or difficult encounter. Most encounters should be easy, where the chance of survival for each PC equals 80%. Conversely, hard encounters should be rare because the chance for survival is just 20% for each PC. Consult Table 13-24 below for guidance.

TABLE 13-24: ENCOUNTER DIFFICULTY

Encounter	Max Creature Level	Chance of Survival
Easy	½ PCs’ total levels	80%
Average	Equal to PCs’ total levels	50%
Hard	2x PCs’ total levels	20%

For the above party of 4th-level PCs, an easy encounter is 10 ergos (10 levels) while a hard encounter presents 8 supron ergos (each level 5, for 40 levels total).

Avoid placing creatures with 5 or more levels than the PCs. Oppositely, creatures with 5 or fewer levels are “canon fodder” and often unrewarding to fight. That said, low-level creatures en masse, in special circumstances, or in dangerous combinations, can present a surprising challenge.

AWARDING EXPERIENCE

When characters overcome a creature (kill, subdue, trick, etc), they gain experience. Experience is tracked as points, or XP. A character gains 1 XP for each level of creature. See page 109 for details.

CHAPTER 13

People

This chapter highlights what characters likely know about cultures, cities, factions, and people; it also helps GMs flesh out a world.

CULTURES

A culture is a people's mind-set. It includes a shared set of beliefs, norms, practices, and expectations. People are born into a culture and acquire its essence in youth. Every character has a culture. During adventures, characters typically encounter other cultures.

Characters are sustained by culture as fish are sustained by water. A seemingly infinite number of combinations of societal parameters—geographies, governments, economies, religions—might seem possible. However, *sustainable* societies gravitate toward and rely on a coherent state of affairs, where all the parameters gel and reinforce each other. Thus, culture is an invisible and complex web, and only a few webs are lasting.

When you create a character, you may select 1 of the 4 cultural abilities from the table below in lieu of a racial ability. The modifiers reflect what the vast majority of people in a society accept as obvious and important to get by on a daily basis.

Typically, a character's birthplace and upbringing decide his culture. However, a misfit character may select a different culture to enjoy the benefits of uniqueness and the annoyances of difference. Whatever the choice, each set of modifiers is equivalent to a basic ability. Your GM may offer other options.

TABLE 13-1: CULTURAL BASIC ABILITIES

Culture	Modifiers
Primal Tribal (survival)	You are hearty and comfortable in nature. Increase maximum wound points by +1. Also, modify Survival checks by +5, Literacy checks by -5, and Athletics, Endurance, and Handle Animal checks by +2. Finally, use barbarian, druid, and shifter as your multiclass options.
Medieval Feudal (salvation)	You are pious and alert to supernatural forces. You start each level with +1 faith points. Also, modify Religion checks by +5, Heal checks by -5, and Arcana, Nature, and Warcraft checks by +2. Finally, use cleric, inquisitor, and warlock as your multiclass options.
Enterprising Colonial (progress)	You are scientific and adept with devices. You may use the Technics skill (page 177). Also, modify Mechanics checks by +5, Arcana checks by -5, and Craft, Dungeoneering, and Heal checks by +2. Finally, use artificer, gunslinger, and medicant as your multiclass options.
Decadent Imperial (pleasure)	You are wealthy and well-trained in the social arts. You gain 500 gp to spend on any gear that you like. Also, modify Literacy checks by +5, Survival checks by -5, and Diplomacy, History, and Nobility checks by +2. Finally, use bard, gallant, and sage as your multiclass options.

The upcoming pages describe the 4 cultures in detail, including people's mind-set, daily life, governance, and attitude to outsiders and heroic adventurers.

Each culture has a unique striving noted in parentheses by its name. Whenever you are in that culture, ask yourself how a belief or course of action will support or hinder that striving.

Each culture is composed of a triad: 2 competing and complementary power centers with common people jostling in between. Competing power centers generate drama and opportunities for adventure, mayhem, and rewards.

While role-playing a character, consider cultural influences. What is your character's biases, hopes, and fears? What's "obvious"? Refer to the 4 cultures to better understand your character's upbringing, current society, and the societies that he visits during his travels.



"Young Bren took the lady's hand and lead her on a romantic stroll through the hedge maze, blissfully unaware of her true nature as a succubus."

PRIMAL TRIBAL CULTURE (SEEK SURVIVAL)

People in a primal culture live in the eternal now and view life's events as a wheel of endlessly repeating seasons. Changes are predictable. Birth, life, and death are equally sacred and accepted, and the natural world drives people's choices since anything man-made rarely resists nature's ferocity. This culture is not just an ancient one grounded in a prehistory. It dominates societies after extreme disasters and apocalyptic events, where ruins belie an earlier golden age. A primal culture can survive eons provided the world around it shifts slowly enough for them to adapt and live off of the land as it is.

MIND-SET: Primal peoples strive for survival, which means securing nourishing food, clean water, sturdy shelter, friendly neighbors, tame animals, and healthy families. The physical environment may be harsh or temperate. If it is harsh, everyone is too busy grappling the elements and perhaps each other to follow tedious rituals, start business enterprises, or indulge decadent pursuits. Ironically, a pleasant world may demand so little that people merely hunt and gather as needed to enjoy life. Because primal peoples experience the world as largely outside of their control, their gods are aspects of nature deserving respect. These essential spirits—peaceful or violent, honest or deceitful—suffuse their lives. Thus, everything is magical in some way, and giving tribute avoids divine wrath and gains favor. Tribute might include sacrificing weak or disruptive members of a community when times are tough. Values such as hygiene, literacy, and decorum are unimaginable or seem silly. There is no ladder to climb or mortal ruler to truly obey or rebel against. Similarly, without scientific knowledge, people hold superstitions that provide meaning and either incidentally help or hinder their survival.

DAILY LIFE: A person in a primal culture rises and beds with the sun and engages in herding, hunting, gathering, scavenging, weaving, cooking, child-rearing, and subsistence farming as the weather and seasons allow. No one is too good to contribute. An idle hand or loose tongue offers no benefits while consuming community resources and creating conflict. Nor is life so complex that specialization is needed beyond core roles such as hunting or shepherding. Work is often seasonal. For example, everyone helps plant in late spring and engages in crafts while trapped indoors in the dead of winter. The people may work mightily during crucial periods while enjoying remarkable relaxation other times. Special events such as funerals and marriages are attended by the entire community, as are feast days due to a bountiful find or large kill.

GOVERNANCE: The centers of authority in primal societies are local elders and warriors. The elders are not the physically fittest members but have proven themselves in the past and are living repositories of key survival skills and the wisdom of many seasons. Because there are few if any books to transmit lore across generations, and because the world changes in a slow, predictable way, the people listen to, protect, and honor elders. Elders may also act as representatives of the gods. At the same time, warriors help maintain the peace against natural threats and hostile outsiders, particularly in lean times. Various trophies, from looted goods and terrible scars to body parts and memorable stories, testify to a warrior's courage and capabilities. Occasional competitions between warriors also help toughen and grade them. The best enjoy the rewards of greater food, finer shelter, and more spouses. Typically, a middle-age chieftain with a balance of experience, strength, and charisma leads the people. The chief rises to power based on proven ability, not bloodline or abstract measures like "coins", though sometimes the chief is a compromise or puppet of the elders, warriors or both.

OUTSIDERS: Primal societies usually fear outsiders. A person's speech and looks betray his nature. Often, a stranger's reception depends on current events. If the people have enjoyed plenty and peace, they happily share. In contrast, during hardship and wartime, strangers may be attacked on sight. In general, while mistrustful of outsiders, people from a primal culture warmly embrace as one of their own the individuals who have truly proven good intent and demonstrated kindness and heroism.

MEDIEVAL FEUDAL CULTURE (SEEK SALVATION)

People in a medieval culture are pessimistic and tethered to the past, their own and others' sworn loyalties, and deeply-held beliefs. Change is rare and easily subtracts from life's meager comforts. Often, serfs suffer to serve a few well-off nobles who parade themselves as superior by blood. Everyone faithfully repeats their forbearers' roles and trusts that noble and divine agents offer wisdom regarding choices and the afterlife, which is vital since people suffer disease, ignorance, and violence. Suffering provides spiritual meaning and boosts faith. Faith may be in a single god, a pantheon or the absence of gods. Faith is fervent, mostly genuine, and trumps many other concerns.

MIND-SET: Medieval peoples strive for salvation, both from their bodily aches and worries and for their eternal souls in the afterlife. Typically, a unified religious dogma, maintained and interpreted by a clergy, provides a road map to salvation. All the better to offer steps, such as redemption via forgiveness before salvation, to keep people engaged. Sometimes, a medieval culture follows non-divine dogma with the same ardor as a religion. Whatever the details—and the devil is in the details—the impact is the same. There is modest to strict division by sex, class, and profession, down to what clothing people can wear, ostensibly to ward off barbarism and promote faith, which is never easy. Hard work is also encouraged to distract and exhaust people. Otherwise, free time and idle hands and minds lead to questioning, disruption, and revolt. The body and mind are kept so busy that only the heart, with its love of faith and loyalties, has time to thrive.

DAILY LIFE: A person in a medieval society rises at dawn, repeats rituals, works in the fields or maybe a factory, and spends time with family and friends. Typically, there is little news from distant places and communication is slow, so hearsay and rumors abound. Often, people require permission regarding travel, what crops they can plant or items they can craft, and even what profession they can practice. Proper moral and ethical conduct is also dictated, and the result is a society frozen in time with minimal economic or social freedom. Even family life, which might provide solace, is plagued by early and untimely deaths and possibly paranoia if leaders reward people for spying on their own loved-ones and neighbors. That said, friendships formed by faith, trust, and shared hardship are generally firm and lasting, and fun times of community celebration such as feast days, game days, high holy days, public executions, and noble weddings are highly meaningful and often joyous occasions.

GOVERNANCE: The centers of authority in medieval societies are the local warlord and the clergy. The warlord was likely born into his position as the eldest son of the previous warlord, though power struggles and war may alter succession. The warlord, by whatever title, is legislator, executor, and judge. His word is law, immediately, unquestionably, and without exception unless he offers a dispensation. Even if there is a council of elders and limited democracy, everyone knows that stepping outside the lines is punished. And even if the local warlord is kind and wise, he owes his loyalty to a higher lord above him, the king of the land, also born into his role as dictated by the gods. At the same time, clergy provide a religious foundation, act as gatekeepers of knowledge, help massage political impasses, and, in theory, act as role-models and counselors regarding life's problems. In a nonreligious feudal culture, a perch of bureaucrats fill the same role with equal zeal. Finally, against threats from within and without, the warlord keeps a loyal band of knights. In some cases, only nobles can become knights while others join them in battle as infantry. Military and clerical service often allow people to improve their lot and possibly gain small parcels of land for their own use.

OUTSIDERS: Strangers are generally unwelcome in medieval societies. Medieval settlements are small points of light in a great darkness. Brigands, wild animals, and demonic spirits lurk in the woods. Heroes from within the community are cheered, even loved, but also somewhat suspect. Those who rise quickly may be targeted with claims of foul magic, treachery or worse. That said, a forgiving word from the warlord or from a revered clergyman or knight is usually enough to smooth situations, for a time.

ENTERPRISING COLONIAL CULTURE (SEEK PROGRESS)

People in an enterprising culture are optimistic and forward-thinking. The times are “heady” in a sense that people trust rational enlightenment and the power of a tamed imagination. Change feels normal and is assumed to lead to improvements. Plans today can be actualized by tomorrow or in a year. The citizenry take pride in their amazing progress, look hopefully to the future, and trust that knowledge and reason will help them deftly solve any and all problems. In fact, they must keep inventing and troubleshooting, since their hulking factories and wondrous machines tend to break down and inflict as many challenges—blight, crowding, and pollution—as they solve.

MIND-SET: Enterprising citizens strive for progress, including literacy, hygiene, decorum, and industry. While wide disparities may exist between rich and poor, many labor—and compete heartily—to climb life’s ladders. People are tasked to greet obstacles with a robust “fix it” mentality, and failure is said to occur due to failings of character, improper education or laziness. Since people are not naturally upstanding and schooled workaholics, this culture doesn’t trust instinct and views the natural world and human drives as primitive beasts to harness. Primitive peoples and foreign lands ripe with resources are best harnessed as well. People must be educated to acquire skills, rough youths shaped into gentlemen, mountains flattened to make way for trains, and so forth. Similarly, magic may be treated as a kind of science, but dark, disruptive, and superstitious practices are squashed. In general, whatever offers personal gain without brains or toil is suspect. Even religion is more about enlightened virtues, work ethic, and self-improvement than appeasing gods, who might not really exist. Even when divine power appears real, everything seems to lend itself—in time—to mortal explanation.

DAILY LIFE: An enterprising citizen rises before dawn to begin work in a factory, warehouse, office, school, church or farm. Men, women, and children all regularly toil 12 to 16 hours daily. Only the wealthy and lazy enjoy leisure. A poor person is often choked with industrial grime, may suffer injuries in the biting gears of heavy machinery, return home to crowded (but mostly sanitary) tenements, and earn just enough to squeak by. Middle class families own homes and employ a maid or tutor as they ply less physically strenuous trades such as medicine and law. The upper class includes captains of industry and monied families who acquire great wealth drawn from huge marketplaces. A citizen will likely purchase a daily newspaper to learn about events both local and distant. Similarly, trips to nearby cities are relatively reliable and cheap without fear of banditry or inclement weather.

GOVERNANCE: The centers of power in enterprising societies are merchant houses and the nation state. The nation might be a city or island or a whole continent. Whatever the case, people identify with their nation. They hail its history, myths, traditions, rulers, and aspirations because these elements have led to their present progress. The government might be a democracy, monarchy, oligarchy, republic or technocracy. However the rule, all citizens necessarily enjoy a certain degree of mobility and freedom. Without which, inspiration, creativity, and ingenuity would quickly plummet. Freedom includes equality of opportunity: genius and gumption are rewarded regardless of a person’s blood. Since progress occurs when a norm is challenged, an enterprising society that loses freedoms turns into something else. Being educated and intelligent, the citizens of an enterprising society rightly fear breakdown of the societal machine. They remain vigilant. In particular, they punish corruption, feeble judgment, and decadence. Rule of law is particularly important to ensure rights of citizens and businesses in a dense, complex society where few people know each other personally.

OUTSIDERS: Enterprising societies often view other peoples as pitifully inferior. They offer these folk education and work while taking and using their resources. Law-abiding adventuring heroes are welcomed as role-models. Villains are those who flaunt the law, revel in madness or bestial instincts, try to turn back the clock, discourage work, or seek to tyrannically extinguish the euphoric spirit of the age.

DECADENT IMPERIAL CULTURE (SEEK PLEASURE)

People in an imperial culture are moderate in beliefs, welcoming of diversity, unapologetically hedonistic, and remorselessly self-involved. They view life as a giant game between competing political, religious, mercantile, ethnic, and military factions, where most people are pawns and where there is a steady stream of resources to buy or steal to keep the game going. Their society enjoys enough natural bounty that their focus is diverted away from other strivings such as survival or progress. Indeed, their science and magic change little. Usually, the society enjoyed a modest burst of advances early in its history and now its people rest comfortably on their laurels.

MIND-SET: Imperial peoples strive for pleasure, be it ethical and enlightened, brutal and perverse, or an ironic and paradoxical blend of both. Regardless of individuals’ varied intentions and beliefs, imperial societies lack meaningful innovation while consuming copious resources. Also, they easily pressure their neighbors near and far and enjoy relative immunity from the true consequences of their games. To sustain the pyramid scheme that feeds them, they need to keep expanding their reach through trade and war, by appealing to envy and fear, often in the name of offering peace and prosperity. In turn, an imperial culture is highly tolerant of different religions and traditions, all in the name of a bigger tent that can include everyone.

DAILY LIFE: A citizen of an imperial culture rises to visit his sponsor or employer—someone with vast resources at his disposal—to learn the day’s instructions. He rounds up and manages those below him, often foreigners, the poor or slaves, in order to implement the actual work. The measure of a citizen’s day is how much he enjoyed it, free from hardship or stress to be his own little philosopher-king: creative, thoughtful, sociable, and happy. Sometimes, a citizen may visit his patron to request help. He may even advance at some point to become independent in his own right, though ascendancy to patron status is very rare. Most people hold enough debts, both social and monetary, to ensure they are locked in a comfortable, nonthreatening trap. Moreover, the people are sufficiently specialized that their initial apprenticeship was likely their first debt to their patron and moving into a new profession is daunting. All persons in this culture likely enjoy many holidays, public entertainments, celebrity appearances, government giveaways, and other distractions. Distractions might include barbaric displays such as gladiatorial melees or even little wars. While some citizens are soldiers, they are usually officers commanding mercenaries and foreigners below them.

GOVERNANCE: The centers of authority in an imperial culture are the emperor and the merchant houses. The emperor and his retinue—family, allies, and personal army—are removed from the daily hubbub of decisionmaking. The emperor is a key figurehead to provide assurance and continuity to the populace and to act as a fall-guy if events go terribly wrong. He uses his status to promote the wealth and welfare of himself and his allies, a goal that often requires expanding his nation’s reach through treaties or force in order to offer more bribes and gifts or build more palaces. In parallel, the merchant houses are both his means and his puppeteers. Each house is a little nation unto itself with family, citizen minions who owe their livelihoods to it, and a small army to defend it and perhaps attack others if needed. The role of merchant houses may be invisible to the general populace, who might only see—for example—a single national army without understanding the army acts on behalf of hidden interests. When distractions and secrecy fail, rulers pit aggrieved groups against each other, then reward both sides with spoils. Ultimately, both the emperor and merchant houses are arbiters of the rules that guide their games. The ability to change the rules to one’s favor is the most potent outcome of any contest.

OUTSIDERS: Imperial societies generally welcome outsiders. So long as the highest echelons of power are undisturbed and remain happily fed, more outsiders means more laborers, more pawns, and more diversions. Any “heroes” who rise up to harm the peace face lies, fines, torture, imprisonment, execution, enslavement or worse, likely to further the entertainment and pleasure of the people.

FACTIONS

Factions, also called guilds or societies, are far-reaching organizations for like minds to gather and scheme.

Factions tend to have a strong core of leaders related by blood, marriage, and adoption. Beyond the core stand hundreds or thousands of members, depending on its locale and profile. Some announce themselves proudly while others lurk in shadows. The process of finding, entering, and climbing the ranks of a faction is the stuff of which adventures are made.

Frequently, factions deploy members on quests. In a world where factions are mildly influential or mostly amicable with each other, characters from different factions will cooperate. An adventuring party that is affiliated with several factions enjoys a diversity of benefits. However, when a setting contains fractious groups, party members will likely hail from just a couple of factions or, conversely, hail from multiple factions for a special quest to avert a world-shaking threat. It is plausible for a character to act as a double (or even triple) agent, though the use of magical sigils stymies such schemes.

KEY TERMS

Here are key terms to understand factions.

FIND: This indicates your chance each day to locate the faction's local branch, or house. Factions are easier or harder to find. If you fail, you may try again the next day. Even if a faction is not present in a settlement, success means you learn where the nearest house lies.

ENTRY: This states what you need to become a member of the faction. For simplicity, all factions require a 500 gp entry fee and a key ability and/or successful skill checks to enter. Some require or prohibit an alignment. You can reduce the entrance fee by 100 gp per month that you volunteer (no adventuring!)

CONSTELLATION SIGIL: Each faction links to a constellation such as Portal, Lute or Wolf. New members are magically branded with an indelible sigil that goes with that constellation. A character is limited to 1 sigil at a time. See the Place Sigil ability in the sidebar at right.

PROFILE: Who founded the faction? What are its supposed secrets and goals? Also, what missions does the faction tend to patronize? Don't believe everything you read in this section!

Due to faction's activities and connections, it knows quite a bit. A PC faction member may learn 1d4-1 rumors per week. Rumors include job opportunities. Each rumor has a 50% chance to be true. There is a 10% chance a rumor answers a specific adventure question.

MEMBERS: Most members are townies (page 259) or alders (page 276) with abilities well-suited to their faction. A few members are monsters or powerful characters, though even when members are evil or horrid, they are friendly to the faction's members.

Anyone can hire any of the townie professions listed here, and members can hire each other at a 50% discount.

A PC faction member can settle down for 2 years to adopt 1 of the listed townie professions. His level increases by +2 and he gains the chosen profession's abilities along with a +2 bonus to the profession's prime attribute. Adopting this profession does not count as multiclassing.

FACTION SKILLS: You can treat a faction as an entity with skills. This is useful to resolve a faction's actions, whether for or against characters or other factions. For example, a faction might spy on another by making a Stealth check. If the target faction makes a better Perception check, then the ruse is discovered. Otherwise, the target has divulged a secret! Similarly, Insight opposes Bluff, Perception opposes Disguise, and Intimidate and Diplomacy oppose themselves. A faction can make a maximum of 3 skill checks per day.

A PC faction member may ask his faction to make a skill check on his behalf up to once per level.

MULTICLASSING: Factions offer training. A PC faction member may select 1 of the listed classes for his multiclass option and receive training at ½ normal price. See page 39 for details.

SPECIAL: Whenever a character likes, he may pay 2,000 gp to gain a unique benefit that is equivalent to an intermediate ability.

OPTION: CONSTELLATION SIGILS

If the GM allows, you may use constellations. A constellation is a fixed pattern of stars in the night sky. Sages report 24 constellations, 1 for each of the 22 divine realms of existence plus the Mortal Realm and the Astral Realm. Each is represented by a "sign" or "sigil", an abstracted creature or object such as a tree or wolf.

A character who joins a faction acquires a tattoo-like sigil linked to that faction and may learn the following ability as either an intermediate ability or as a major award. The sigil is approximately 2 inches in diameter and is usually placed in an unobtrusive place such as a person's flank or under their hairline.

PLACE SIGIL^M: After a 1-minute rite, you place a highly visible sigil of your faction on a person, object or 5-ft space. You can only place a sigil on a person, object or space that lacks other sigils. If you place the sigil on a person, that person can pass freely through spaces marked with that sigil. If you place it on an object or on a space, then persons who lack the sigil suffer 3d6 damage (of an energy type specified by you) when first touching the object or passing through that space, or ½ damage when Will resists. The sigil is permanent (it does not vanish or require a recharge time when activated, though an Erase spell with remove it). A DC 10 Perception check reveals a sigil. The rite costs 250 gp in special materials.

For the various constellations, 13 are visible to the unaided eye in the night sky. The star sign represents the remaining hidden constellations, which move in complex ways and are only visible using a magical apparatus or telescope. The GM may assign hidden constellations to uniquely fit a campaign setting.

As shown in Table 13-2: Constellations, the visible constellations link to hours of the day, months of the year, factions, and the creature types listed on page 244. When these forces predominate—for example, in a vampire lair of the Blood Masquerade during the 10th month of the year at dusk—then the sign is ascendant. Members of that faction use that propitious time to launch assaults and engage in special rites. The months are described in Table 12-7: Common Calendar on page 237.

The GM is welcome to assign a +1 bonus on saves and attack rolls for creatures when their sign matches the month and hour below. In light of such cases, factions and PCs may wish to schedule their actions to gain the upper hand, though in practice, factions must remain busy all the time.

TABLE 13-2: CONSTELLATION SIGILS

Sign	Month of Year	Hour of the Day	Creature Type	Faction Name
Portal	1	Midnight	Aberration	Travelers Society
Spider	2	Pre-dawn	Mutant	Wraith Daggers
Tree	3	Dawn	Plant	Druidic Circle
Angel	4	Mid-morning	Celestial	Holy Templars
Knight	5	Late morning	Construct	Death Company
Crown	6	Noon time	Person	Noble Court
Lute	7	Early afternoon	Fey	Chimera House
Dragon	8	Mid-afternoon	Dragon	Sky Riders
Fiend	9	Late afternoon	Fiend	Midnight Sun
Ghoul	10	Dusk	Undead	Red Masquerade
Genie	11	Early-evening	Elemental	Crafts Guild
Magi	12	Mid-evening	Magical Beast	Magus Orb
Wolf	13	Late evening	Animal	Lupus Rex
Star*	—	—	Person	Titan League

*The star sign, also called the hidden sign, is a window to numerous hidden constellations.

KNOWN FACTIONS

Here are various factions to consider joining.

BLOOD MASQUERADE

This den of necromancers, vampires, other undead, and their admirers enjoy and agonize over the benefits and trials of eternal undeath.

FIND: DC 18 History, Religion or Streetwise check once daily.

CONSTELLATION SIGIL: Ghoul.

ENTRY: 500 gp. Also, Comeliness 15+ or pass DC 15 Bluff, Craft, Religion or Stealth check. Alternatively, undead or necromancer.

PROFILE: Blood Masquerade acts as great dark cloak to hide and nurture the sentient undead, including vampires, lichs, and even ghosts and ghouls. Necromancers living and unliving flourish amid its ranks, as do warm-blooded mortals who yearn for the eternal loving embrace of the grave.

Much of Blood Masquerade is a mystery. Even its members fool themselves, claiming they are alive and worthy of redemption. The faction is officially organized by regions, with the older and most powerful in command. Undead that cause trouble are hunted and coerced into the fold. When internal feuds erupt, blood flows freely. Every member is allowed a living paramour. Some view mortals as cattle, pets or toys, while others view them as keys to redemption.

Typical missions include seeking fresh bodies, magic, or paramours, and defending against Holy Templars. Mostly, however, the house spends much time and resources cleaning up after its highly unruly members.

MEMBERS: Alchemist, courtesan, cultist, dawn child, grave-master, guildminder, infantryman, kindred, mystic, occult artist, ruffian, torturer, wretch, and zembic.

FACTION SKILLS: Arcana +5, Acrobatics +10, Athletics +15, Disguise +10, History +15, Intimidate +20, Literacy +10, Music +10, Nobility +5, Perception +20, Religion +10, Stealth +15, and Warcraft +5.

MULTICLASSING: Dhampir, necromancer or shaman.

SPECIAL: Will transform a member into an undead creature such as a vampire of equal level. The transformation occurs at midnight in the faction's house. The member keeps his free-will. Cost: 2,000 gp.

CHIMERA HOUSE

This motley band of artists, performers, courtesans, gamblers, gypsies, musicians, and psychics provides aid, gifts, and entertainment.

FIND: DC 12 History, Music or Streetwise check once daily.

CONSTELLATION SIGIL: Lute.

ENTRY: 500 gp. Also, Charisma 15+ or pass a DC 15 Acrobatics, Heal, Music or Streetwise check.

PROFILE: Chimera House provides amusement, games, and healing. It is a young faction that brings an energetic, festive style as it manages a diverse pallet of interests including colorful circuses, loud gambling halls, fragrant opium dens, and quiet sanitariums. Like a chimera, it is magical and multi-faceted.

Chimera House offers the smiling face of happiness. A medicant might know poisons but the House prefers he heal or provide cosmetic boons. The House walks a fine line to provide semi-illicit goods and services. Fortunately, their courtesans keep lists of wealthy and powerful clientele. Thus, few hassle them. Rumors suggest that the house's true goals are set by strange creatures.

In addition to entertaining the general public, typical missions include throwing private parties, making house calls, providing discrete healing and cosmetic disguises, delving for magic items, and acting as couriers and spies.

Chimera House is an excellent source of musical instruments and clothing, and its members can buy such items at ½ price.

MEMBERS: Acrobat, alchemist, carnie, courtesan, gladiator, guildminder, healer, infantryman, occult artist, psychic, psychic surgeon, psiscope, seer, and symbiost.

FACTION SKILLS: Acrobatics +20, Arcana +5, Bluff +15, Disguise +15, Heal +20, History +5, Literacy +15, Insight +10, Music

+20, Nature +5, Stealth +5, Streetwise +5, and Trick +10.

MULTICLASSING: Bard, medicant or psion.

SPECIAL: Will transform psychic surgery on a member to allow him to re-choose a single past level's worth of abilities. That is, you may retroactively alter selection of abilities made at an earlier level. You must have qualified for the ability at the time. Cost: 2,000 gp.

CRAFTS GUILD

This cabal of busy, money-wise merchants and artisans crank out a bevy of mundane and magical gear including buildings and vehicles.

FIND: DC 6 Craft, History or Streetwise check once daily.

CONSTELLATION SIGIL: Genie.

ENTRY: 500 gp. Also, Intelligence 15+ or know Technics skill or pass DC 15 Appraise, Craft, Dungeoneering or Mechanics check.

PROFILE: The Crafts Guild allies many small specialty crafts from blacksmiths and cobblers to shipwrights. By combining their voices and coin purses, the members of Crafts Guild hold their own against strong houses like Noble Court.

For all its wide-open store fronts and teeming marketplaces, the Crafts Guild is reclusive. Leaders ensconce their wealth in extradimensional manses. Many are immortal machines. At all hours, deep below city streets and under mountains, crafters develop steamgear, eldritch devices, electrotech and more, including rumors of dangerous and experimental nucleonic items. Perhaps the most powerful Crafts Guild faction is Voidwrights. Its members fly spellships to retrieve new items from other worlds and extradimensional realms.

Typical missions include negotiating trade agreements, seeking lost relics, scavenging for parts and ingredients to craft items, collecting unpaid debts, gaining customers, and defending their labs.

Crafts Guild is an excellent source of toolkits and alchemical items, and its members can buy such items at ½ price.

MEMBERS: Alchemist, artisan, bearer, golemwright, guildminder, hacker, infantryman, magewright, prospector, replicant, scribe, stonewright, trapmaker, and technician.

FACTION SKILLS: Appraise +20, Arcana +20, Craft +20, Dungeoneering +15, Literacy +15, Mechanics +20, Nobility +5, Pilot +5, Streetwise +10, Trick +5, and Warcraft +15.

MULTICLASSING: Artificer, elementalist or wizard.

SPECIAL: Will craft an electrotech item or building per a member's specifications for 50% off its market price. Cost: 2,000 gp.

DEATH COMPANY

This loose band of warriors works as mercenaries, trades armaments, and maybe learns the secret of its leaders, who never die in combat.

FIND: DC 12 History, Streetwise or Warcraft check once daily.

CONSTELLATION SIGIL: Knight.

ENTRY: 500 gp. Also, Constitution 15+ or pass DC 15 Athletics, Endurance, Intimidate or Warcraft check. Must be nonchaotic.

PROFILE: "We fight forever." That is a popular Death Company motto. These warriors of all stripes live for the fray and taste of blood in battle. Their leaders bare tattoos that guard them from really dying or even falling unconscious.

Some believe Death Company's founders inked tattoos to stay awake and alive amid a terrible battle with ghosts. Had they nodded off, the ghosts would have possessed them. Others say that its members are possessed by a cadre of ghostly warriors. Who else volunteers to die for a few coins? Death Company gets along well with other houses. It succeeds by brute force and grants its allegiance by coins rather than political machinations. Thus, it is predictable.

Typical missions include guarding nobles, hunting fugitives and outlaws, slaying monsters, and invading or holding a property or town. Members tend to not fight each other. Contrary to its name, they don't work with undead.

Death Company sells healing potions, and members can buy such items at ½ price. They also sell armaments at full price.

MEMBERS: Archer, berserker, bountyhunter, cavalier, guildminder, healer, infantryman, monk, sniper, stormtrooper, viking raider, reaver, undying warrior, and warcrafter.

FACTION SKILLS:

Athletics +20, Acrobatics +5, Dungeoneering +10, Endurance +15, Handle Animal +5, Heal +10, History +5, Intimidate +20, Music +5, Nobility +5, Perception +10, Pilot +5, Religion +5, Stealth +5, Survival +10, and Warcraft +20.

MULTICLASSING:

Fighter, mageblade or necromancer.

SPECIAL: Will craft a magical weapon or suit of armor per a member's specifications for 50% off its market price. Cost: 2,000 gp.

DRUIDIC CIRCLE

This far-reaching, many-layered faction celebrates the fey world and taps eternal laws of nature to empower its leaders with lasting power.

FIND: DC 18 History, Nature or Streetwise check once daily.

CONSTELLATION

SIGIL: Tree.

ENTRY: 500 gp. Also, Wisdom 15+ or pass DC 15 Diplomacy, Handle Animal, Nature or Survival check. Must be any neutral alignment.

PROFILE: Druidic Circle is ancient. In primal eras and places, it reigns supreme, and its connections to nature and fey courts still afford it a powerful place, particularly amongst farmers and in rural settlements where druids and fey work magic to grow crops from ground that is well-soaked in the blood of sacrifices.

Sages describe Druidic Circle like its revered site of myth, the World Tree. Like a tree of many rings and layers, the outermost Circle is like tough bark. It shows a rugged life with simple pleasures. Deep within, however, a tree's sap runs warm. Druidic leaders who have tasted the tree of life are transformed to enjoy lasting youth and beauty.

Typical missions include protecting natural locations, aiding hurt animals, acting as guides and village healers, conducting monthly hedonistic rituals, summoning fey, and traveling to faerie courts.

Druidic Circle is an excellent source of plants, animals, and outdoor gear. They will not sell animals for slaughter or to those who will likely be careless or cruel to them. Its members can buy at ½ price.

MEMBERS: Alchemist, bearer, cavalander, cropmaster, farmer, guildminder, healer, infantryman, monk, sea witch, swamp rat, wise weald, witch doctor, and woodsman.

FACTION SKILLS: Arcana +5, Craft +5, Diplomacy +20, Handle Animal +20, Heal +15, Intimidate +5, Music +10, Nature +20, Perception +10, Religion +20, Stealth +5, and Survival +15.

MULTICLASSING: Barbarian, druid or ranger.

SPECIAL: Will reincarnate a member into a new body for whatever reason such as disability or old age. See the Reincarnate ability on page 55. The rite usually occurs in a natural setting. Cost: 2,000 gp.

HOLY TEMPLARS

This holy congregation aims to cleanse the world of fiends, undead, and corrupt mortals, and its leaders may become angels in the afterlife.

FIND: DC 18 Heal, Religion or Streetwise check once daily.

CONSTELLATION SIGIL: Angel.

ENTRY: 500 gp. Also, Wisdom 15+ or pass DC 15 Heal, Insight, Religion or Warcraft check. Must be good.

PROFILE: Holy Templars is dedicated to unmasking and eradi-



cating evil. Gods cannot easily intervene in the mortal world. Thus, faithful servants of holy gods organize and lead the fight against vile creatures and corrupt practices.

In addition to searching out and vanquishing evil, Holy Templars founds churches and hospices, aids the sick and poor, and seeks to establish just societies. Some grouse about their inquisitions and crusades. Others say that no creature is innocent. Holy Templars seeks to topple Midnight Sun and Blood Masquerade, and are not friendly with Lupus Rex. They view Druidic Circle as a competitor for souls and they disapprove of Death Company, Magus Orb, and the lethal Wraith Daggers. This leave them with few allies.

The leaders have a line to their gods through their fallen members who serve as angels and other celestials in the afterlife. This takes the fight to the gates of Hell itself and to the deepest layers of Abyss.

Holy Templars is an excellent source of holy symbols and holy water. Its members can buy such items at ½ off.

MEMBERS: Deacon, demigodling, emissary, exorcist, faithling, guildminder, healer, infantryman, life-giver, monk, ritualist, slayer, stentor, and tactician.

FACTION SKILLS: Athletics +5, Arcana +10, Diplomacy +10, Dungeoneering +10, Endurance +10, Heal +20, History +10, Insight +20, Intimidate +10, Literacy +5, Music +5, Nobility +5, Religion +20, and Warcraft +10.

MULTICLASSING: Cleric, inquisitor or paladin.

SPECIAL: Will cast Raise Dead for good members and their immediate kin and good allies. This occurs in a temple. The cost includes the material component and is a great savings. Cost: 2,000 gp.

LUPUS REX

This tight-knit pack of shifters, werewolves, other lycans, and their admirers focuses on carousing, hunting prey, and defending the pack.

FIND: DC 18 History, Streetwise or Survival check once daily.

CONSTELLATION SIGIL: Wolf.

ENTRY: 500 gp. Also, Strength 15+ or pass DC 15 Acrobatics, Athletics, Handle Animal or Nature check.

PROFILE: Lupus Rex brings together lycanthropes, mainly werewolves and their ilk, and those who wish to join them. Although each pack is tight-knit, packs are highly territorial and rarely cooperate across regions. Instead, they keep to their own land and trust their honed instincts regarding friend and foe.

Lupus Rex is the most tactical faction, often luring foes into unpleasant positions where they can be surrounded and brought down. On the other hand, Lupus Rex is also short-sighted and lacks long-term goals. They defend their territory, rescue their own, and enjoy hunting without interference.

Typical missions include exploring new territory, sniffing out a new danger, tracking fugitives, seeking revenge against those who have wronged them, and guiding individuals who have or wish to have the lycan curse. Lupus Rex views lycanthropy as normal and desirable, not to be cured or suppressed.

Lupus Rex sells animals, outdoor gear, and day labor. Though they sell dogs, they do not sell wolves. Anyone may sell animals and gear to them, and its members can buy such items at ½ price.

MEMBERS: Berserker, gladiator, guide, guildminder, healer, infantryman, lycan, monk, mystic, swamp rat, venturist, wise

weald, witch doctor, and woodsman

FACTION SKILLS: Acrobatics +20, Athletics +20, Disguise +10, Endurance +20, Handle Animal +10, Intimidate +20, Nature +10, Perception +15, Survival +20, and Warcraft +5.

MULTICLASSING: Barbarian, shifter or witch.

SPECIAL: Will teach a member how to use a limited form of Polymorph (page 101) to transform into either a dire beast or a werebeast (but no other creature). Cost: 2,000 gp.

MAGUS ORB

This society helps arcanists exchange spells, share labs, and tap the secret of the Magus Orb, which allows them to share spells at a distance.

FIND: DC 18 Arcana, History or Streetwise check once daily.

CONSTELLATION SIGIL: Magi.

ENTRY: 500 gp. Also, Intelligence 15+ or possess 5+ magic abilities or pass DC 15 Arcana or Literacy checks.

PROFILE: The origin of Magus Orb is shrouded in mystery. Some say its founder, the dragon Tharakan, crafted an eldritch device called the Magus Orb. Others say he discovered it amid the ruins of a fallen empire that was devastated long ago by misused magic.

Magus Orb is a powerful, worlds-spanning society. Its leaders talk and share spells over long distances, even from other worlds and realms of existence. No one knows the Orb's true locale and leaders are careful about who they admit into their ranks. Magus Orb avoids extremist views and promotes the study of magic above moral codes. It is on good or neutral terms with most other factions. Everyone needs their services and fears its magical prowess.

Typical missions include retrieving or stealing magic items, profiling or capturing enemy spellcasters, providing spellcasting services to other factions, and using magic to obtain or conceal secrets. Also, Magus Orb holds a special affinity to dragons and sends delegations to learn lore from dragons.

Magus Orb is a fine source of writing materials and scrolls. Anyone may sell such items to them, and members buy such items at ½ price.

MEMBERS: Abjurer, alchemist, guildminder, infantryman, mage-wright, mystic, scribe, seer, spell thief, stonewright, thaumaturgist, warrage, weave wizard, and witch doctor.

FACTION SKILLS: Appraise +15, Arcana +20, Craft +10, Dungeoneering +10, Heal +5, History +10, Insight +15, Literacy +20, Mechanics +5, Nature +5, Perception +5, Pilot +10, Stealth +10, and Trick +10.

MULTICLASSING: Psion, sage or wizard.

SPECIAL: Will craft any wondrous magic item per a member's specifications for 50% off its market price. Cost: 2,000 gp.

MIDNIGHT SUN

This coven of fiendmongers teaches members how to bargain with demons and devils to ensure worldly success and power in the afterlife.

FIND: DC 18 History, Religion or Streetwise check once daily.

CONSTELLATION SIGIL: Fiend.

ENTRY: 500 gp. Also, Constitution 15+ or pass DC 15 Appraise, Bluff, Disguise or Religion check. Must be nongood.

PROFILE: Midnight Sun is a loose alliance of cults dedicated to various demons, devils, and dark gods. They operate underground, in the shadows, and in the secret chambers of the ignoble and powerful. Many a commoner or fallen prince has despaired and turned to a vile fiend or god to help, for a great price.

Midnight Sun has official churches in evil lands and operates quietly in good lands. It rarely shows its hand. Members are alert to the presence of fiends and offer daily praise and obedience in exchange for a small boost of power.

Typical missions include acquiring fiendish lore, visiting with or summoning a fiend to forge a bargain, improving one's lot, hampering good creatures, and tempting fellow mortals into sin, thereby increasing your numbers. Midnight Sun seeks to topple the Holy Templars and corrupt other factions.

Midnight Sun is an excellent source of business properties, from bordellos to factories. Business is a means to money, which is a tool

to acquire power over others. Anyone may sell business property to them, and its members can buy such properties at 10% off.

MEMBERS: Alchemist, aristocrat, barrister, cavalander, cultist, demonic host, deviant, emissary, faithling, guildminder, infantryman, torturer, thaumaturgist, and wretch.

FACTION SKILLS: Appraise +5, Arcana +20, Bluff +20, Dungeoneering +15, Disguise +10, History +, Intimidate +20, Mechanics +5, Religion +20, Stealth +10, Trick +10, and Warcraft +10.

MULTICLASSING: Blackguard, inquisitor or warlock.

SPECIAL: Will teach you the Fiendish Ritual warlock spell (page 96). Cost: 2,000 gp.

NOBLE COURT

This society is a posh space where aristocrats, courtiers, and other members of high society can pursue leisure and debate topical issues.

FIND: DC 6 History, Nobility or Streetwise check once daily.

CONSTELLATION SIGIL: Crown.

ENTRY: 500 gp. Also, Comeliness 15+ or pass DC 15 Appraise, Diplomacy, Literacy or Music check.

PROFILE: Noble Court is the official platform of the aristocracy to gather and organize as mediators between the royalty above and commoners below. Once upon a time, Noble Court was the most powerful faction, but with the rise of magic, trade, religion, and other forces, they have receded to be first among equals.

Many individuals with a noble title are members of Noble Court. That said, there are many nobles who are not. Even attractive commoners may join to act as courtiers, expert hirelings, servants or such to a noble family, though they lack a title. Only nobles who join Noble Court may become royalty.

Typical missions include trade and treaty negotiations with nobles of other lands, entertaining noble guests, clearing a property of monsters, acting as an escort for nobles of higher title, and so forth.

Noble Court is an excellent source of masterwork items, including noble clothing, and private residences. After all, a landed aristocracy deserves only the finest items. Anyone may sell such items and property to them, and its members can buy these at 10% off.

MEMBERS: Abjurer, aristocrat, barrister, cavalier, gladiator, guildminder, infantryman, replicant, ritualist, ruffian, paramour, sryer, stentor, and venturist.

FACTION SKILLS: Acrobatics +5, Appraise +10, Bluff +10, Diplomacy +20, Disguise +5, Handle Animal +5, History +20, Intimidate +10, Literacy +15, Music +10, Nobility +20, Streetwise +5, and Warcraft +15.

MULTICLASSING: Fighter, gallant, or inquisitor.

SPECIAL: Will sell you an available property of your choice at a 50% discount off its market price (page 170). The discount is for the property and not any building or business on it. Cost: 2,000 gp.

SKY RIDERS

This exclusive club is home to aerial riders and their mounts and grooms. Members work as guards, raiders, scouts, and wayfinders.

FIND: DC 12 History, Nature or Streetwise check once daily.

CONSTELLATION SIGIL: Dragon.

ENTRY: 500 gp. Also, Strength 15+ or pass DC 15 Acrobatics, Handle Animal, Nature or Warcraft check.

PROFILE: Sky Riders has few members relative to other houses, yet stands as a powerful force for a simple reason: "He who rules the skies, wins the day." Sky Riders also offer rapid and relatively safe travel across long distances for wealthy and special individuals.

A Sky Riders brigade is a unit of aerial combatants mounted on dragons, giant bats, griffons or such. Members with spell power are among the most potent as they easily bypass most mundane defenses and can throw long-range magical assaults from a safe distance. Sky Riders is friendly with creatures such as dragons that might assault cities and towns with impunity. Unlike other factions, skyriders consciously blocks entry to individuals who might exalt monetary gain over the needs of the faction. Thus, few merchants travel with them.

Typical missions include scouting a locale from the air, ferrying

someone to a remote location, searching and taming new aerial mounts, providing a show of force or acting as an honor guard, and assaulting a city or town.

Sky Riders sells aerial mounts including giant bats, royal eagles, griffons, and pegasi. Sky Riders also specializes in breeding and training such creatures from infancy. Anyone may sell such creatures to them, and its members can buy these mounts at ½ price.

MEMBERS: Archer, bountyhunter, emissary, far-trader, guide, guildminder, ninja, rough rider, seer, sky pirate, sky rider, sniper, stentor, and venturist.

FACTION SKILLS: Acrobatics +20, Athletics +15, Diplomacy +5, Handle Animal +20, Heal +5, Intimidate +10, Nature +15, Nobility +5, Perception +20, Pilot +15, Survival +10, and Warcraft +10.

MULTICLASSING: Elemental, ranger or sorcerer.

SPECIAL: Will sell you a single trained mundane or magical flying mount of your choice such as a giant eagle or griffon. Cost: 2,000 gp.

TITAN LEAGUE

This prideful gathering of hierians, adventuring heroes, and their offspring aspires to improve the world, whatever that might mean.

FIND: DC 24 History, Insight or Streetwise check once daily.

CONSTELLATION SIGIL: Star.

ENTRY: 500 gp. Also, Charisma 15+ or pass DC 18 check involving 1 skill of your choice. Must be nonlawful.

PROFILE: Titan League is home to idealistic mortals who wish to improve their lot, and the lot of mortals or the world in general, preferably with minimal divine aid. Each League house espouses ideals and means that are rooted in its dominant alignment. Most League houses are host to at least 1 hierian who defends and promotes the house through his powers and charismatic leadership. A hierian is mortal who transformed into a powerful being as a youth. The hierian is superior in all attributes and has innate supernatural abilities. Each hierian's beloved paramour or sidekick might sometimes also tag along.

The League's founders, a diverse group of hierians, attribute their calling and power to ancient titans, long-lost servants of the gods who now languish in eternal torment. Each titan represented the essence of a particular character class such as cleric, fighter, rogue or wizard. When the titans taught mortals their secrets, the gods punished them. For this reason, the League is generally neutral (and sometimes unfriendly) to deities and their temples and followers.

Missions depend on the nature of each League house, though the ethos of the League as a whole predominates. Good houses tend to aid the poor, repel monsters, and champion benevolent governance. An evil house, in contrast, schemes to enslave the weak, test the strong, and enrich themselves whenever possible. That said, all League houses promote human destiny, eschew killing mortals, and often deploy members to locate budding young hierians. The League helps these youth master their nascent powers and come over to their cause.

MEMBERS: Abjurer, animus, demigodling, guildminder, healer, investigator, paramour, ritualist, scribe, sryer, seer, tactician, venturist, and viking raider.

FACTION SKILLS: Acrobatics +15, Arcana +5, Athletics +15, Diplomacy +10, Disguise +10, Heal +10, History +5, Intimidate +20, Literacy +10, Nobility +10, Perception +20, Religion +5, Stealth +5, Streetwise +5, and Warcraft +5.

MULTICLASSING: Any 3 classes.

SPECIAL: Will teach you any 1 basic ability for which you qualify from any class that is not your own. Use that class's prime attribute to resolve the abilities. Cost: 2,000 gp.

TRAVELERS LODGE

This far-flung society provides lodging, travel supplies, and wayfinders to explorers, merchants, pilgrims, fugitives, and other travelers.

FIND: DC 6 History, Pilot or Streetwise check once daily.

CONSTELLATION SIGIL: Portal.

ENTRY: 500 gp. Also, Dexterity 15+ or pass DC 15 Craft,

Endurance, Pilot or Streetwise check.

PROFILE: The Travelers Lodge aids pilgrims, merchants, diplomats, adventurers, and even fugitives for a price. It is highly visible in many lands, with its inns, lodges, ships, and shops ready and eager to offer their services. The Lodge also offers transmission of messages or couriering of precious goods.

Travelers Lodge specializes in ships, particularly magical ones. Among their prized lines are the arcane galley (page 169) and astral mercane (page 199). With a magically-adept pilot at its helm, such ships travel up to 96 miles in a single day even in calm waters or against headwinds. These ships, especially the spellships and realm-spanning vehicles, act as homes for the faction's leaders.

Typical missions include acting as a courier, reporting newsworthy events and maintaining newspapers, guiding customers to their destinations, searching for lost ships and lost travelers, and providing care and service to travelers regardless of their alignment, background or faction. A small but influential faction of far-traders and similar canny merchants use their coin to steer the Society. Thus, travelers may end up "detouring to investigate" lucrative locations.

The Lodge is an excellent source of horses and vehicles, notably spellships, and its members can buy such items at 10% off.

MEMBERS: Bearer, cavalander, dune strider, far-trader, guide, guildminder, ice runner, infantryman, jumper, mountebank, sailor, sea watch, sky captain, sky runner, venturist, and wayfarer.

FACTION SKILLS: Appraise +10, Athletics +5, Acrobatics +5, Bluff +10, Disguise +15, Endurance +20, Handle Animal +15, History +15, Nature +15, Pilot +20, and Survival +20.

MULTICLASSING: Artificer, pathfinder or sage.

SPECIAL: Will sell you any vehicle, even a spellship, for 50% of its market price (pages 165 and 199). Cost: 2,000 gp.

WRAITH DAGGERS

This nasty den of assassins, thieves and cutthroats trades illegal goods, provides clandestine services, acquires leads, and silences officials.

FIND: DC 24 History, Stealth or Streetwise check once daily.

CONSTELLATION SIGIL: Spider.

ENTRY: 500 gp. Also, Dexterity 15+ or pass DC 15 Bluff, Disguise, Stealth or Trick check.

PROFILE: Wraith Daggers is one of many pseudonyms for the Thieves Guild, a far-reaching crime organization that bribes, blackmails and placates individuals and other factions to continue its clandestine operations. Of all factions, it is the most diffuse and difficult to navigate unless you're hiring for a "job".

No other faction trusts Wraith Daggers enough to cooperate with them. Yet all of them (even Holy Templars) are known to employ their services. While assassinations might be illegal and undesirable in most lands, Wraith Daggers will happily help murder corrupt nobles, hated tyrants and vile monsters on behalf of desperate good souls. Often, shadowy sneaks, hidden snipers, and clever traps do the job. Few victims see the instrument of their demise.

Typical missions include spying on other factions (for themselves or on behalf of other factions), trailing marks, casing locales to rob, executing thefts and murders, "roughing up" targets as warnings, moving stolen goods, and sustaining illegal activities such as gambling, prostitution, and slavery.

Wraith Daggers is an excellent source of drugs and poisons, and its members can buy such items at ½ price.

MEMBERS: Alchemist, bountyhunter, gladiator, guildminder, hacker, infantryman, jumper, mage hunter, ninja, ruffian, sniper, sneak, trapmaker, and torturer.

FACTION SKILLS: Appraise +5, Acrobatics +15, Athletics +5, Bluff +20, Disguise +20, Mechanics +15, Nobility +10, Stealth +20, Streetwise +20, and Trick +20.

MULTICLASSING: Rogue, shadowcaster or witch.

SPECIAL: Will assign you any 1 of its townie (2nd-level) members such as a ninja or sneak as a permanent companion to serve you to the death or until you fail to provide him 15 gp upkeep per week. The assigned townie ends his service only when you die. Cost: 2,000 gp.

SETTLEMENTS

People organize into small and large settlements. Table 13-3: Settlement Size describes typical settlements by type.

TABLE 13-3: SETTLEMENT SIZE

Type	Population	Houses	Builds	Spread
Outpost	1-25	1-5	0-1	1-5 acres
Small town	26-250	5-50	1-5	2-25 acres
Town	251-2,500	50-500	5-25	25-500 acres
Large town	2,501-25,000	500-5,000	25-100	1-2 sq miles
City	25,001-250,000	5,000-50,000	50-200	5-10 sq miles
Metropolis	250,001+	50,000+	250+	10+ sq miles

Houses are single-story or multi-story structures suitable for a family or business. In contrast, a build (a building or complex of buildings, including underground areas) might be a military compound, temple, academy, theater, castle, shipyard, prison, apartment block, marketplace, or industrial plant that holds either a large group of people in cramped conditions or a single family or business in sumptuous conditions.

A settlement's spread is its land area. High, medium, and low density settlements host 10,000 people, 2,000 people, or 200 people per square mile, respectively. Settlements can swell to 2x normal density or recede to ½ normal density due to seasonal variation. A very high density locale typical of a modern city hosts 25,000 people per square mile.

GOVERNMENTS

The table below describes typical ways people organize in groups.

TABLE 13-4: LOCAL GOVERNMENTS

Type	Who Governs
Anarchy	Assorted strongmen who come and go by violence. They rarely exert much influence beyond their grasp.
Consortium	A competitive council of wealthy individuals (guilds, clans, etc), each representing the interests and members of a different faction.
Democracy	All individuals act as coequal citizens who participate directly in decision-making, usually acting by majority rule according to a vote or tacit consensus.
Dictatorship	A single powerful person (or monster) rules by might, charisma, and/or magic, at everyone else's expense.
Feudalism	Landed nobles govern renters, who work below them, and swear loyalty and service to other lords above them.
Magisterium	Individuals with magical ability rule over their non-magical brethren; anyone may be born with magical talent or develop it.
Militancy	Those who prove their mettle in combat are rewarded with citizenship. Others have limited or no rights.
Monarchy	An ancient family of noble or royal blood and long lineage, where 1 person rules supreme at a time by order of succession.
Republic	A set of freely elected representatives who serve the interests of the common people for a brief span.
Technocracy	Individuals with expert skill crafting and using technological devices such as steamgear and electrotech. Mastery of nucleonics expedites a technocracy.
Theocracy	Clerics, invokers or other religious mortals with ties to the divine rule over daily affairs and gate-keep who may access divine power.
Unknown	An impersonal, nonsentient hidden force rules a leaderless people. Those who break rules suffer a spontaneous punishment.

DEMOGRAPHICS

Racial demographics are a quick way to characterize a settlement's culture, language, alignment, and so forth. Both dominant and secondary races play key roles. Here are common settlements. For settlements that are primarily nonhuman, change "humans" to the dominant race.

CLASSIC: This settlement is common in mundane and fantasy settings. Humans of various cultures predominate over half-breeds and random visitors of other races. Among humans, one culture dominates the others.

Percent	Races (or cultures)
70%	Humans (majority culture)
20%	Humans (minority cultures)
9%	Half-elves, half-orcs, and halflings (3% each)
1%	Other races or monstrous creatures

EVIL: Various evil-aligned races predominate. They are often organized under a strong leader or council to harass good-aligned foes. Also present are slaves plus devils, vampires or other monstrous and vile beings.

Percent	Races (or cultures)
25%	Humans (evil-aligned culture)
30%	Tieflings, drow, half-orcs, goblins, hobgoblins, and kobolds (5% each)
40%	Slaves of various races
4%	Evil supernatural beings (aberrations, fiends, undead, etc)
1%	Semi-sentient monsters

GOOD: Various good-aligned races band together for mutual benefit and to ward against hostile forces. Also present are angels and similar supernatural beings who gently and wisely guide or rule as suiting their nature.

Percent	Races (or cultures)
35%	Humans (good-aligned culture)
60%	Asimar, elves, half-elves, dwarves, gnomes, and halflings (10% each)
3%	Good supernatural beings (angels, fey, etc)
2%	Criminals, saboteurs, secret agents, and rebels

EXOTIC: In this truly unusual settlement, humans are a sizable minority nestled among reptilian, avian, and/or feline races. Dragons, fey, genies, and similar creatures are also present.

Percent	Races (or cultures)
30%	Humans (variously aligned)
63%	Dracks, dromites, grippli, lizardfolk, pygmies, rakasha, and tengu (9% each)
5%	Unusual creatures (such as dragons, fey or genies)
2%	Semi-sentient monsters

STEAMPUNK: This settlement is populated by various races, including sentient constructs, that are adept with machines. A sizable portion are semi-sentient constructs such as ergos.

Percent	Races (or cultures)
30%	Humans (variously aligned)
20%	Slith (of either or both slith subcultures)
15%	Warmechs
10%	Semi-sentient construct servants such as ergos
25%	Dwarves, goblins, gnomes, hobgoblins, and tengu (5% each)

STREET LIFE

Settlements are full of life. Large towns and cities in peaceful times are host to a myriad of activities even late at night or in the early hours of the morning. Use the following table to help decide how often events occur.

TABLE 13-5: URBAN ACTIVITY

Time/Place	Check for an event every..
Busiest hours in crowded areas	1d6 rounds
Less busy times and places	1d6 minutes
Quiet and sparsely populated areas	10-60 minutes

Next, use the table below to determine what events the PCs encounter as they explore a settlement. The GM rolls 4d8 or picks as desired. Moreover, there is a 25% chance that PCs are drawn into the event as it occurs.

TABLE 13-6: URBAN EVENTS

4d8 Result	Event	4d8 Result	Event
4	Murder*	19	Gossip
5	Parade or festival	20	Religious ministrations
6	Wedding	21	Con and/or gambling
7	Search for lost animal	22	Sale/auction
8	Spying/suspicious loitering	23	Abuse of people or animals
9	Crime investigation	24	News (crier or paper)
10	Street performance	25	Fleeing suspect
11	Loud party	26	Theft/kidnapping
12	Appearance of noble or hero	27	Funeral or funeral procession
13	Brawl	28	Electioneering
14	Accident	29	Fire*
15	Competition (archery, ring tosses, etc)	30	Flooding*
16	Animal on the loose	31	Supernatural event*
17	Rowdy youth	32	Monstrous attack*
18	Solicitation or invitation		

* Soldiers or other official persons will arrive in 1d6 minutes.

INDUSTRIES

Urban areas thrive when they host industries based on tangible resources.

Table 13-7: Industries describes various industries. Often, a couple of industries will be a settlement's lifeblood with prestige for families and factions that engage in that industry. Larger towns and cities have 1d4+1 major industries. Each industry requires a natural resource or derivative of a resource. For example, mining requires rich ore deposits while textiles rely on local agriculture, herding or hunting, or the import of cloth. Many times, the materials and methods of key industries will be shrouded in mystery, such as hidden trade routes and secret religious rites. The exact mix of industries varies, though too much emphasis on administrative, entertainment, and religious industries is a sign of corruption and generally leads to low productivity and decadence. Note that education is not listed since each industry educates its own through apprenticeships.

Typically, each industry lies in a particular district of a settlement, and placement is meaningful. Consider a roughly circular settlement. Administrative, religious and magical services often sit at a settlement's center. Around the center sit crafts, entertainment, medical,

and scientific services. Toward the perimeter lie construction, shipping, and textiles. The military guards the settlement. Outside the settlement lies agriculture, herding, and mining. There are exceptions. For example, a town might be built on top of a mine, with a goal to protect the mine's precious ore from outsiders. Also, most settlements are built on rivers or bays. This places the inner ring upstream, within the settlement's north side.

Some industries are more prestigious than others. With the exception of the military, industries become more prestigious and pleasant the closer one moves to the center of the settlement.

TABLE 13-7: INDUSTRIES

Industry	Description (people's demeanors and daily activities)
Outside—friendly, hardworking, patient, thrifty	
Agriculture	Planting, harvesting, and processing of plant-based foods such as growing wheat to make flour.
Herding	Husbandry of animals for food, textiles and labor including chickens, cows, pigs, oxen and sheep.
Mining	Discovery, excavation, refinement, and transport of ore such as copper, iron or gold.
Perimeter—aggressive, bored, protective, suspicious	
Military	Protection of the people and their settlement as well as law enforcement and punishment of crimes.
Outer Ring—dangerous, fatalistic, poor, rowdy	
Construction	Construction of buildings from small shops and homes to banks, castles, and cathedrals.
Textiles	Weaving of clothing from materials such as cotton, fur, silk, and wool.
Transport	Building and repair of vehicles such as carts, sailing ships, railways, dirigibles, and spellships.
Middle Ring—busy, disciplined, smart, welcoming	
Crafts	Creation of artistic durable, goods such as packs, cookware, jewelry, and statues.
Hospitality	Food service, dance and musical performance, stage-plays and parties, and also prostitution and drugs.
Medical	Use of fine medicinals and the skilled, patient care of the infirm, injured, and sick from birth to death.
Science	Use of steamgear and electrotech items such as presses, microscopes, and telegraphs.
Inner Ring—elitist, rich, cynical, corrupt	
Administrative	Writing of laws and overseeing of others' activities, mainly focusing on stamp sales and tax collection.
Magic	The use of magic for varied needs such as contacting the dead, regaining youth or foreseeing the future.
Religious	Delivery of religious services, charity to the poor, community gatherings, and moral enforcement.

People tend to hire their own. Thus, each industry will likely welcome a particular race. Maybe hobgoblins dominate the military while gnomes gravitate to crafts, halflings to hospitality, elves to magic, goliaths to herding, kobolds to mining, lizardfolk to agriculture, and so forth.

CRIME & PUNISHMENT

Most communities have a published and enforced set of laws. Most also have unwritten rules that are "obvious" except to visitors. Here are rules to adjudicate what happens when a character breaks the law and is captured to be judged and possibly punished. Characters should be very careful to not act brazenly in urban settings. Table 13-8: Crimes describes offenses that are common to fantasy settings. Societies tend to grant important individuals freedom from legal restrictions.

TABLE 13-8: CRIMES

Crime	Description
Assault	Cause hit point damage to self or others without causing death, particularly if provoking an attack. Self-defense is okay.
Blasphemy	Speak against an established religion or promote an illegal religion. Often, cavorting with fiends, undead and other monstrous evil.
Defamation	Speak falsely against a person or criticize a noble or other leader, or otherwise cause a person to unfairly lose wealth or title.
Extortion	Threaten force for money, including bribery, blackmail, extortion, and kidnapping.
Infidelity	Cheat on a spouse, parent an illegitimate child, marry without a license or bans (marry privately), or lie about one's heritage.
Misconduct	Act in a threatening way, violate a curfew, case a building, stalk someone, act drunken or lewd, or hamper activities of law.
Murder	Kill someone, except official executions or in wartime. Human sacrifice is usually a grave offense. Self-defense is acceptable.
Property Damage	Damage someone's property or use without asking, damage common land, or cause a dangerous fire.
Smuggling	Trade illegal goods and services, cast banned spells, or harbor banned or dangerous creatures.
Theft	Steal someone's goods, sell stolen goods, poach on someone's land, forge a will, fail to pay a debt, or cheat in a game.
Treason	Betray a community's secrets or otherwise aid enemy forces, or plot general ruin of nobility or removal of a monarch.

Violations can be minor, major or capital. For example, accidentally knocking down someone with a wagon for 1 damage is a minor assault, while disfiguring them with acid is a major assault, and executing a complex killing is a capital murder.

Characters who are captured and arrested will be held in prison overnight and then either offered bail (2 gp) for minor violations or held until trial in a dungeon for major ones.

Resolve the trial as either a Literacy check against DC 20, or opposed Literacy checks with a modifier of up to +/-5 for special circumstances including witnesses and expert testimony. Apply a +2 bonus in the accused's favor if he has a Charisma or Comeliness of 15+. Success indicates the accused is exonerated. Failure leads to punishment.

Characters usually hire a barrister. Preparation takes 3 full days and trial takes 1 full day. Usually, witnesses will testify along with the accused and any law enforcers who were present. Here are typical trial arrangements.

MINOR CRIME: A single barrister (defending the accused) argues before a judge who rules alone. Conviction of a minor crime results in jail for 1d4 weeks or a public lashing that delivers 5d4 damage (13 hit points). Jail time can be offset by a fine of 15 gp per week or free community service for 3x the length of the sentence.

MAJOR CRIME: Two barristers, 1 to represent the accused and 1 to represent aggrieved parties, argue before a panel of 3 judges (alder barristers). Convicts of major crimes forfeit all gear and property to the wronged party (and/or to the court) and either provide forced labor for 1d6+2 years or leave the community with a warning to never return. A noble might pay a 1,000 gp to 5,000 gp fine instead.

CAPITAL CRIME: Two barristers, 1 for each party, argue before a judge and a jury of 9 individuals who are either commoners if the accused is a commoner or nobles if the accused is a noble. Convicts of capital crimes are quickly executed. Execution is crude and painful for commoners and more dignified and painless for nobles.

PEOPLE & PROFESSIONS

Most inhabitants of settlements are townies. Townies are 2nd-level characters, as described starting on the next page. They fill useful roles. As specialists, they may sometimes sport abilities that PCs don't have. Above townies stand alders and patrons (pages 276-277). The table below offer a typical distribution of people including gear, property, and social standing as explained in the box below.

TABLE 13-9: CHARACTER DEMOGRAPHICS

Person	Level	% of Pop.	Gear	Property	Standing
Townie	2nd	95%	50 gp	None	3
Townie*	2nd	2%	75 gp	None	3
Alder	6th	2%	1,000 gp	House	8
Patron	13th	< 1%	20,000 gp	Estate	11
NPC hero	Any	< 1%	Varies	Varies	Varies

* Indicates a townie with magic abilities.

OPTION: SOCIAL STANDING

A character's social standing represents how much a community approves of that character. High standing means trust and support: the character is embedded within a community and has a reputation that warrants loyalty. People like and aid those with high standing. In contrast, a low standing means mistrust and rejection: the character has failed to connect with a community or has betrayed its members. People dislike and either ignore or undermine such characters.

DETERMINE STANDING: Social standing is determined based on a character's actions over time. Some actions build standing while other actions squander it. Acts that build standing include:

- » Acquire property within the community
- » Banish frightening monsters or dispel lingering bad magic
- » Become an alder or patron
- » Donate coins and treasure to the community
- » Have a good reputation within an allied community
- » Have upstanding ancestors who lived in the community
- » Marry upward (someone with higher social standing)
- » Match the locally dominant race
- » Quell unrest or push for popular reforms
- » Rescue or raise from death a community member
- » Secure a noble title or a local noble's blessing
- » Thwart attack on the community (grants +1 or +2 modifier)
- » Use magic to feed, heal or otherwise aid people
- » Worship the local deity

In contrast, acts that squander standing include:

- » Commit 2 minor crimes or 1 major or capital crime
- » Damage property within the community
- » Engage in an illicit affair (usually, with a married person)
- » Harm or kill people in the community
- » Harm an alder or patron or reject the local deity
- » Have a poor reputation within an allied community
- » Have disreputable ancestors who lived in the community
- » Incite civil unrest or push unpopular reforms
- » Lead an attack against the community (inflicts -1 or -2 modifier)
- » Marry downward (someone with lower social standing)
- » Mismatch the locally dominant race
- » Speak against persons of noble title
- » Secure a local noble's enmity
- » Use frightening magic or conjure monsters

UTILIZE STANDING: Social standing is relevant when a character seeks to influence a community as a whole. For example, to attain public office or rally the public around a cause or defend against criminal charges. Resolve relevant attempts using a Bluff, Diplomacy or Intimidate check (as desired) with social standing as a modifier (from -15 to +15). Or, 2 characters may compete for a community's loyalty by making opposing checks. Success means the community accepts the request. Otherwise, it rejects the request.

TOWNIES

Most people are not great heroes. They fill practical roles such as a barrister, farmer, sailor, and so forth. Some roles such as cultist, healer, and seer grant magical abilities and such townies are uncommon though a few may be found in or near a settlement.

Below are statistics for a generic townie followed by descriptions of various professions. Townies have average statistics and a profession that is equivalent to 2 class levels. They also have race abilities. Thus, they are equivalent to 2nd-level PCs. Townies are numbered from 1 to 100. You can randomly select a townie by rolling d100.

Hiring a townie costs 2 gp per day, or 5 gp per day for magical professions denoted with a * symbol or for professions that imply naturally hazardous work such as prospecting. Multiply the cost 5x for truly dangerous work. This amount does not include any additional materials a townie purchases or expends on your behalf.

You can make a 4th-level "advanced townie" by giving him 2 professions. Besides gaining extra abilities, apply +10 vitality, +1 saves, +1 attacks, and +1 DR (better armor). Ideally, the 2 professions share the same prime attribute. For example, the alchemist and magewright both rely on intelligence and fit well thematically.

A PC can settle down for 2 years to adopt a townie profession. His effective level increases by +2, he gains the profession's abilities and a +2 bonus to the profession's prime attribute, and he enjoys +10 vitality with a +1 bonus on attack rolls and saves as typical of advancing 2 levels, though he does not gain the usual theme awards or attribute boosts.

TOWNIE (LVL 2)

Townies have the following statistics.

TYPE Person

SIZE Medium or Small (as a person of its race)

ALIGNMENT Usually any lawful, or neutral good.

LORE CHECK History DC 14

BYPASS Bluff, Diplomacy or Intimidate DC 24 (or DC 19 if offered a bribe of 1 gp).

SENSES Normal for person's race

PERCEPTION +1 ; **STEALTH** +0

LANGUAGES Common plus any racial languages.

INITIATIVE +0

SPEED 30 ft (or by race)

ATTACK d20+3

WEAPONS Club (1d6), dagger (1d4, 10 ft) or longsword (1d8)

DAMAGE +0

ARMOR None or studded leather ; **DR** 0 (or 3 in studded leather)

WOUNDS 8

VITALITY 11

FORTITUDE 13, **REFLEX** 13, **WILL** 13

STR 11, **CON** 12, **DEX** 10, **INT** 10, **WIS** 12, **CHA** 11

(*A townie has a 15 for the attribute linked to his profession.)

PRIME As indicated in parentheses with profession.

SKILLS See profession description.

SPECIAL A townie has the standard abilities of his race.

FP 1 ; **PATRON DEITY** Any (often Solari, Mithraism or Esmariah)

MULTICLASSING None

TREASURE Mundane items worth 50 gp at home and at work.

1. ABJURIST* (INT)

Abjurists seek out and dispel harmful magic. In combat, they counter spells and block enemy spellcasters from acting.

ARCANE LORE: Boost Arcana and Literacy checks by +5.

COUNTER SPELL^M: As an immediate action, you target 1 person within 30 ft who is activating a magic ability. If you beat his

Will, you negate his magic. Costs 1 vitality + the countered ability's vitality cost, if any.

DAILY DISPEL^M: Thrice daily, you may target 1 magical effect within 15 ft. You can end an area effect, magic on an item, or magic on a creature, as you desire. If the magic is permanent, you suppress it for 5 minutes. If it has a duration, the magic ends. Costs 5 vitality.

DETECT MAGIC^M: You learn whether magic is present or absent within a 15-ft cone. The next time you scan the same area, you learn the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

REMOVE CURSE^M: You negate 1 curse afflicting the touched creature. A creature can so benefit only once daily. Costs 2 vitality.

2. ACROBAT (DEX)

An acrobat is a professional performer who leaps, springs, tumbles, and otherwise moves with surprising speed and skill.

ACROBAT SKILLS: Apply a +5 bonus on Athletics, Bluff, Disguise, Heal, Music, and Trick checks.

AMAZING ACROBATICS: For 5 minutes, you enjoy a +20 bonus on Acrobatics checks and ignore effects of difficult terrain. Costs 5 vitality.

CALISTHENICS: Once daily after a 5-minute routine, you gain 1d4+1 vitality. This may exceed your normal maximum vitality, and you lose these points first.

HUSTLE: As a swift action up to 1/round, you gain a bonus move action. Costs 1 vitality.

3. ALCHEMIST* (INT)

An alchemist brews potions, poisons, and herbal remedies, and is generally adept at improving one's appearance and health.

ALCHEMIST SKILLS: Boost Arcana and Heal checks by +5.

ANESTHETIC^M: You transmute 1 vial of fresh blood into a drought that causes sleep, paralysis, and/or an absence of pain, as you desire, for 1 hour per level after it is consumed. A creature may resist using Fortitude to delay the onset for 2 minutes. Otherwise, the effect is immediate. Costs 2 vitality.

APOTHECARY^C: You can brew drugs and poisons (page 166) for 1/2 their listed market price. One dose requires 1 hour of work, and you can prepare up to 10 doses in a day. Also, you can identify a drug or ingested poison after 1 minute of careful visual and olfactory inspection with an accuracy of 70% + 1% per level.

BREW POTION^C: You place an ability that you or an adjacent ally knows into a potion, salve, oil, pill or similar mix that delivers a single-use effect to a creature or object. The cost and time equal 50 gp and 1 hour for a basic ability or 300 gp and 2 hours for an intermediate ability. You or an adjacent ally pay any vitality cost when brewing the potion. See page 196 for details and example potions.

HERBALIST: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

POISON MASTERY: Apply a +5 bonus on Appraise, Craft, and Heal checks to identify, brew or neutralize poison.

PRESERVE^M: An adjacent hide, organ, limb or vial of blood is preserved as fresh for up to 1 day per level. Costs 1 vitality.

4. ANIMUS (WIS)

An animus is mysteriously immune to all magic abilities and effects and cannot himself use or benefit from magic.

ABSORB MAGIC^M: Up to 5x daily as an immediate action, when you are the target of a magic ability, you recover wound points. Basic magic abilities restore 1 wound point. Intermediate, advanced, and paragon abilities restore 2, 4, and 8 wound points, respectively. You cannot restore wounds beyond your normal maximum.

IMMUNE TO ALL MAGIC: You completely ignore all magical effects and cannot use any magic items, magic abilities or otherwise produce or experience magic except the Absorb Magic ability.

SIMPLE SKILLS: You enjoy a +5 bonus on any 2 skills.

5. ARCHER (DEX)

Archers are bow-equipped warriors who fire upon enemy troops from a distance in organized battles.

ARMAMENTS: You are proficient with all light blades, crossbows, and bows. You also are proficient with Light armor.

BOW FOCUS: Apply a +2 bonus on attack rolls and +5 damage when using ranged weapons against a target within 30 ft.

FAR SHOT: When you use a projectile weapon such as a bow, its range increment increases by 50%. When you use a thrown weapon, its range increment is doubled.

KEEN VISION: Apply a +5 bonus on Perception checks, or +10 when attempting to spot a foe at a distance.

RAPID SHOT: Instead of a single attack, you may make 2 ranged attacks with the same weapon in rapid succession as a standard action, each attack with a -2 penalty to your attack roll. You may aim at the same target or 2 different targets. Cannot be used with firearms.

6. ARISTOCRAT (CHA)

Aristocrats are trained for the responsibilities of running estates, managing people, and acting as diplomats and soldiers.

ARMAMENTS: You are proficient with all light blades, heavy blades, and spears. You also are proficient with all types of armor and shields except tower shields.

CUTTING RETORT™: You target a sentient foe within 15 ft. You respond to its words or actions with a witty, cutting rejoinder. If you beat its Will, it suffers 1 pain damage and is dazed for 1 round. It does not need to understand your language. Costs 1 vitality.

EXCEPTIONAL BEAUTY: Boost your comeliness by +2.

LEGAL IMMUNITY: You enjoy immunity to legal investigation except by nobility and you are always ensured a full court hearing before your peers when accused of a crime.

LESSER TITLE: You hold a title of Sir (if male) or Lady (if female) and enjoy +5 bonus on Nobility checks and a monthly stipend of 25 gp. You have access to a fine house worth 5,000 gp where you may reside for free. The property belongs to your family rather than you personally. You must have at least occasional contact with your family to collect the stipend and use the property. Lack of contact or family approval may result in suspension of benefits.

Finally, you are generally well-received by other nobility. You may make a Nobility check in lieu of a Diplomacy check to gain temporarily lodging or simple favors from other nobles.

NOBLE SKILLS: You are skilled at influencing others. Apply a +2 bonus on Athletics, Diplomacy, Handle Animal, Music, and Warcraft skill checks.

RESIST FEAR: Apply a +5 bonus on Will to resist attacks that cause fear.

TRUSTED WEAPON: Select 1 specific Light or Medium melee weapon such as a longsword.

When using this weapon, apply a +1 bonus to attack rolls and +1d6 damage.

7. ARTISAN (INT)

Artisans are highly gifted masters and merchants of their craft, whatever that may be from carpentry to cooking.

ARTISAN SKILLS: Apply a +5 bonus to Craft, Mechanics, Pilot, and Trick checks.

MERCHANT: Apply a +10 bonus on Appraise checks. Also, you enjoy a 10% discount on purchases made for yourself or 5% on someone's behalf.

MASTER CRAFTER: Apply a +10 bonus on Craft checks and a +20 bonus in 1 specialty such as cooking, drawing, painting, sculpting, woodworking, or so forth.

8. BARRISTER (INT)

Barristers include lawyers, judges, and other practitioners of the law. Some are

gifted interrogators or utilize magic items.

COURT MEDIATOR: You enjoy a +5 bonus on Appraise, Bluff, Diplomacy, History, Intimidate, and Nobility checks.

KEEN TO LIES: Boost Insight checks by +5. Also, 3x daily for 5 minutes each you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.

LEGAL IMMUNITY: You enjoy immunity to legal investigation except by nobility and you are always ensured a full court hearing before your peers when accused of a crime.

LEGAL TRAINING: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

9. BEARER (STR)

Bearers transport gear long distances, act as nature guides, and adeptly deal with difficult terrain and foreign customs.

BEARER'S SKILLS: You enjoy a +5 bonus on Athletics, Diplomacy, Dungeoneering, Endurance, Handle Animal, Heal, History, Nature, Pilot, and Survival skill checks.

ENDURE ELEMENTS: You ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

IMPROVED CARRY CAPACITY: You can carry 250 pounds, or 1 Medium or 2 Small creatures, in addition to any other weight normally allowed, and not be overloaded, and can drag up to 1,250 pounds or support +8 encumbrance slots. This is equivalent to a donkey.

TWILIGHT SENSES: You gain low-light vision. Also, apply a +5 bonus on Perception checks.

10. BERSERKER (CON)

Berserkers are insanely rapacious warriors who fight naked to the death while entranced in an unnatural rage.

BATTLE TRANCE: Once you activate the Rage ability (below) and make an attack roll, you must keep attacking each round until the Rage effect ends or you are dead. Firstly, you attack foes before allies. Secondly, you attack nearby targets over distant ones.

BERSERKER SKILLS: Boost Endurance, Intimidate, and Survival checks by +5. However, you suffer a -5 penalty on Diplomacy and Literacy checks.

BULL RUSH: You shove an adjacent target. If you beat its Fortitude, the target is pushed back 1d4 x 5 ft. You must move at least 10 ft in a straight line just prior to using this ability.

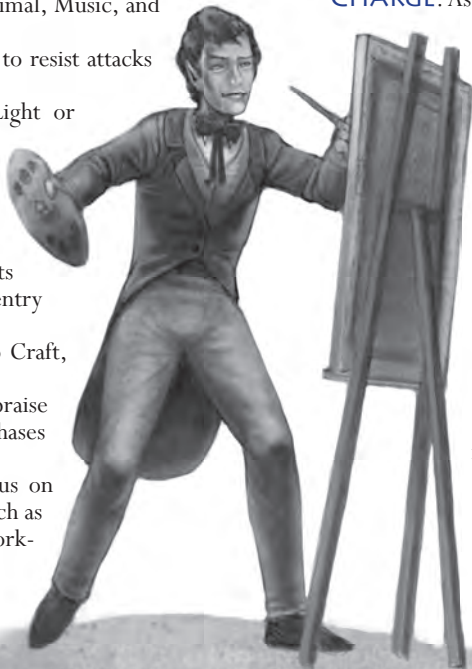
CHARGE: As a swift action, apply +5 damage to your next melee weapon attack. You must move at least 10 ft in a straight line just prior to using this ability.

DIEHARD: When you fall below 0 wound points, you are not unconscious. Instead you are conscious and can continue to take a single move or standard action each round until you die at your usual negative hit points.

ENDURE ELEMENTS: You ignore the effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

MENTAL BARRIER: Apply a permanent +5 bonus to Will.

NAKED RAGE: You hold a vow to make attack rolls while wearing no armor. When you wear armor, you suffer a -2 penalty on attack rolls and cannot use your Diehard, Rage or Wounding Strike abilities. Fortunately, you enjoy a +2 bonus on Fortitude and Reflex while not in armor, or +5 if completely naked.



RAGE: Once daily as a swift action, you can fly into a rage for 2 minutes. In a rage, you temporarily gain a +1 bonus on Will and attack rolls, deliver +5 damage, and enjoy +5 vitality. The bonus vitality goes away when the rage ends. While raging, you cannot use any Charisma-, Dexterity- or Intelligence-based skills except Acrobatics. You cannot use abilities that require concentration, activate craft abilities or magic abilities except boons from your deity, or activate magic items except armor and weapons. You may prematurely end the rage as a swift action. After raging, you lose the rage modifiers and restrictions and are fatigued for 5 minutes (unless you have Tireless Rage).

TOUGHNESS: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

WEAPON PROFICIENCY: You are proficient with 1 weapon group such as heavy blades.

WOUNDING STRIKE: As a swift action, your next weapon attack delivers 1d2 wound damage in addition to any other damage dealt. Requires Rage. Costs 2 vitality.

11. BOUNTYHUNTER (WIS)

Bountyhunters travel far as they track down their quarry. They often hold a letter of marque granted by a noble that allows them to break the law in minor ways.

AMAZING TRACKER: Apply a +10 bonus on Survival checks, or +20 when tracking.

BOUNTYHUNTER SKILLS: Apply a +5 bonus on Athletics, Intimidate, Perception, and Streetwise checks.

LETTER OF MARQUE: A bountyhunter can secure a letter of marque at 1/10th the usual market price (that is, for 50 gp rather than 500 gp).

WEAPON SPECIALIZATION: Select 1 weapon with which you have proficiency. You enjoy a +2 bonus on attack rolls and a +2d6 bonus on damage rolls using this weapon.

12. CARNIE (DEX)

Carnies are wandering entertainers whose main attraction is often their own odd bodies and minds as much as their skills.

CARNIE SKILLS: Boost Acrobatics, Athletics, Disguise, Literacy, Music, and Trick checks by +3.

CRUEL PRANK: Once daily, an adjacent sentient foe is dazed for 1 round by your prank or stunned for 1 round if you beat its Will. Costs 5 vitality.

FASCINATE: You distract nonallied persons and animals within 15 ft if their Will fails. Affected targets do not move or attack and suffer a -5 penalty on Perception checks. However, if an attack roll occurs within the area, the effect immediately ends. Otherwise, the effect lasts only as long as you play music or speak as a standard action each round to a maximum of 5 minutes. Costs 1 vitality.

FLAME GOUT: One foe within 15 ft suffers 1d6 fire damage per 2 levels (max 5d6), or ½ damage if Reflex resists. Using this ability consumes a swig of alcohol. Costs 1 vitality.

FREAKISH: Every carnie has a striking deformity or is notably surly. Apply either a -4 penalty on Comeliness, a -10 penalty on Diplomacy checks, or a -10 ft penalty to your speed. Regardless of the defect, a carnie also wears odd, striking clothing.

HIDEOUS LAUGHTER^M: A sentient creature within 30 ft falls prone and begins laughing uncontrollably for 1d4 rounds. It's dazed while laughing. Will resists. Costs 2 vitality.

KNIFE VOLLEY: You can throw up to 3 daggers at once as a standard action, each with a -2 penalty on your attack roll.

LUCKY: As a move action, apply a +1d6 bonus to your next d20 roll. Requires Carnie Skills. Costs 1 vitality.

13. CAVALIER (STR)

Cavaliers are generally horse-mounted warriors who charge enemy lines in well-organized battles.

ARMAMENTS: You are proficient with all light blades, heavy blades, and spears. You also are proficient with all types of armor and

shields except tower shields.

CHARGE: As a swift action, apply +5 damage to your next melee weapon attack. You must move at least 10 ft in a straight line just prior to using this ability.

HORSE MASTERY: Apply a +5 bonus on Handle Animal checks, or +10 to influence horses.

MOUNTED COMBAT: Apply a +5 bonus on Handle Animal checks. Up to once per round while mounted you can negate an attack against you by using your mount as a block on a successful DC 15 Handle Animal check. The mount takes no damage.

SPEAR FOCUS: Boost attack rolls by +2 and damage by +5 when using any weapon from the spear group, which includes lances.

SPIRITED CHARGE: When mounted, apply +5 damage with a melee weapon. You must move at least 10 ft just prior to using this ability. Requires Mounted Combat.

14. CAVELANDER* (CON)

Cavelanders are highly adapted to life underground and have mutated due to the earth's magical energies.

ARCANE TALENT: Due to prolonged exposure to underground arcane energies, you know 1 basic magic ability of your choice from any class. You must meet the ability's prerequisites.

CAVE VISION: Your vision improves by 1 step. If you lack darkvision then you gain it, which allows you to see in black and white in naturally dark areas. Alternatively, if you have darkvision, you gain nethersight, which allows you to see even in magical darkness.

CAVELANDER LINGUIST: You know 3 languages of underground creatures, typically Drow, Dwarven, and Terran.

CAVELANDER SKILLS: Boost Dungeoneering and Survival checks by +2, or +10 in underground settings.

CLIMB^M: You gain a Climb speed of 30 ft. You enjoy a +10 bonus on Athletics checks while climbing, and you are not defenseless while climbing.

EARTHSKIN^M: Your skin acquires a thin but hard film of earth that provides +2 DR for 5 minutes. This stacks with worn armor. Costs 1 vitality.

EARTHY APPEARANCE: Your skin is stone gray and your hair is jet black. Your pupils are also entirely black.

LIGHT BLINDNESS: Abrupt exposure to bright light (such as sunlight or a Light spell) blinds you for 1 round and leaves you dazzled as long as you remain in the lit area. Being dazzled inflicts a -1 penalty on dice rolls and saves.

NIGHT SNEAK: Boost Perception and Stealth checks by +5.

15. COURTESAN (CHA)

Courtesans provide public and personal entertainment. They are usually attractive, seductive, and artistic.

BEAUTY: Boost your comeliness by +4.

INTERLUDE: After 1 hour of uninterrupted romantic intimacy with a person, that person regains 1d4+1 vitality. A particular person can benefit only once daily from this ability. Costs 1 vitality.

ROMANTIC: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

SEDUCTION: You target 1 sentient creature outside of combat. If you beat its Will, you consume its attention with romance for 4 hours + 1 hour per level, during which time it suffers a -5 penalty on Perception checks and does not move more than 30 ft from you. Even if it saves, it is distracted for 1 minute. If the locale is romantic, boost your attack roll by +2. Conversely, modify the roll by -5 if the target is a different creature type than you. The target gets a new save whenever it notices an attack roll or aggressive use of magic.

STREET ENTERTAINER: Apply a +2 bonus Acrobatics checks, or +5 when dancing. Boost Music and Streetwise checks by +2.

16. CROPMASTER (WIS)

A cropmaster is a practical and spiritual leader among farmers, focused on ensuring good harvests and healthy animals.

ABUNDANT HARVEST^M: Once daily after a 6 hour ritual,

you target plants within ½ mile and double their potential productivity over the course of the next year. You can affect a specific area only once per year. Costs 5 vitality.

ANIMAL SANCTUARY^M: You place a special ward on an adjacent friendly animal that lasts 4 hours + 1 hour per level. Whenever a creature makes its first attack for the day against the warded animal, it must resist using Will or be forced to not attack until the ward expires or the animal attacks it.

CROPMASTER SKILLS: Apply a +5 bonus on Handle Animal and Nature skill checks.

CURE ANIMAL^M: You remove all ailments and wound damage from 1 touched animal. Ailments include confusion, disease, exhaustion, fatigue, insanity, nausea, and poison. This ability does not remove curses such as mummy rot or lycanthropy. Costs 1 vitality.

SUPPRESS FLAMES^M: You target up to 30-ft-cube area within 60 ft of you and extinguish all nonmagical fires in the area. Alternatively, you extinguish 1 magical fire effect (such as a Wall of Fire) within 15 ft for 2 minutes.

17. CULTIST* (INT)

A cultist is dedicated to harnessing the supernatural power of fiends and ancient spirits in order to advance in life.

CULTIST SKILLS: Apply a +5 bonus on Arcana, Bluff, Religion and Stealth checks.

OTHERWORLDLY PACT^M: Once daily after a 10-minute ritual, you call into yourself an otherworldly spirit to empower you. While bound, you enjoy a +2 bonus on Intimidate checks and may select for the day any 1 basic magic ability from any class. The binding lasts 24 hours or until you fail to resist the Exorcism ability.

PROFANE LORE: Apply a +5 bonus to Arcana, Bluff, History, Insight, and Perception checks when dealing with fiends or recalling lore about fiends. Also, you speak Abyssal and Infernal and have a permanent fiendish sigil on your body.

TWISTED BARGAIN^M: You offer an adjacent target a terrible bargain. For 2 minutes, an adjacent willing person enjoys a +1d4+1 bonus on d20 rolls and use of any 1 basic magic ability of your choice. Afterward, its alignment permanently moves 1 step closer to neutral evil. Usually, you don't mention the alignment change. This ability fails for persons who are neutral evil. You must be evil to use this ability. Costs 5 vitality.

18. DAWN CHILD* (CHA)

A dawn child is a rare mortal flower whose warm, fresh blood greatly aids and intoxicates the undead.

FEY BEAUTY: A touch of fey blood runs in your veins. Apply a +2 bonus to your Comeliness.

ROMANTIC: You are adept at the art of intimate rapport. Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

SUN CLOAK^M: Your blood is intoxicating to the undead. When you give up 1 wound point of your own blood as part of 1 hour of romance with an adjacent undead ally, that ally ignores harmful effects of exposure to running water, positive energy, light, and natural sunlight for 4 hours + 1 hour per level. Costs 10 vitality.

19. DEACON* (WIS)

A deacon acts as a temple's keeper and protector, and provides advice, healing, sanctuary, and intercession.

CONSECRATE^M: You fill a stationary 30-ft-square area around you with light and holy energy that lasts 4 hours + 1 hour per level. Undead and fiends cannot be created or conjured in the area, and cannot even enter the area if a holy altar is present. This ability negates the effect of Desecrate and Death Zone. Costs 10 vitality.

DIVINE INTERCESSION^M: Once daily you pray as a move action and select a single cleric, druid or warlock basic ability. Select cleric if you are good, druid if you are neutral, or warlock if you are evil. You can and must immediately use the ability or you lose it. Using it costs no vitality.

LAY ON HANDS^M: Your touch heals an ally's wound damage.

The amount of wounds healed equals 1d8 + your level (max +5). A creature can benefit 3x daily if it is good, 2x daily if it is neutral, and once daily if it is evil. You must be nonevil to use this ability.

PRIESTLY OFFICE: You have experience with people. Apply a +5 bonus to Diplomacy and Insight checks.

RELIGIOUS TRAINING: Apply a +3 bonus on Heal and Religion checks. You speak Celestial. Also, you can read magic scrolls.

SANCTUARY^M: As a move action, the next foe that directly targets you before your next turn must resist using Will or not do so and take a different action. Your attacking ends the effect. Costs 1 vitality.

20. DEMIGODLING* (CON)

A demigodling shows the supernatural powers of a specific deity who parented him or one of his ancestors.

DIVINE BLOODLINE^M: A god's blood runs in your veins. At any time, you may inflict 1 point of wound damage to yourself to produce a drop of blood that heals 1d4+1 wound points for an adjacent willing or helpless creature (besides yourself).

DIVINE LORE: Boost Religion checks by +5, or by +10 regarding your divine parent and his home realm.

DIVINE POWER^M: Once daily for 5 minutes you enjoy the power of your deity. You temporarily gain a +2 bonus on attack rolls and Will saves, deliver +5 damage per hit, and enjoy +5 vitality points. The bonus vitality points go away when this ability ends. Requires Divine Bloodline.

FASCINATE: You distract nonallied persons and animals within 15 ft if you beat their Will. Affected targets do not move or attack and suffer a -5 penalty on Perception checks. However, if an attack roll occurs within the area, the effect immediately ends. Otherwise, the effect lasts only as long as you play music or speak as a standard action each round to a maximum of 5 minutes. Costs 1 vitality.

POWER OF THE GODS: You know either 1 advanced ability or 2 basic and 1 intermediate ability listed under your deity.

21. DEMONIC HOST* (CON)

A demonic host is possessed by a fiendish spirit and is highly evil. Any unlucky person may temporarily acquire this profession.

DEMONIC RECOVERY: As a swift action, you heal 1 wound point. You are limited to healing 5 points over a 24-hour period.

DEMONIC SKILLS: Apply a +5 bonus on Acrobatics, Arcana, Athletics, Bluff, Endurance, Insight, Intimidate, and Religion checks.

DEMONIC WEAKNESSES: When you fail to resist using Reflex against an adjacent foe who assaults you with holy water or a holy symbol, you suffer 1d6 pain damage plus 1 wound damage. Moreover, if you are targeted by the Exorcism ability and fail to resist using Will, then you lose this profession and return to your previous profession, if any.

FIENDISH SPEECH: You speak Abyssal, Celestial, and Infernal.

FORCE PUSH^M: One target up to size Large within 30 ft is pushed back 10 ft, or 5 ft if Fortitude resists. If there is no room to move back, it is knocked prone instead. Costs 1 vitality.

LEVITATE^M: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature, or an unattended object out to a distance of 60 ft. Costs 2 vitality.

MALIGN AURA: You show an unnatural brand on your body. Also, encounters with animals, celestials, and children begin as 1 grade worse than usual. Finally, nonpersons you face in combat target you before targeting others.

NIGHT PLAGUE: Each night there is a 1 in 6 chance that you are plagued by nightmares and awaken with only 1d4 vitality points.

PROFANE LORE: Apply a +5 bonus to Arcana, Bluff, History, Insight, and Perception checks when dealing with fiends or recalling lore about fiends. Also, you speak Abyssal and Infernal and have a permanent fiendish sigil on your body.

VILE VOMIT^M: Creatures within a 15-ft cone suffer 1d4 vile damage per level (max 5d4), or ½ damage when Reflex resists. Costs 1 vitality.

WARLOCK POWERS: You learn 2 basic magic abilities for which you qualify drawn from the warlock class.

22. DEVIANT* (CON)

A deviant has traded his soul for eternal youth and beauty. He relies on a secret art object such as a painting to sustain his life.

ARTISAN'S TOUCH: Deviant's often masquerade with a trade and are adept at crafting or repairing their secret object. Apply a +2 bonus on Craft checks, or +5 when creating or repairing items like your secret art object.

BEAUTY: Boost your comeliness by +4.

CURSE OF ETERNAL YOUTH^M: You become a young adult (remove any prior aging effects) and you do not advance in age categories. Instead, an art object worth at least 100 gp ages in your place, deteriorating year by year. The art object will turn to dust when you would normally die of old age, and when it does, you too suddenly age and die within 1d4 rounds. Fortunately, you can renew the art object by sacrificing a child or young adult person at the base of the art object and anoint yourself and the object with the sacrifice's blood. The ritual takes 1 minute and restores the art object by 5 years per level of person sacrificed. Using this ability is an evil act.

KILLING SLICE: Once daily you inflict +15 damage as a swift action when you successfully hit using a light blade. Costs 5 vitality.

UNNATURAL AFFECTIONS^M: Once daily, you can target a person within 15 ft. If his Will fails, he is friendly to you for 4 hours + 1 hour per level. While charmed, he will not act in a way that brings harm to you, himself or his allies though he will engage in unusual behavior. The target follows you, responds eagerly to romantic moments, and protects you against immediate threats. You cannot dismiss the effect, and when the magic ends there is a 50% chance that the person is disillusioned and unfriendly to you. Costs 2 vitality.

23. DRACOLYTE* (CON)

A dracolite studies draconic mysteries and can transform into a drake, or possibly some other kind of dragon.

DRACONIC FORM^M: You take the form of a dragon with a breath weapon. The dragon's level equals your level. Typically, you transform into the type of drake selected using Drake Heritage. Your equipment melds into the new form and you use its statistics except you retain your Intelligence, alignment, and vitality points. The effect lasts 5 minutes. Costs 10 vitality.

DRAGON LORE: You speak Draconic. Also, you enjoy a +2 bonus on Appraise, Arcana, Diplomacy, Insight, and Perception checks involving dragons or when in dragon form.

DRAKE HERITAGE: Select a specific drake heritage, such as a fire or frost. Boost your effective level by +5 when using Draconic Form to transform into a drake of that heritage.

SCARRED FOR LIFE: You suffer from permanent disfigurement, making you less attractive. Apply a -5 penalty to your Comeliness (minimum 1). No amount of mundane or magical intervention erases the disfigurement.

24. DUNE STRIDER* (CON)

A dune strider survives the hot, harsh desert as a nomad, merchant, protector, tracker, and warrior.

DESERT ACCLIMATION: You are immune to blindness due to light exposure. You enjoy a +2 bonus on Athletics, Endurance, Perception, Stealth and Survival checks in desert terrain. Also, ignore penalties associated with concealment in dusty or sandy conditions.

DUNE STRIDE: Boost your speed by +10 ft bonus when moving over sand or other desert terrain. Also, desert terrain is never difficult for you.

ENDURE HEAT: You enjoy +5 DR against fire and can comfortably endure temperatures up to 140° F without having to resist using Fortitude. Your equipment is likewise protected. This ability is continuously in effect even when you are unconscious.

MERCHANT SKILLS: Apply a +5 bonus on Appraise, Craft, Handle Animal, and Heal checks.

SAND BURROW^M: For the remainder of your turn, you gain a burrow speed of 30 ft which you can use to move through sand but no other material. You do not leave a path as the sand closes up behind you. Costs 2 vitality.

TRACK: Apply a +5 bonus on Survival checks, or +10 when tracking in desert terrain.

25. EMISSARY* (CHA)

An emissary is a divine representative who marks or brands other mortals to induct them into the lasting service of his god.

BAPTISMAL RITE^M: After a 10-minute ritual, 1 adjacent willing person is marked with an invisible seal such that its soul is destined at death to proceed to the afterlife realm of your deity regardless of the person's alignment. Magical compulsion of any kind does not count as making a creature willing. Costs 1 vitality.

CHARISMATIC: Boost all Charisma-based skill checks by +2.

CULT SIGIL^M: You apply a permanent sigil to an ally. The sigil indicates your deity. Only you and those who also have your sigil can see it. For others, it is invisible. The abilities Erase and Remove Curse eliminate the sigil.

EVANGELIST: You promote your deity. Apply a +3 bonus on Literacy and Religion checks. Also, you speak 1 supernatural language (Abyssal, Celestial, Infernal or Sylvan).

KNOW DEITY: If you beat an adjacent person's Will, you learn which deity he worships. Costs 2 vitality.

SERMON: All persons within 90 ft and line of hearing must resist using Will or halt their activities and listen to you for 10 minutes. Any attack roll in the area ends the effect. Costs 2 vitality.

SUSTENANCE^M: You do not need to eat or drink (unless you wish to), and you enjoy a +5 bonus to resist ingested poisons and sleep magic.

26. ENTERTAINER (CHA)

An entertainer uses song, dance, conversation, and romantic persuasion to provide distraction and pleasure.

DISGUISE SELF^M: Your surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points. Costs 1 vitality.

ENTERTAINER SKILLS: Boost Acrobatics, Bluff, Craft, Diplomacy, Literacy, Music, Nobility, Stealth, Streetwise, and Trick checks by +5.

FASCINATE: You distract nonallied persons and animals within 15 ft if you beat their Will. Affected targets do not move or attack and suffer a -5 penalty on Perception checks. However, if an attack roll occurs within the area, the effect immediately ends. Otherwise, the effect lasts only as long as you play music or speak as a standard action each round to a maximum of 5 minutes. Costs 1 vitality.

ILLUSIONIST^M: You conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

PLEASING EXPERTISE: Select 1 artistic discipline such as dance (Acrobatics), acting (Diplomacy), oratory (Literacy), music (Music) or stagecraft (Trick). Apply a +5 bonus to this skill, or once daily a +10 bonus. This bonus is in addition to Entertainer Skills.

27. EXORCIST* (WIS)

An exorcist lends aid through prayer, securing burial, quoting dogma, detecting evil, and ending possession.

COUNSELOR: You enjoy a +5 bonus on Diplomacy and Insight checks as you assist people to solve their problems.

DETECT EVIL^M: You learn whether fiends and/or undead are present within a 30-ft cone.

EXORCISM^M: You target 1 fiend, undead or possessed creature

within 15 ft. If you beat its Will, it is destroyed (if undead), banished to its home realm (if a fiend) or freed from possession. Costs 5 vitality.

HOLY BLAST^M: You project a 15-ft cone of luminous holy energy. The energy harms aberrations, undead, and fiends while leaving other creatures unscathed. The damage equals 1d6 per 2 levels (max 5d6). Costs 1 vitality.

PRAYER^M: For 5 minutes, you and allies within 60 ft enjoy a +1 bonus on d20 rolls. Foes suffer a -1 penalty on d20 rolls. Costs 1 vitality.

SECURE BURIAL^M: Following a 1 minute ritual, an adjacent corpse cannot return as undead within the next 7 days. A second ritual costing 5 gp per level of the corpse is required to ensure lasting rest for 100 years.

28. FAITHLING* (WIS)

A faithling channels his deity, enjoys a taste of divine power, offers his deity's words of wisdom, and stands firm in faith.

BONUS FAITH POINTS: At each new level or new year, you gain 2 bonus faith points. See the call-out on page 129 for details.

DETECT BELIEVER: You learn whether an adjacent person's deity matches your deity. Will resists for persons who do not wish to be analyzed. Costs 1 vitality.

DIVINE INSIGHT^M: You gain insight regarding an immediate choice you face such as whether to open a chest or enter a room. You pray to your deity and receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance that you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

DIVINE ABILITIES: Select 1 basic boon and 1 intermediate boon listed under your deity. You learn and can use these boons as abilities. You must meet the abilities' prerequisites, if any.

RELIGIOUS INSIGHT: Boost Religion checks by +5, or by +10 once per day.

UNSHAKABLE FAITH: No magical effect can alter your alignment or the alignment of an ally within 15 ft of you.

29. FARMER (WIS)

Farmers have a wide range of practical skills needed to raise animals, grow crops, and fend off predators and monsters.

ANIMAL HUSBANDRY: You are skilled with animals. Boost Handle Animal checks by +5 or by +20 bonus with domesticated animals including horses.

FARMER SKILLS: You have many practical skills for agricultural life. Apply a +5 bonus on Athletics, Craft, Endurance, Heal, Insight, Mechanics, Music, Nature, Perception, Pilot, and Religion checks.

30. FAR-TRADER (INT)

A far-trader is a faction member who keeps up trade, monitors finances, stays in contact with other houses, and procures items.

FACTION TRAINING: Apply a +2 bonus on Craft, History, Insight, Literacy, and Streetwise checks.

FAR-WISE MERCHANT: You can trade illegal items not found in your local area in 3d4 days when you pay a 10% transaction fee. Requires both Merchant Network and Merchant Secrets.

LIFETIME MEMBER: You automatically qualify to join a faction of your choice, with the lifetime membership paid, and you gain a free faction sigil (see Place Sigil under Guildminder on page 265).

LINGUIST: You are fluent in 3 languages of your choice. You cannot select druidic, thieves cant or other secret languages.

MARKET WISE: You enjoy a 10% reduction on the price of goods and services that you personally buy.

MERCHANT NETWORK: Your faction is linked into a mercantile network. You can trade legal items not found in your local area in 2d4 days when you pay a 10% transaction fee.

MERCHANT SECRETS: You can trade illegal items found in your local area in 1d4 days without effort or danger when you pay a 10% transaction fee.

31. FLESHWEAVER* (INT)

Fleshweavers specialize in reshaping skin, bones, organs and blood to give people new appearances.

ERASE SCARS^C: After 1 hour of work, 50 gp in materials, and a successful DC 15 Heal check, you remove all scars from a patient. A roll of 1 on the Heal check creates 1d4 new scars instead. Costs 2 vitality.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

REBIRTHING^C: After 1 day of work, you permanently change a patient's race, sex or both. This requires 3 fresh organs and 1 vial of fresh blood from a creature of the target race and sex. The new form must be the same size and creature type as the original. The procedure inflicts 2d6 wound damage and grants the target a +10 bonus on Disguise checks to not be recognized as its previous self and to possibly look like someone else. The target loses its old race statistics and abilities and gains a new set of race statistics and abilities. Costs 5 vitality.

SCULPT FLESH^C: After 1 hour's work, 1 vial of fresh blood plus 150 gp in other materials, and a successful DC 25 Heal check, you improve a patient's comeliness by +1d4. A check roll of 1 has the opposite effect. The effect lasts 1 month. Multiple treatments don't stack. Costs 2 vitality.

SKIN WEAVING: Boost Craft checks by +5, or by +10 using flesh or hide to craft leather armor, human-hide books, and so forth.

WRONGNESS: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

32. GLADIATOR (STR)

Gladiators provide entertaining combat in public and private venues, whether for fun or to the death.

ARENA ARMAMENTS: You are proficient with Medium armor plus 1 of the following sets of weapons: subdual weapons and spears, light blades and close quarters weapons, or heavy blades and axes.

ARENA WEAPONS: Select 1 weapon group with which you are proficient. Apply a +2 bonus on attack rolls and +5 damage when using weapons of that type. If the weapon has a range, the bonus applies only to targets within 30 ft.

BURST OF GLORY: Once daily, after you spend a move action to evoke a rise from a surrounding crowd of 3 or more allies or bystanders, you enjoy a +2 bonus on attack rolls for 2 minutes. Afterward, you are fatigued. Costs 1 vitality.

IMPROVED GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the target's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

RECUPERATE: Once daily after 1 minute of rest you recover 2d6 vitality.

TOUGHNESS: Boost your maximum wounds by +3 points.

33. GOLEMWRIGHT* (INT)

A golemwright conjures, forges, and repairs constructs with great artistic passion and pride of craftsmanship.

ARTIFICER TRAINING: Apply a +3 bonus on Arcana, Craft, and Mechanics checks. Also, you can read magic scrolls.

FANTASTIC MACHINE^M: You summon a level 1 ergo (page 245) within 30 ft to complete tasks for up to an hour, or a level 2 ergo for 10 minutes, or a level 5 ergo for 2 minutes. Costs 5 vitality.

FORGE CONSTRUCT^C: You may create any construct type creature. Its level cannot exceed yours. Its cost equals 500 gp x its level squared. Its market price is 2x that. Construction time equals 1 day per 1,000 gp. It's loyal and obedient via verbal commands to you or a specific customer. If it dies, you can restore it for ¼ its cost.

REPAIR CONSTRUCT^C: You repair 1d4 wound points per level to an adjacent construct. Costs 2 vitality.

34. GRAVEMASTER* (INT)

A gravemaster acts as a mortician and master of the undead arts, able to create undead from corpses.

ANIMATE DEAD^M: You create skeletons or zombies from humanoid corpses within 60 ft. You can animate a number of levels of undead up to 2x your level, and you can maintain a number of levels at once equal to 4x your level. The undead obey your mental commands and remain for 1 hour per level before turning to dust. See *RADIANCE MASTERS GUIDE* regarding undead statistics. Costs 2 vitality.

COMMAND UNDEAD^M: You target 1 undead creature within 30 ft. If it is sentient and you beat its Will, it is dazed 1d4 rounds. If it is nonsentient, it obeys your verbal commands for 5 minutes and then ignores you thereafter for 4 hours + 1 hour per level, or it is dazed for 1 round if its Will resists. Costs 2 vitality.

GHOUL MINION^M: One touched humanoid corpse immediately rises as an allied level 2 ghoul (see *RADIANCE MASTERS GUIDE*) under your total mental control. Afterward, the corpse turns to dust. You can only maintain 1 ghoul at a time. Costs 5 vitality.

GRAVEMASTER LORE: Boost Arcana, Disguise, Heal, History, and Religion checks by +4.

SEE INVISIBILITY^M: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

WRONGNESS: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

35. GUIDE (WIS)

Guides assist travelers through treacherous terrain. Some guides are familiar with ruins but most stick to trade routes.

GUIDE SKILLS: Apply a +5 bonus on Athletics, Dungeoneering, Handle Animal, Heal, Perception, and Pilot checks.

LINGUIST: You are fluent in 3 languages of your choice. You cannot select druidic, thieves cant or other secret languages.

TRACK: Guides are good trackers. They enjoy a +5 bonus on Survival checks, or +10 when tracking in natural environments.

WILDERNESS SURVIVAL: Guides know what's safe to eat and drink, where it's safe to sleep, which direction to head when lost, and so forth. Apply a +10 bonus on Nature and Survival skill checks.

36. GUILDMINDER (CHA)

A guildminder is a low-level leader within a faction whose main charge is to sustain the faction's holdings, members, and traditions.

FACTION LORE: Apply a +5 bonus on History checks, or +10 to recall facts about people, items, and locations related to your faction.

LEGAL TRAINING: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

LIFETIME MEMBER: You automatically qualify to join a faction of your choice, with the lifetime membership paid, and you gain a free faction sigil (see Place Sigil below).

GUILDMASTER TITLE: You acquire a titled office within your faction. The options include Captain, Defender, Groom, Pageantist, Secretary or Treasurer. A position pays a salary of 25 gp per month. You must be present and working at least 7 days each month or 12 weeks each year, whichever you like. Otherwise you lose the title and salary until you spend at least 1 month fulfilling your duties. While fulfilling duties, you are not adventuring.

GUILDMASTER TRAINING: You have various practical skills for managing a faction. Apply a +3 bonus on Craft, History, Insight, Literacy, and Streetwise checks.

PLACE SIGIL^M: After a 1-minute rite, you place a highly visible sigil of your faction on a person, object or 5-ft space. You can only place a sigil on a person, object or space that lacks other sigils. If you place the sigil on a person, that person can pass freely through spaces marked with that sigil. If you place it on an object or on a space, then persons who lack the sigil suffer 3d6 damage (of an energy type specified by you) when first touching the object or passing through that space, or ½ damage when Will resists. The sigil is permanent (it does not vanish or require a recharge time when activated, though an Erase spell with remove it). A DC 10 Perception check reveals a sigil.

The rite costs 250 gp in special materials.

37. HACKER (INT)

A hacker is adept at rapidly working with and, when necessary, sabotaging steamgear and electrotech items.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

GEARHEAD: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

HACKER'S LIFE: Hacking is dangerous and you know how to stay a step ahead of the law and your foes. Apply a +5 bonus on Bluff, Disguise, Pilot, Stealth, Streetwise, and Trick checks.

HACKING: For 5 minutes, you enjoy a +20 bonus on either Mechanics or Technics checks, as you decide when activating the ability. Costs 5 vitality.

38. HEALER* (WIS)

A healer dedicates his life to aiding the sick and injured, whether binding wounds or removing curses.

CURE AILMENT^M: You remove an ailment from yourself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as lycanthropy. Costs 2 vitality.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

HEALING SURGE^M: Your touch heals a living creature of 1d6 wound damage per 2 levels (max 10d6). Costs 2 vitality.

REVIVIFY^M: You return to life a creature that has died within the past 3 rounds. The creature returns with 1 wound point. Ailments at its time of death remain. Costs 5 vitality.

39. ICE RUNNER* (CON)

An ice runner survives the cold, harsh arctic as a nomad, merchant, protector, tracker, and warrior.

ARCTIC ACCLIMATION: You are immune to blindness due to light exposure. You enjoy a +2 bonus on Athletics, Endurance, Perception, Stealth and Survival checks in arctic terrain. Also, you ignore penalties associated with concealment in snowy or icy conditions.

ENDURE COLD: You enjoy +5 DR against cold and can comfortably endure temperatures down to -40° F without having to resist using Fortitude. Your equipment is likewise protected. This ability is continuously in effect even when you are unconscious.

ICE STRIDE: Boost your speed by +10 ft when moving over snow, ice or other arctic terrain. Also, arctic terrain is never difficult for you.

MERCHANT SKILLS: Apply a +5 bonus on Appraise, Craft, Handle Animal, and Heal checks.

SNOW BURROW^M: For the rest of your turn, you gain a burrow speed of 30 ft which you can use to move through snow and loose ice but not solid ice of 1 ft or more, or any other material. You do not leave a path as the snow closes up behind you. Costs 2 vitality.

TRACK: Apply a +5 bonus on Survival checks, or +10 when tracking in arctic terrain.

40. INFANTRYMAN (STR)

Infantrymen are skilled with all sorts of armor and weapons as well as the best-practices and daily trials of warfare.

ARMAMENTS: You are proficient with all light blades, heavy blades, and spears. You also are proficient with all types of armor and shields except tower shields.

BULL RUSH: You shove an adjacent target. If you beat its Fortitude, the target is pushed back 1d4 x 5 ft. You must move at least 10 ft in a straight line just prior to using this ability.

RAPID ATTACK: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

SOLDIER SKILLS: Apply a +4 bonus on Athletics, Endurance, Handle Animal, Perception, and Warcraft checks.

WEAPON SPECIALIZATION: Select 1 weapon with which you have proficiency. You enjoy a +2 bonus on attack rolls and a +2d6 bonus on damage rolls using this weapon.

41. INVESTIGATOR (INT)

An investigator analyzes crime scenes, tracks criminals, interviews witnesses, interrogates suspects, and more.

ANALYZE CORPSE: Apply a +5 bonus to Heal checks. Moreover, on a successful DC 12 Heal check, you learn 1 fact per point of Intelligence bonus about the corpse's manner of death, such as time of death or weapon used.

BLADES PROFICIENCY: You are proficient with light blades and enjoy a +1 bonus on attacks and damage using light blades.

CASE BUILDING: You can evaluate a building to determine its defenses, best entrance and exit routes, changes of guard, and likely occupants. After 1 minute of observation from a distance of 120 ft or less, roll d20 and add your Intelligence bonus. For every 5 points, you learn the true answer to 1 question about the building's security and design.

INVESTIGATOR SKILLS: Apply a +5 bonus on Bluff, Insight, Intimidate, Perception, Stealth, and Streetwise checks.

TRAPPINDING: Boost Perception checks by +5, or by +10 to notice traps.

42. JUMPER* (CON)

Jumpers are quick with keen senses and possess an intuitive power to rapidly move via extra-dimensional spaces.

DIMENSION DOOR^M: You vanish and reappear in any unoccupied space up to 500 ft away, even if unseen, and may take 1 adjacent Large or smaller creature or object with you. You arrive dazed for the rest of your turn, and if the destination is occupied, you suffer 1d6 wound damage and appear in the nearest open space. Costs 5 vitality.

DIMENSION STEP^M: You vanish and reappear up to 30 ft away in an open space of your choice within line of sight. After you arrive, you are dazed for the rest of your turn. You can take gear or an ally weighing up to 250 pounds. Costs 2 vitality.

INNATE POWER: Boost your maximum vitality by +3 points.

JUMPER SKILLS: Apply a +3 bonus on Bluff, Insight, and Perception checks.

QUICK REACTIONS: Apply a +2 bonus on initiative checks when wearing Light or no armor.

43. KINDRED* (CHA)

Kindred are admirers, pets, and servants of vampires and other undead. They are alive yet enjoy some gifts of the grave.

COURTIER OF THE MASQUERADE: Apply a +2 bonus Acrobatics, Diplomacy, Disguise, Music, and Nobility checks.

DEATH WARD^M: For 2 minutes, you or a touched ally are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for you or 5 vitality for an ally.

FALSE LIFE^M: You or a touched living ally gains temporary wound points equal to +1d10 + your level. The points last for 5 minutes and then go away. Costs 1 vitality.

GRAVE LORE: Boost Arcana and Religion checks by +5.

IMPROVED GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the target's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

KINDRED WEAKNESSES: You suffer a -1 penalty on dice rolls and saves in daylight, and a -5 penalty on all attack rolls and skill checks against vampires.

SPECTRAL BITE^M: As a swift action when using Vampiric Bite,

apply a +2 on your attack roll and apply +5 necrotic vitality damage. Costs 2 vitality

VAMPIRIC BITE: As a swift action you can show or hide a pair of sharp nasty fangs that deliver 1 wound damage +1d4 vitality damage against an adjacent foe that fails to resist using Fortitude.

44. LIFE-GIVER* (CON)

A life-giver is a hearty, peace-loving person who specializes in healing and restoring the dead to life.

LAY ON HANDS^M: Your touch heals an ally's wound damage. The amount of wounds healed equals 1d8 + your level (max +5). A creature can benefit 3x daily if it is good, 2x daily if it is neutral, and once daily if it is evil. You must be nonevil to use this ability.

RAISE DEAD^M: After a 1-hour ritual, you restore a dead creature to life, full wounds, and 0 vitality. It must have died within the past 1 day per level. The ritual requires 5000 gp in materials. You cannot raise a creature that wishes to not return to life. Costs 10 vitality.

RELIGIOUS TRAINING: Apply a +3 bonus on Heal and Religion checks. You speak Celestial. Also, you can read magic scrolls.

VOW OF PEACE: Apply a permanent -2 penalty on your attack rolls.

45. LINGERING SPIRIT (CHA)

A lingering spirit is a confused dead person trapped between realms. Raising this person from death restores his previous profession.

ANGRY CONFUSION: You suffer mild confusion resulting in a -2 penalty on all Intelligence-based skill checks.

INCORPOREAL^M: You become incorporeal. Mundane attacks against you have a 90% miss chance and magic attacks have a 50% miss chance. Incorporeal creatures cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks and avoid line of sight, and must materialize (end this ability) to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

SCARE^M: One living creature within 15 ft is shaken for 5 minutes or 1 round if it resists using Will. If it is 5+ levels below you, it is frightened instead, fleeing the best it can or cowering if it cannot flee. Costs 1 vitality.

SLOW: You can take a standard action or move action each turn but you cannot do both, nor can you move 2x in a turn.

SPIRIT POUNCE^M: An intangible extension of yourself pounces on 1 targeted foe within 15 ft. The target suffers 1d6 vitality damage and is knocked prone if you beat its Will. Costs 1 vitality.

46. LYCAN* (CON)

Lycans descend from werewolves and other lycanthropes. They can take bestial form, track scents, and see in darkness.

BULL RUSH: You shove an adjacent target. If you beat its Fortitude, the target is pushed back 1d4 x 5 ft. You must move at least 10 ft in a straight line just prior to using this ability.

IMPROVED TRIP: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 vitality, and be made prone. You enjoy a +5 bonus on rolls to initiate or resist a trip attack.

JUMP^M: You leap outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality.

OUTDOOR ATHLETE: You enjoy a +5 bonus on Athletics and Survival checks.

TOUGHNESS: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

TRACK: Apply a +5 bonus on Survival checks, or +10 when tracking in natural environments.

TWILIGHT SENSES: You gain low-light vision. Also, apply a +5 bonus on Perception checks.

WEREFORM^M: As a swift action, for 5 minutes you transform into a tough, snarling animalistic hybrid form. The form may be lupine, feline, ursine, or other as befitting your heritage. While transformed, you enjoy a +1 bonus to attack rolls and +2 DR. Also,

you gain a bite that delivers 1d8 damage and claws that deliver 1d6 damage to an adjacent foe when you beat its Reflex. You may use either attack as a standard action. Add your Strength modifier to the damage dealt. The transformation cannot occur in metal armor. Costs 1 vitality.

47. MAGE HUNTER* (CON)

A mage hunter tracks mages to capture or kill. He can spot them, ignore their spells, and even repress their magic.

ANTI-MAGE: When an adjacent creature uses a magic ability, you gain a single free melee weapon attack against it as an immediate action. Requires Detect Magic User and Arcane Inquisitor. Costs 1 vitality.

ARCANE INQUISITOR: Apply a +5 bonus on Arcana and Insight checks. You can practically smell the scent of magic.

DETECT MAGIC USER^M: You learn whether 1 creature within 30 ft possesses magic abilities. After you concentrate for a second round on the same creature, you learn how many abilities and of what tier. Finally, after concentrating on the target for a third round, if you beat its Will you learn whether or not it is a person and also the names of its 3 most potent magic abilities. Costs 1 vitality.

HUNTER'S FOCUS: As a move action you concentrate to achieve focus. While you possess focus, you enjoy a +2 bonus on Perception checks and can use the Ignore Spell ability (below). After using any magic ability or Ignore Spell, the focus ends. In fact, whenever you use a magic ability, you cannot achieve Hunter's Focus for 2 minutes afterward.

IGNORE SPELL: As an immediate action while enjoying the benefits of Hunter's Focus, you ignore 1 magic attack that targets you. Costs 2 vitality.

SPELL TRACKER: Boost Survival checks by +5, or by +10 when tracking creatures experiencing ongoing magic effects, from curses to magical protections.

SUPPRESS SPELLCASTING^M: You target a foe within 15 ft with a terrible incantation. If you beat its Reflex, it cannot use any magic abilities for 1d4 rounds if the foe is a person, or for 1 round if it is some other creature type. Costs 2 vitality.

48. MAGEWRIGHT* (INT)

A magewright brews potions, scribes scrolls, identifies magic items, and repairs what he can using magic.

BREW POTION^C: You place an ability that you or an adjacent ally knows into a potion, salve, oil, pill or similar mix that delivers a single-use effect to a creature or object. The cost and time equal 50 gp and 1 hour for a basic ability or 300 gp and 2 hours for an intermediate ability. You or the adjacent pay any vitality cost when brewing the potion. See page 196 for details and example potions.

CONTINUAL FLAME^M: You cause an unattended adjacent object to permanently shed strong illumination in a 15-ft-radius area and weak illumination an additional 30 ft. Using this ability consumes 25 gp worth of materials.

FANTASTIC MACHINE^M: You summon a level 1 ergo (page 245) within 30 ft to complete tasks for up to an hour, or a level 2 ergo for 10 minutes, or a level 5 ergo for 2 minutes. Costs 5 vitality.

IDENTIFY: Apply a +5 bonus on Appraise checks. Also, after expending 1 hour of study and 1 vitality, you determine all properties of an adjacent magic item within view. You don't need to touch it.

MAGEWRIGHT SKILLS: Apply a +4 bonus on Arcana, Craft, Literacy, Mechanics, and Warcraft checks.

MAKE WHOLE^M: You completely repair a mundane object of up to 10 cubic ft per level regardless of damage so long as at least 75% of the original material is present. Body parts mend into a whole corpse. This ability can reattach a construct's severed limbs, and it can mend a broken magic item at a cost equal to ¼ the item's original creation cost. Costs 2 vitality.

49. MONAST (WIS)

Monasts make their home in monasteries and spend their days doing much work including studying tomes and tilling land.

ASCETIC TRAINING: Your body is toned to perfection. Boost Acrobatics and Athletics checks by +5.

IMPROVED GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the target's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

MONASTIC LITERACY: You enjoy a +10 bonus on Literacy and Religion checks due to your many hours study and transcription.

PRACTICAL HANDS: You spend time doing hard work. Apply a +5 bonus on Craft and Handle Animal checks.

PRAYER^M: For 5 minutes, you and allies within 60 ft enjoy a +1 bonus on d20 rolls. Foes suffer a -1 penalty on d20 rolls. Costs 1 vitality.

50. MONSTER* (CON)

People are monsters too. Once daily, this person can transform into a specific monster and wreck havoc as well as heal himself.

BONUS VITALITY: Boost your maximum vitality by +5.

MONSTROUS FORM^M: When first taking this ability, select a specific creature such as a dryad, gremlin or illithrix. Its level cannot exceed your own + 2. Once daily, you may take the form of this specific monster for 5 minutes, and you recover all wound damage as you do so. All your equipment melds into the new form and you use its statistics except that you retain your Intelligence, alignment, and vitality points. Costs 10 vitality.

WRONGNESS: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

51. MOUNTEBANK (CHA)

A mountebank is a suave conman who can swindle even the more insightful of characters out of their gear and fortune.

FORGERY^M: You conjure a false 1-page (or smaller) document as if you had used the Literacy skill with a +10 bonus on your check. Costs 1 vitality.

GLIBNESS: For 5 minutes, you enjoy a +20 bonus on Bluff checks and ignore magic that detects lies. Costs 5 vitality.

MOUNTEBANK SKILLS: Boost Insight, Perception, Stealth, and Trick checks by +5.

SUGGESTION^M: If you beat the Will of a person within 30 ft, he does his best over a 1-hour period to complete a task that you phrase in 10 words or less. The person will not deliberately harm himself and the effect has a 50% chance to end each round that any of his allies' lives come in danger. Costs 2 vitality.

52. MYSTIC* (WIS)

Mystics are spirit guides, mediums, and dreamwalkers who travel like ghosts through the world.

DREAMSIGHT^M: You fall asleep for 6 hours and view for 10 minutes a location up to 10 miles away per level that you have previously visited. Costs 2 vitality.

INCHOATE: Penalize Endurance and Perception checks by -5.

INSPIRED PROGENY^M: Once daily, when engaged in romantic intimacy, the contact results in a magical pregnancy and birth of your child within 9 days. The child has your alignment and mark of your totem spirit. You are fatigued while the pregnancy occurs.

SEE INVISIBILITY^M: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

SPIRIT GUIDE^M: You silently commune with your totem spirit as a swift action to gain insight and resolve. The chance you receive a benefit equals 30% + 2% per level. Success grants you a +5 bonus on your next skill check. Failure grants a +2 bonus. Costs 1 vitality.

SPIRIT ROAM^M: You or a touched person enter a deep trance in which the spirit separates from the body in order to roam semi-incorporeally. The subject may roam for 5 minutes up to 2 miles away from his body. In this form, the subject is clearly visible to, and notices,

corporeal and incorporeal creatures. The subject cannot affect or be affected by corporeal creatures and cannot move through solid corporeal barriers or fly. Magic items remain functional but other items are inert. If the subject falls to 0 vitality or suffers damage that would kill him, then his spirit immediately returns to his body and he awakens with 0 vitality and no change in wounds. Costs 5 vitality.

53. NINJA* (DEX)

Ninjas are silent, invisible, schooled killers who specialize in breaking and entering to assassinate even the wary.

ASSASSINATION: Once daily as a swift action, the next adjacent target that you hit with a weapon that same round that is surprised, helpless or defenseless suffers +15 damage. Costs 5 vitality.

INVISIBLE STEP^M: You are invisible for the remainder of your turn. You enjoy a +10 bonus on Stealth checks and avoid line of sight while invisible. Any attack by you ends the effect. Costs 1 vitality.

NIGHT SNEAK: Boost Perception and Stealth checks by +5.

NINJA SKILLS: You are trained to entertain others. Boost Literacy, Music, and Trick checks by +3.

SPIDER CLIMB^M: You gain a climb speed of 30 ft for 5 minutes. While climbing, you are not defenseless and you enjoy a +5 bonus to Athletics and Acrobatics checks. Costs 1 vitality.

THROWING STARS: You target a foe within 30 ft with tiny, sharp throwing stars. The target suffers 1 wound damage, or 2 wounds if you beat its Reflex.

VOW OF SILENCE: You hold a vow to not speak or make excessive noise. On any day that you do, you lose access to your Invisible Step and Spider Climb abilities for 24 hours.

WEAPON SPECIALIZATION: You are proficient with light blades and enjoy a +2 bonus on attacks and +2d6 damage using these weapons.

54. OCCULT ARTIST* (CHA)

Occult artists use magic to create stunningly beautiful artistic masterpieces such as painting, sculptors, novels, and so forth.

ARTIST: You are skilled at fine arts, music, and writing. Boost Craft, Literacy, and Music checks by +3.

CONJURE MATERIALS^M: You conjure 2 gp of crafting or writing materials that last 4 hours + 1 hour per level, though if you finish a composition, it is permanent. Costs 1 vitality.

CRAFT OCCULT ART^C: You place a magic ability you know into an art piece such as a mural, novel painting, plaque, statue or urn. The craft cost and time equal 1,000 gp and 2d6 days for a basic ability or 2,500 gp and 5d6 days for an intermediate ability. Costs stack for multiple abilities. The market price equals 2x the craft cost. When any person studies the item for 10 minutes and passes an Insight check, he learns for 24 hours the abilities placed into the item. The DC equals 12, or 6 if the ability is from a class that shares the person's prime attribute. The benefits last until the person studies another occult art piece, at which time he benefits from the new piece instead. Thus, a person can only benefit from 1 art piece at a time.

GREATER MUSE: This improves Otherworldly Muse, such that you enjoy a +5 bonus on Craft checks and select 2 basic or 1 intermediate magic ability of your choice.

MAD GENIUS: You are unstable. Roll 1d6 at the start of each day. A result of 1-4 means you are mostly normal and suffer a -1 penalty on attack rolls. A 5 means mania: apply a -5 penalty on Insight and Perception checks. A 6 means depression: you lose 3 vitality that can only be regained the next day.

OTHERWORLDLY MUSE^M: Once daily after a 10-minute romantic interlude with another person, you call into yourself an otherworldly spirit to empower you. While bound, you enjoy a +2 bonus on Craft checks and may select for the day any 1 basic magic ability from any class. The binding lasts 24 hours or until you fail to resist the Exorcism ability.

55. ORACLE* (WIS)

Oracles tap the powers of the afterlife to understand and predict

future events. Often they work together in small groups.

DIVINATION^M: After 1 hour of prayer, you receive a response (yes/no/maybe/irrelevant) from your deity regarding a number of questions up to your level. Questions must be 10 words or less. Costs 25 vitality.

DIVINATION POOL: Once daily as a move action, you and up to 5 adjacent allies pool your vitality for the purpose of using the Divination ability. You share the vitality cost divided in any way you all agree. All participants are fatigued after using this ability.

DOUBLE VOWS: When first learning the Divination ability, select 2 vows such as not speaking, having sex, accepting money or harming others. On days you fail to keep the vows, you lose access to your Divination Pool ability.

ORACLE SKILLS: Boost History, Insight, and Literacy checks by +3.

56. PARAMOUR (CHA)

A paramour is a beautiful maiden or handsome youth who lives for romance, can reinvigorate others, and makes a fine spouse.

BEAUTY: Boost your comeliness by +4.

MANY KISSES: Up to 4x daily, after 1 minute kissing an adjacent ally, the ally heals 2d6 vitality. Each use costs 1 vitality.

ROMANTIC: Boost Diplomacy checks by +5, or by +10 in romantic situations.

SPECIAL SKILLS: Select any 4 skills. You have a unique background and enjoy a +5 bonus on checks using those skills.

57. PROSPECTOR (INT)

A prospector is comfortable underground and adept with dungeoneering, explosives, and treasure-finding.

DARK SIGHT: You gain darkvision, or nethersight if you already have darkvision. Darkvision allows you to see in darkness as easily as in daylight, though it is black and white only. Nethersight improves darkvision to work in magical darkness.

DETECT TREASURE^M: You learn the worth in gold of coins, precious metals, and gems in a 15-ft cone. When you focus on the same area a second time, you learn the gp worth within each space.

EXCAVATE^M: You excavate a 5-cubic-ft volume of earth and/or unworked stone (not worked stone), moving the material aside. You may keep as intact any affected stone or break the stone into loose earth. Costs: 2 vitality.

FIREARMS/EXPLOSIVES EXPERTISE: Apply a +5 bonus on Mechanics checks or +10 when crafting firearms and explosives.

MINER'S ARMAMENTS: You are proficient with Light armor and with axes (including picks) and hammers.

PROSPECTOR SKILLS: Apply +5 bonus on Appraise, Athletics, Craft, Dungeoneering, Mechanics, Perception, Pilot, and Survival checks.

58. PSISCOPE* (WIS)

A psiscope is a specially trained psychic interrogator who is mostly blind and deaf but can probe minds with ease.

BLIND AND DEAF: Your senses are very limited. You suffer a -20 penalty on Perception checks to notice anything beyond 5 ft. Moreover, you treat shadowy conditions as darkness and darkness as magical darkness.

DETECT THOUGHTS^M: You note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, you learn the number of thinking minds and the Intelligence of each. After concentrating for a third round, you learn the current surface thoughts of 1 creature of your choice that is within range for 2 minutes if you beat its Will. Costs 2 vitality.

PROBE THOUGHTS^M: You focus on 1 willing, helpless sentient target for up to 2 minutes. You may access all its memories and knowledge. You can learn the answer to 1 question per round, to the best of the subject's knowledge. Each round, the subject may resist using Will to block the effect that round but suffer 1 wound damage. You pose questions and learn answers telepathically without need

for a shared language. Less intelligent creatures may yield only visual images. Requires Detect Thoughts. Costs 10 vitality.

PSYCHIC TRAINING: Boost Bluff, Endurance, and Insight checks by +2. Also boost Will by +2 to resist magic abilities.

59. PSYCHIC* (WIS)

A psychic develops mental powers to read thoughts, move objects at a distance, and assault others' will.

DETECT THOUGHTS^M: You note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, you learn the number of thinking minds and the Intelligence of each one. After concentrating for a third round, you learn the current surface thoughts of 1 creature of your choice that is within range for 2 minutes if you beat its Will. Costs 2 vitality.

FORCE PUSH^M: One target up to size Large within 30 ft is pushed back 10 ft, or 5 ft if Fortitude resists. Costs 1 vitality.

LEVITATE^M: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature, or an unattended object out to a distance of 60 ft. Costs 2 vitality.

MAGE HAND^M: You telekinesis a single unattended object weighing up to 5 pounds and within 30 ft. You can telekinesis the object up to 10 ft.

MINDLINK^M: You form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Once formed, the bond works like normal speech, both ways, and over any distance. You can have 1 bond at a time.

MIND THRUST^M: One sentient foe within 30 ft suffers 1d6 psychic damage per 2 levels (max 5d6), or ½ damage if Will resists. Costs 1 vitality.

PSYCHIC TRAINING: You gain a +2 bonus on Bluff, Endurance, and Insight checks. You also enjoy a +2 bonus on Will to resist magic abilities.

60. PSYCHIC SURGEON* (WIS)

A psyche surgeon uses his mental powers to heal the sick, transfer vitality between persons, and change past choices.

CURE WOUNDS^M: One touched ally heals 1d6 wound damage per 2 levels (max 5d6) as you magically knit its flesh and bones. A creature can benefit only once daily from this ability. Costs 1 vitality.

EMPATHIC TOUCH^M: With a subtle touch, you forfeit up to 5 vitality so that an adjacent ally may gain the same amount of vitality. You can transfer only once daily to each particular ally.

FIRST AID: Boost Heal checks by +5, or by +10 to stop bleeding.

POWER TRANSFER^M: This improves Empathic Touch to move up to 10 vitality between any 2 adjacent allies. Costs 2 vitality.

PSYCHIC SURGERY^M: An adjacent willing creature with class levels may re-choose 1 or more ability selections made at any 1 previous level. Costs 1 hour, 2,000 gp in rare crystals, and 10 vitality.

61. REAVER* (CON)

A reaver is a servant of pure evil that rips apart nearby foes with a single word.

MAGE ARMOR^M: A shimmering field grants you +4 DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

MALIGN AURA: You show an unnatural brand somewhere on your body. Also, encounters with animals, celestials, and children begin as 1 grade worse than usual. Finally, nonpersons that you face in combat move to attack you before targeting others.

MASS HARM^M: You irradiate foes with a harmful fiendish aura. All foes within 30 ft suffer 4d12 vile damage. Costs 10 vitality.

PROFANE LORE: Apply a +5 bonus to Arcana, Bluff, History, Insight, and Perception checks when dealing with a fiend or recalling lore about fiends. Also, you speak Abyssal and Infernal and have a permanent fiendish sigil on your body that betrays your allegiance.

62. REPLICANT (CON)

A replicant is an artificial person of any race, a simulacrum crafted by a medicant to perform specific skills.

ATTRACTIVE: Apply a +2 bonus to your Comeliness.

BONUS RACIAL ABILITIES: You gain 2 abilities listed under your race. These are added to the 2 racial abilities all townies have.

BONUS SKILLS: You enjoy a +5 bonus on any 2 skills.

FALSE BODY: You are immune to all ailments including poison and disease. You do not need to breathe, eat or sleep and have no need to make Endurance checks. You cannot be raised from death if slain except using Miracle or Wish. You gain only ½ the benefit of spells that heal wound damage. However, once daily, you may attempt a DC 15 Heal check to regain wound points equal to the check result minus 15. Thus, a Heal check with a result of 23 heals 8 wounds.

LIMITED LIFESPAN: Your lifespan equals 1,000 days. At the end of the last day, you fall to 0 wounds and die the next round. A Miracle or Wish grants you a normal lifespan.

PACK MULE: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

REPLICANT SKILLS: Apply a +5 bonus on Acrobatics, Athletics, Bluff, Perception, Stealth, and Survival checks.

SLAM ATTACK: An adjacent foe must resist Fortitude or suffer 1d6 damage. Add your Strength modifier to the damage dealt.

63. RITUALIST* (WIS)

Ritualists are priests who perform various rituals that bind believers to their deity and to each other.

BAPTISM^M: After a 10-minute ritual, 1 adjacent willing person is marked with an invisible seal such that its soul is destined at death to proceed to the realm of your deity regardless of its alignment. A person can benefit only once ever, and magical compulsion of any kind does not count as making a creature willing. Costs 1 vitality.

BASIC BOON: Each day, you know and can use 1 basic ability listed under your deity after 10 minutes of prayer and supplication.

DIVINE CELEBRATION^M: After a 1-hour ritual, all persons within 30 ft who participate in the ritual and worship your deity or hold your alignment enjoy a +2 bonus on saves for 24 hours. A person can benefit once daily. Costs 2 vitality.

DIVINE ENERGY^M: While holding your deity's symbol, you invoke around an adjacent altar of the deity a 30-ft-radius supernatural zone for 5 minutes. The "features" of the deity's home realm (see table on page 240) exist in the area for the duration. Costs 5 vitality.

EMPATHIC BOND^M: This improves Lasting Bond (below), such that the couple enjoys a +5 bonus on saves when adjacent to each other, or +2 when within 30 ft. Moreover, the 2 enjoy an empathic link that works out to any distance, such that each knows the general mood and status of the other. This is a marriage or blood bond between family or close friends. Costs 2 vitality.

LASTING BOND^M: After a 10-minute ritual, 2 adjacent willing persons enjoy a permanent bond. Whenever the 2 are adjacent to each other, they enjoy a +2 bonus on saves. When they are within 30 ft of each other, they enjoy a +1 bonus. A person is limited to 1 lasting bond at a time. If a target is already bonded, the magic fails. The bond ends when either or both die. Costs 1 vitality.

RITUALIST SKILLS: Boost Diplomacy, Insight, and Religion checks by +3.

TRIPLE VOWS: You hold vows of chastity, obedience, and poverty. In practice, on any day that you engage in romantic activity, act in a chaotic manner or disobey your superiors, or own more than 50 gp total in possessions, you lose your magical abilities on the next day and for 1 week thereafter.

64. ROUGH RIDER (DEX)

A rough rider is a traveling mounted warrior who is highly proficient with firearms and quick on the draw to defeat and rob foes.

FIREARMS SPECIALIST: Apply a +2 bonus on attack rolls and +2d6 damage when using firearms.

MOUNT MASTERY: Boost Handle Animal checks by +5, or

by +10 when dealing with mounts such as horses and griffons.

OUTLAW SKILLS: Apply a +3 bonus on Acrobatics, Athletics, Bluff, Intimidate, Perception, Survival, and Trick checks.

RAPID SHOT: You can make 2 attacks with a firearm as a standard action but suffer a -2 penalty on all attacks you make that round.

RAPID RELOAD: You can reload ranged weapons as a move action rather than as a standard action.

TREASURE STASH: You have 1,000 gp that you may spend on a firearm plus any other items of interest.

65. RUFFIAN (STR)

Ruffians are adept at intimidating the weak. They may have some aristocratic blood or be knavish pretenders.

BULLY: If you beat an adjacent person's Fortitude, he loses 1d6 vitality and either moves back 5 ft or falls prone, as you desire.

CRUEL PRANK: Once daily, an adjacent sentient foe is dazed for 1 round by your prank or stunned for 1 round if you beat its Will. Costs 5 vitality.

FEARFUL STRIKE: As a swift action, a foe hit by your melee weapon must resist using Will or flee in fear for 5 minutes. You can target a particular foe only once daily.

ROMANTIC: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

SWASHBUCKLER'S MARK: As a move action, you leave a lasting scar on a dazed or defenseless foe.

HUMILIATE: This improves Bully such that the person loses 4d6 vitality, or ½ that amount even when he resists, and also suffers 1 wound, bursts into tears, and soils himself.

TRUSTED WEAPON: Select 1 specific Light or Medium melee weapon such as a longsword. When using this weapon, apply a +1 bonus to attack rolls and +1d6 damage.

66. SAILOR (CON)

Sailors travel far over the ocean. They are notable climbers, swimmers, and grapplers and speak several languages.

FAST ATHLETE: Apply a +10 bonus to Athletics checks. Also, when climbing or swimming, you move at your normal speed (rather than ½ speed) and you are not defenseless.

IMPROVED GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the target's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

MULTI-LINGUAL: You speak 3 extra languages of your choice.

SAILOR SKILLS: Apply a +5 bonus on Craft, Nature, Pilot and Survival checks, or +10 when using these skills on a ship or in water.

67. SCRIBE* (INT)

Scholars are highly educated across many disciplines, though they typically lack practical skills and work best in a library.

COMPREHEND LANGUAGES^M: You can comprehend any 1 mundane language for 4 hours + 1 hour per level. Costs 1 vitality.

DETECT SIGN^M: You learn which constellation signs, if any, presently rules the current date, adjacent person, or space you stand in (page 251). When you concentrate for an additional round, you learn the perimeter of the sign's effect over an area, if any.

MULTI-LINGUAL: You speak 3 extra languages of your choice.

SCHOLARLY: You know your way around a library and are quick with books. Boost Literacy checks by +5, or by +10 within a library.

SCRIBE SCROLL^C: You place a magic ability that you or an adjacent ally know into a scroll or similar single-use media that a character with this ability or with Arcane Training, Artificer Training or such can use. The cost and time equal 25 gp and 1 hour for a basic ability; or 150 gp and 2 hours, 325 gp and 4 hours, or 750 gp and 8 hours for an intermediate, advanced or paragon ability, respectively.

SEAL OF LETTERS, ARTS, AND SCIENCES: Apply a +5 bonus Arcana, History, Mechanics, Music, Nature, Nobility, Religion, and Warfare checks. You are a truly knowledgeable person.

68. SCRYER* (INT)

A scryer can magically view remote locations and has fair knowledge of history, magic, and people's motives.

SCRYING^M: You remotely view a locale using a mirror or crystal ball worth at least 500 gp. Select a specific destination and attempt an Arcana or History check. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. If you succeed, you can see and hear the location as if you were actually there. Costs 5 vitality to activate + 1 vitality per minute of viewing.

SCRYER LORE: Apply a +5 bonus on Arcana, History, and Insight checks.

69. SEA WITCH* (WIS)

A sea witch is at home in the sea. He can swim with ease, breathe water, summon a fish swarm, and move tides.

ENDURE COLD: You enjoy +5 DR against cold and can comfortably endure temperatures down to -40° F without having to resist using Fortitude. Your equipment is likewise protected. This ability is continuously in effect even when you are unconscious.

GUST OF WIND^M: You project a 60-ft line of forceful wind. Medium and smaller creatures cannot move toward you for 1 round. If you beat their Reflex, they are also knocked prone (or are pushed back 1d6 x 10 ft if flying). The wind grants a sailed ship standard speed for 1 round. Costs 2 vitality.

RIP TIDE^M: You move 1 foe immersed in water within 30 ft up to 120 ft in any direction so long as they remain in or adjacent to water. Foes with a Swim speed may resist using Fortitude. Costs 1 vitality.

SWIM^M: You have a Swim speed of 30 ft and enjoy a +10 bonus on Athletics checks when swimming.

WATER BREATHING^M: You can breathe in water as easily as in air for up to 4 hours + 1 hour per level over a 24 hour period. You can use the hours nonconsecutively and may expend hours to grant touched allies the ability to breathe water too. Costs 2 vitality.

70. SEER* (WIS)

Seers are skilled at finding lost items, animals and people as well as speaking with the dead, particularly ghosts.

AUGURY^M: You gain insight regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance that you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

LOCATE OBJECT^M: You learn the distance and direction to locate a specific familiar object or type of object within 500 ft of you (if such object is present). Costs 2 vitality.

SPEAK WITH DEAD^M: After a 10-minute rite, you can ask 1 question per 2 levels over the course of 5 minutes from a corpse that you touch. The corpse only knows what the creature did in life, including languages that it spoke. If the creature was good, it can resist using Will. The corpse must be mostly intact and have a mouth. You can use this ability up to once per week on the same corpse. Costs 2 vitality.

SPIRIT SIGHT^M: For 5 minutes, you can see incorporeal and invisible creatures as easily as you can see corporeal and visible creatures. Costs 1 vitality.

WEEKLY LOCATE CREATURE^M: You concentrate as a standard action to locate a specific familiar creature or type of creature within 500 ft. If the creature is present, you learn its distance and direction. You are limited to using this ability once per week. Costs 5 vitality.

71. SKY CAPTAIN* (DEX)

A sky captain is highly adept at navigating and piloting spellships and

traveling swiftly at a discount.

AIR TRAVELER'S DISCOUNT: You enjoy a lifetime discount of 50% on all expenses for traveling on or renting a spellship. The discount does not include buying a spellship.

EXPEDITIOUS PASSAGE^M: For 5 minutes, you increase by +30 ft the speed of an airborne vehicle you are in, adjacent to, or on. Multiple applications of this ability do not stack, nor does this ability cause a motionless vehicle to move or give you any special control over it. Costs 1 vitality.

SKY MASTERY: Improve your level by +4 when determining effects of piloting a spellship. Requires Sky Pilot.

SPICE MIND: On any day that you take 1 dose of desert spice, you enjoy a +10 bonus on pilot checks for the remainder of the day. Moreover, once daily you may apply a +20 bonus if you take a second dose for the day. Desert spice costs 25 gp per dose. See page 166 for details.

SKY PILOT: Boost Pilot checks by +5, or by +10 when using mundane or magical airborne ships such as dirigibles and spellships.

SKY TRAVELER: Apply a +5 bonus on Diplomacy, History, and Nature checks.

72. SKY PIRATE (DEX)

A sky pirate can fly air vessels such as dirigibles, jump and flit to board target ships, and deal skillfully with foes.

BLADE WARRIOR: You are proficient with Medium armor and light blades.

FLIT^M: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Costs 1 vitality.

FEATHER FALL^M: As an immediate action, you or 1 ally within 120 ft descends gently to the ground rather than falls. Costs 1 vitality.

PILOTING: Boost Pilot checks by +5, or by +10 once daily.

ROMANTIC: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

SKY PIRATE SKILLS: Apply a +5 bonus on Acrobatics, Appraise, Athletics, Disguise, Intimidate, Stealth, Streetwise, and Trick checks.

73. SKY RIDER (DEX)

A sky rider is skilled with flying mounts such as royal eagles and griffons. These riders often staff a community's air defense.

AERIAL EMPATHY: Apply a bonus on +5 Handle Animal checks, or +10 when riding or otherwise dealing with creatures that can normally fly such as bats, dragons, and griffons.

AERIAL HELPER^M: You conjure a Tiny flying animal such as a hawk, owl or raven. It remains for 5 minutes. It can keep watch, scout, courier notes or entertain a crowd. It can't attack. It has 2 wound points, 10 vitality, DR 1, a fly speed of 30 ft, and Perception, Stealth and Trick modifiers of +10 + your level. Its saves equal your own. Costs 1 vitality.

BOW FOCUS: Apply a +2 bonus on attack rolls and +5 damage when using ranged weapons against a target within 30 ft.

FOCUSED SHOT: Once daily as a move action apply a +10 bonus to 1 ranged attack roll. Costs 2 vitality.

SKYRIDER ARMAMENTS: You are proficient with Light armor and all bows, crossbows, and light blades.

SKY RIDER: Up to once per round while on an aerial mount you can negate an attack against you by using the mount as a block on a successful DC 15 Handle Animal check. The mount takes no damage.

74. SKY RUNNER* (DEX)

A sky runner is a widely-traveled and skilled pilot, often engaged in semi-legal, rebellious or even nefarious activities.

CHANNELING^M: You can direct a basic or intermediate magic ability that you know to affect a vehicle that you are on, in or adjacent to as if the vehicle were the caster rather than you. The vitality cost equals 5x its usual cost. Thus, an ability that usually costs

1 vitality instead costs 5 vitality. Abilities that normally affect your person such as a DR bonus now affect the entire vehicle instead.

EXPEDITIOUS PASSAGE^M: For 5 minutes, you double the speed of a vehicle in which you are in, adjacent to, or on. Multiple applications of this ability do not stack, nor does this ability cause a motionless vehicle to move or grant any other power over its movement. Costs 1 vitality.

MAGICAL TALENT: You know 2 basic or 1 intermediate magic abilities of your choice for which you qualify from any class.

SKY PILOT: Apply a +5 bonus on Pilot checks, or +10 when using mundane or magical airborne ships such as dirigibles and spellships.

SKY RUNNER: Apply a +5 bonus on Bluff, Disguise, and Streetwise checks.

TRAVEL CREDITS: You gain 1,000 gp worth of letters of credit that allow you and/or your allies to travel for free or at a reduced price, each use depleting the ability to a minimum of 0 gp credit.

75. SLAYER* (WIS)

A slayer is a pious warrior who is dedicated to protecting a community against aberrations, fiends, and undead.

BLESSED WEAPON^M: When targeting an aberration, fiend or undead with a melee weapon, apply a +2 bonus on attack rolls and +5 holy damage.

DETECT EVIL^M: You learn whether fiends and/or undead are present within a 30-ft cone.

DEATH GUARD^M: As a swift action, you ignore the effects of all ailments, curses, and necrotic damage until the start of your next turn. Costs 2 vitality.

DOUBLE VOWS: When first learning this ability, select 2 vows such as not speaking, having sex, accepting money or harming others. On days you fail to keep the vows, you lose access to your Slay Evil ability.

SLAY EVIL^M: As a swift action as part of a weapon attack, 1 adjacent aberration, fiend or undead creature must resist using Will or be reduced to -1 wounds and begin dying. Even if it resists, it suffers 3d6 holy damage. Costs 5 vitality.

SLAYER SKILLS: Apply a +2 bonus on Acrobatics, Athletics, Insight, Perception, and Stealth checks.

76. SNEAK (DEX)

Thieves are at home in crowded urban environments. They relieve the wealthy of money and weasel out of trouble.

ASSASSINATION: Once daily as a swift action, the next adjacent target that you hit with a weapon that same round that is surprised, helpless or defenseless suffers +15 damage. Costs 5 vitality.

IMPROVED SNEAK ATTACK: When a foe is dazed, surprised, helpless, stunned, or otherwise defenseless, apply a +2 bonus to your attack roll and +10 damage. Being grappled does not cause a target to be helpless or defenseless. Ranged attacks count as sneak attacks only if the target is within 30 ft.

Sneak Attack only works against corporeal living creatures with discernible weak points. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot use Sneak Attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

SNEAK SKILLS: Apply a +5 bonus on Appraise, Arcana, Bluff, Disguise, Mechanics, Stealth, Streetwise, and Trick checks. Also, you speak Thieves Cant.

WEAPON FINESSE: Apply a +2 bonus on attack rolls using Light weapons.

77. SNIPER (DEX)

A sniper acts as an assassin for the military or a guild and is patient to strike from a distance.

BOW FOCUS: Apply a +2 bonus on attack rolls and +5 damage when using ranged weapons against a target within 30 ft.

FOCUSED SHOT: Once daily as a move action apply a +10 bonus to 1 ranged attack roll. Costs 2 vitality.

ARMAMENTS: You are proficient with light blades, crossbows, and bows. You also are proficient with Light armor.

DEADLY SHOT: When using your ranged weapon, 1 foe within 30 ft suffers +15 damage. Costs 5 vitality.

FERAL SENSES: You gain low-light vision. Also, apply a +5 bonus on Perception checks.

PRECISE SHOT: You shoot or throw ranged weapons at a target engaged in melee without taking the standard -5 penalty on your attack roll.

78. SPELL THIEF* (CHA)

A spell thief is adept at borrowing others magic, either to disrupt their plans or to scribe and sell their arcane lore.

ARCANE TRAINING: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

DETECT MAGIC USER^M: You learn whether 1 creature within 30 ft possesses magic abilities. After you concentrate for a second round on the same creature, you learn how many abilities and of what tier. Finally, after concentrating on the target for a third round, you learn the names of its magic abilities if you beat its Will. Costs 1 vitality.

INFILTRATOR: You move quietly and attentively through shadows. Apply a +5 bonus on Perception and Stealth checks.

PILFER MAGIC^M: When you beat an adjacent foe's Will—or touch a willing ally—the target temporarily loses 1 basic magic ability and you gain use of that ability. You can select a specific ability you have observed the target use, or you can select an ability on a successful DC 15 Arcana check. Otherwise, the ability you get is determined by a random die roll. This ability has no effect if the target has no basic magic abilities. The effect lasts 24 hours or until you die or use this ability again. Costs 1 vitality.

SCRIBE SCROLL^C: You place a magic ability that you or an adjacent ally know into a scroll or similar single-use media that a character with this ability or with Arcane Training, Artificer Training or usch can use. The cost and time equal 25 gp and 1 hour for a basic ability; or 150 gp and 2 hours, 325 gp and 4 hours, or 750 gp and 8 hours for an intermediate, advanced or paragon ability, respectively.

SPELL SECRET: You know 1 basic magic ability of any class. You must meet the ability's prerequisites, if any. It is magic you discovered intuitively. Requires Arcane Training.

SPELL THIEF^M: This works like Pilfer Magic except you may borrow a basic ability or an intermediate ability. Costs 2 vitality.

STEALTHY MAGIC: You enjoy a +5 bonus on Arcana and Trick checks. Also, a successful DC Trick check made as a swift action while using a magic ability ensures that no one notices you used that ability. The Trick DC equals 10 + 5 per tier (max DC 30 for paragon tier).

79. STENTOR* (CHA)

A stentor may act as a town crier, discreet messenger, translator of any and all languages, or courier of secrets across far distances.

MESSAGE^M: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

SENDING^M: You send a message of 25 words or less to a willing creature that you have met before and know by name in the same world or realm of existence as you. Costs 2 vitality.

TONGUES^M: You can understand and fluently use 1 language for 10 minutes. Costs 2 vitality.

VOCALIZE^M: Creatures within 500 ft clearly hear your words for 5 minutes, which you may speak at a normal volume, even through obstacles such as stone, except iron. Costs 2 vitality.

80. STONEMRIGHT* (INT)

A stonemright is a mason, engineer, builder, earth mover, and overall arcane expert of construction.

ENGINEERING SKILLS: A stonemright has exceptional building skills including underground construction. Apply a +5 bonus on Dungeoneering checks, or +10 regarding new and used construction.

MOVE EARTH^M: You raise or lower the level of earth (dirt

or unworked stone) within 500 ft of you. You can affect up to one 10-ft-square area per level, raising or lowering it by 2 ft per level. The effect lasts while you concentrate + 2d6 rounds. Costs 5 vitality.

STONE SHAPE^M: You mold adjacent stone into new shapes. You affect up to 10 cubic ft + 1 cubic ft per level. You can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

WALL OF STONE^M: You conjure a 1-ft-thick stone slab that is 5-ft x 20-ft or 10-ft x 10-ft. The slab appears within 30 ft of you in any spot where it can anchor (meld) into existing voluminous stone or dense earth on at least 1 side. The wall has DR 10 and 120 hit points per 5-square-ft area. It lasts 5 minutes. Costs 2 vitality.

81. STORMTROOPER (CON)

A stormtrooper is a sturdy, artificially crafted warrior equipped with an electrotech battle suit and nasty zap gun.

COMBAT TRAINING: You are proficient with Medium armor, light blades, and all electrotech weapons.

CYBERNETIC SUIT: You wear a medium battle suit. It has a price of 10,000 gp. However, it is precisely fitted, imprinted, and wired to you such that it only responds to your commands and can only ever be removed to afford bodily functions.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

ENDURE ELEMENTS: You ignore the effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

LIMITED LIFESPAN: Your lifespan equals 1000 days. At the end of the last day, you fall to 0 wounds and die the next round. A Miracle or Wish grants you a normal lifespan.

STORMTROOPER SKILLS: Boost Athletics, Endurance, Intimidate, Nobility, Perception, Pilot, Survival, and Warcraft skills by +5.

ZAP GUN: You start play with a zap gun or equivalent electrotech weapon with a price of 2,000 gp. See page 179. Unlike a standard zap gun, yours is keyed to you and only works in your hands.

82. SWAMP RAT* (CON)

A swamp rat survives hot, disease-ridden swamps and jungles as a nomad, merchant, protector, tracker, and warrior.

FETID BODY: You are immune to the effects of disease, though you can still carry disease. You enjoy a +2 bonus on Athletics, Endurance, Perception, Stealth and Survival checks in jungle or swamp terrain. Moreover, you ignore penalties associated with concealment in misty or foggy conditions.

SPIDER CLIMB^M: You gain a climb speed of 30 ft for 5 minutes. While climbing, you are not defenseless and you enjoy a +10 bonus to Athletics and Acrobatics checks. Costs 1 vitality.

SPORES^M: You release a cloud of spores. Adjacent foes suffer 1d4 damage per round for 2 minutes as the spores burrow into their skin. After 2 minutes, the growths fall off. Cure Ailment or a DC 22 Heal check ends the effect. Costs 2 vitality.

SUN-REST: The sun heals you. For each hour of exposure to natural sunlight on a clear or partly-cloudy day, you recover 1 vitality to a maximum of 5 vitality in a 24-hour period. You must be a living good-aligned person.

TORRID ENDURANCE: You enjoy +5 DR against acid and can comfortably endure temperatures up to 140° F without having to resist using Fortitude. Your equipment is likewise protected. This ability is continuously in effect even when you are unconscious.

TRACK: Apply a +5 bonus on Survival checks, or +10 when tracking in arctic terrain.

VINE STRIDE: Apply +10 ft bonus to your speed when moving through swamp or jungle terrain. Also, such terrain is never difficult for you.

83. SYMBIOT* (DEX)

A symbiote, or symbiote doctor, can detect biological implants as well as grow, implant, remove, and repair them.

DETECT SYMBIOTE^M: You learn whether symbiotes are present within a 15-ft cone. When you scan the same area again, you learn the exact location (within 5 ft) and name of 1 symbiote present. Costs 1 vitality.

GRAFT SYMBIOTE^C: You enjoy a +5 bonus on Heal checks. Also, you can place a symbiote into a patient after spending 10 minutes and 250 gp worth of materials. The process inflicts 1 wound damage on the patient.

GROW SYMBIOTE^C: You grow a symbiote from freshly harvested organs. The process takes 1 day and costs 1,000 gp. The market price is 2000 gp. Growing a symbiote requires fresh water, a surgical bay, and the body part specified in the symbiote's description. See page 202 for details.

REMOVE SYMBIOTE^C: After 10 minutes of work, you safely remove a symbiote from a patient to reuse in another patient. You must pass a DC 18 Heal check. A failed check means the symbiote is destroyed and the patient suffers 2d6 wound damage.

SYMBIOTICS LAB: By inheritance, gift or whatnot, you gain a laboratory shop worth 1,000 gp. The tiny structure is worth 500 gp. The contents include 500 gp worth of toolkits, alchemical items, and/or potions and scrolls.

SYMBIOTE INHERITANCE: You possess a symbiote (page 202). It has a value of 2,000 gp though it is uniquely imprinted to you. It can be removed but it cannot be sold to someone else.

84. TACTICIAN (CHA)

A tactician helps direct and bolster troops on the battlefield, often boosting their leverage against specific foes.

BATTLE TRAINING: Boost Athletics, Endurance, Handle Animal, Intimidate, Perception, and Warcraft checks by +3.

BANE BLADE: Specify 1 type of foe such as construct, fiend or undead. If you select person, choose a specific race such as dwarf or goblin. Apply a +2 bonus on attack rolls and +5 damage against foes of that type for 2 minutes. Requires Battle Training. Costs 5 vitality.

STEALTH MANEUVERS: You and allies within 30 ft enjoy a +5 bonus on Stealth checks and +10 ft speed for 5 minutes. Costs 1 vitality.

SWIFT AND SILENT TIDE: This improves Stealth Maneuvers, such that you and allies within 30 ft enjoy a +10 bonus on Stealth checks and +30 ft speed for 5 minutes. Costs 2 vitality.

TIDE OF BANE BLADES: This improves Bane Blade such that you and each of your allies within 30 ft enjoy a +2 bonus on attack rolls and +5 damage for 5 minutes. Costs 5 vitality.

WARRIOR: You are proficient with Medium armor and 1 weapon group of your choice.

85. TECHNICIAN* (INT)

A technician is steeped in the sciences and modestly adept to craft, repair and use firearms, steamgear, and electrotech.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

FIREARMS PROFICIENCY: You are proficient with firearms. Also, boost Mechanics checks by +2, or by +5 to craft and repair firearms.

MENDING^M: Your touch repairs minor breaks and tears in an unattended mundane adjacent object up to 5 pounds in weight or 2 square-ft in size, whichever is greater. This ability does not affect creatures.

RECHARGING TOUCH^M: You can emit electrical energy in a skillful way that recharges or even directly motivates (activates and runs) an electrotech device within 15 ft. Once daily, you may build up in yourself a reserve of 3 hit points of electrical energy per level. You may expend the points all at once or release them gradually 1 or 2 points at a time over the course of the day. You cannot target creatures with this ability. Costs 2 vitality.

TECHNICAL MASTERY: Boost Craft, Heal, Literacy, Mechanics, and Pilot checks by +3.

TECHNICS EXPERTISE: Boost your Technics checks by +5, or by +10 once per day. Requires Electrotech.

86. THAUMATURGIST* (INT)

A thaumaturgist summons creatures of all kinds though he specializes in a specific type of creature.

ARCANE TRAINING: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

SUMMON CREATURES^M: You perform a 1-minute ritual to summon 1 or more creatures. The creature's total levels cannot exceed your level. Most creatures will seek to pervert or escape your instructions when possible, and good creatures will refuse to harm persons though they may "teach a lesson" or "test" people. You must provide verbal instructions in a language the creatures know. Otherwise, they do nothing or attack the nearest creature besides you. They serve you for 10 minutes and then vanish. Costs 10 vitality.

THAUMATURGIC SPECIALTY: Select 1 specific creature such as angel, chimera or treat. Boost your effective level by +4 when using Summon Creatures (above) to summon that specific creature, or +1 when summoning a creature of the same type. But note: If a creature exceeds your level, it attacks you if its Will resists.

TONGUES^M: You can understand and fluently use 1 language for 10 minutes. Costs 2 vitality.

87. TORTURER (WIS)

Torturers are adept with torture devices and specialize in extracting confessions and other information from people.

DETECT LIES: Boost Insight checks by +5. Also, once daily for 5 minutes, you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.

FIRST AID: Boost Heal checks by +5, or by +10 to stop bleeding.

IGNORE PAIN: You ignore harmful effects of abilities that contain the word Pain or inflict pain damage.

LIGHT BLADES: You are proficient with light blades.

PAINFUL CUT: With a Light blade or tiny torture implement in hand, you inflict 1d6 pain damage per 2 levels (max 5d6) against an adjacent person, or ½ damage if Fortitude resists. This supersedes the normal damage delivered by the implement.

TORTURER'S SKILLS: Boost Bluff, Diplomacy, Insight, and Intimidate checks by +5.

TORTURER'S TOOLS: You gain 1,000 gp worth of light blades and torture implements (pages 161, 165, and 168-169).

WOUNDING CUT: You deliver 1 wound damage in addition to other damage dealt when using a light blade. Costs 1 vitality.

WRONGNESS: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

88. TRAPMAKER (DEX)

A trapmaker excels at setting traps, including magical ones, as well as detecting, defusing and avoiding traps.

FIRE TRAP^M: Your touch sets a password-protected trap on a container or door. Opening the container or door without speaking the password activates the trap and causes 1d4 fire damage per 2 levels (max 5d4) to adjacent creatures, or ½ damage if Reflex resists. You can stack traps and maintain a number of traps at once equal to your level. Exceeding this limit cancels your oldest trap. Costs 1 vitality.

QUICK TRAP: You make a single-use nonmagical trap such as deadfall after 2 minutes of work for no cost. The trap activates when a creature steps into a designated 5-ft space. The trap has Perception and Mechanics DCs of 15. When triggered, the trap dazes the creature for 1d4+1 rounds (no save), stuns it for 1 round, or inflicts 3d8 damage (your choice). Adjacent creatures must resist using Reflex or be similarly affected. The trap does not reset itself. The cost is 5 gp if it can be used only once, or 50 gp if it is built for reuse.

TRAPFINDING: Apply a +5 bonus to Perception checks, or +10 to notice traps.

TRAPMAKER: Boost Mechanics checks by +5, or by +10 to craft traps.

89. UNDYING WARRIOR* (CON)

An undying warrior fights with skill, remains up after others fall, can resist harmful energy, and may return from death.

ARMAMENTS: You are proficient with Light and Medium armor, light blades, and 1 ranged weapon and 1 melee weapon of your choice.

DIEHARD: When you fall below 0 wound points, you are not unconscious. Instead you are conscious and can continue to take a single move or standard action each round until you die at your usual negative hit points.

DOUBLE VOW: Select 2 vows such as not speaking, eating, accepting money, having sex, or moving more than 500 ft from a specific location. When you fail to keep either or both of the 2 vows, you lose access to your undying warrior magic abilities for 24 hours.

OAK BODY: Boost your maximum wound points by +5.

RESIST ENERGY^M: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or a +2 bonus versus all energy types. Costs 1 vitality.

SCARIFICATION: Due to ritual scarification, reduce your Comeliness by 2 points.

UNDYING^M: Once daily, when you die, you return to life 3 rounds later with 1d4 wounds and 5 vitality points but with your maximum wound points reduced by 1. When you reach 0 maximum wound points, you die.

WEAPON MASTERY: Select 1 weapon with which you are proficient. You enjoy a +2 bonus on attacks and +2d6 damage when using that weapon.

90. VENTURIST (CON)

A venturist is an explorer, traveler, and dungeoneer who can survive danger alongside a professional adventurer.

ARMAMENTS: You are familiar with axes, bows, and light blades, and with Light and Medium armor.

DURABLE: Apply a +2 bonus to Fortitude, Reflex, and Will.

MONIED: You gain 1,000 gp worth of any coins and gear.

RECUPERATE: Once daily after 1 minute of rest you recover 2d6 vitality.

VENTURER SKILLS: Boost Athletics, Dungeoneering, Endurance, Heal, Perception, and Streetwise checks by +3.

ZEST FOR LIVING: Boost your maximum vitality by +3.

91. VIKING RAIDER (STR)

Viking raiders are tough, ocean-going warriors who are skilled with axes and hammers and often survive by pillaging.

ENDURE COLD: You enjoy +5 DR against cold energy and can comfortably endure temperatures down to -40° F without having to resist using Fortitude. Your equipment is likewise protected. This ability is continuously in effect even when you are unconscious.

GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

RAIDER SKILLS: Boost Appraise, Athletics, Endurance, Intimidate, Pilot, and Survival checks by +5.

TOUGHNESS: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

WEAPON SPECIALIST: You are proficient with axes and hammers and enjoy a +2 bonus on attacks and +2d6 damage using these weapons.

92. WARCRAFTER* (INT)

A warcrafter, or warcraft engineer, is trained in the use of magic for fortifications and battlefields to aid allies and hinder foes.

BRIDGE THE GAP^M: You conjure a shimmering 10-ft-wide bridge or 5-ft-wide ladder for 5 minutes. The bridge is 10 ft long per level, and the ladder is 20 ft high per level. It ignores all attacks except Dispel Magic. You can dismiss the bridge or ladder at will and can maintain only 1 at a time. Costs 2 vitality.

MINE FIELD^M: You conjure a field of magical traps for 24 hours. You affect a number of 10-ft squares equal to your level for 5 minutes. A foe moving through the field has a 25% chance per space of activating a trap. If so, it must resist using Reflex or suffer 1d4 wound damage. A successful DC 28 Perception check reveals whether a single adjacent space is trapped. Costs 2 vitality.

SMOKE SHIELD^M: You conjure smoke and lights that make it difficult for foes to target your band of allies. For 5 minutes, melee and ranged attacks against you and your allies within 30 ft suffer a 20% miss chance. Costs 2 vitality.

STONE SHAPE^M: You mold adjacent stone into new shapes. You affect up to 10 cubic ft + 1 cubic ft per level. You can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, and so forth. Costs 2 vitality.

WAR BUILDER: You are schooled in the art of war. Boost Dungeoneering and Warcraft checks by +5.

93. WARMAGE* (INT)

A warmage provides formidable specialized magical support for military operations and law enforcement.

ALARM^M: You set an alarm with a perimeter of up to 10 ft per level. Any creature not specified by you that crosses the perimeter evokes either an audible or silent alarm, as you desire. The alarm remains up to 24 hours or until dismissed. You can use this ability at will but you can maintain only 1 alarm at a time.

FIREBALL^M: You project a red ray out to 90 ft that blossoms into a 15-ft-radius ball of fire. Creatures in the area suffer 1d6 fire damage per level, or ½ damage when Reflex resists. Costs 2 vitality.

KNOCK^M: You open 1 mundane lock or negate 1 Arcane Lock effect. Costs 2 vitality.

MAGE ARMOR^M: A shimmering field provides +4 DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

MAGIC MISSILE^M: You project 1 bolt per 2 levels (max 5 bolts). Each bolt unerringly hits a target within 90 ft for 1d4+1 force damage. Multiple bolts against 1 target count as 1 big bolt.

MESSAGE^M: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

WARMAGE SKILLS: Boost Arcana and Warcraft skills by +5.

94. WAYFARER* (INT)

A wayfinder specializes in discreetly teleporting himself, valuable goods, and /or customers over very long distances.

TELEPORT^M: You and up to 5 allies or 1000 pounds of gear move to a location up to 100 miles away per level. The trip is 1 way. You must have a specific destination in mind, and you must succeed on an Arcana check to arrive there. The DC for the location equals 5 if familiar, 10 if visited, 20 if described, or 30 if known in name only. A failed check means you arrive 1d6 miles away from your desired

destination, possibly in a dangerous locale. You are always shunted from solid material to the nearest open space. Costs 10 vitality + 2 vitality for each ally or 200 pounds of gear (max 20 vitality).

WEAK BODY: A wayfarer has 2 fewer wound points than normal but enjoys +3 vitality points he can only spend to use Teleport.

WAYFARER SKILLS: Apply a +3 bonus on Arcana and History checks, and you understand 1 additional language of your choice.

95. WEAVE WIZARD* (INT)

These spellcasters often use scrolls and can draw upon an invisible, universal pool of magical lore from wherever they are.

ACOLYTE OF THE WEAVE: You can tap into a great, diffuse pool of magical lore. Up to 3x daily as a move action, you may expend 1 vitality to maybe access any basic magic ability that you don't know. The chance of success equals 70% + 1% per level. If you succeed, you must immediately use the ability that round and pay its usual vitality cost, if any. If the attempt fails, you gain no benefit.

ARCANE TRAINING: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

EUNUCH: You have accepted the life of an eunuch in order to enter this profession. You cannot parent offspring by any means.

MANA POOL: Once daily as a swift action, you expend 1 vitality so that you and an adjacent ally can pool your vitality for the purpose of your next attack—you both may share the vitality cost equally or in any ratio for which you both agree.

MINOR ARCANA: Select 1 basic craft or magic ability from any class. You learn and can use that ability as if it were listed for your class. You must meet the ability's prerequisites, if any, and the class's alignment restrictions, if any.

SCRIBE SCROLL^C: You place a magic ability that you or an adjacent ally know into a scroll or similar single-use media that a character with this ability or with Arcane Training, Artificer Training or such can use. The cost and time equal 25 gp and 1 hour for a basic ability; or 150 gp and 2 hours, 325 gp and 4 hours, or 750 gp and 8 hours for an intermediate, advanced or paragon ability, respectively.

VOW: Select a vow such as not speaking, eating, accepting money, moving more than 30 ft, or harming others. When you fail to keep the vow, you loose access to your weave wizard magic abilities for 24 hours.

96. WISE WEALD* (WIS)

A wise weald is a friend, protector, and speaker for plant-life including the woods, and can transform into a tree.

ENTANGLE^M: You evoke and animate plant life in a 15-ft radius around a point up to 90 ft away. Each round, creatures in the area must resist using Reflex. Those that fail are held tightly for that turn, unable to move, limited to a single action, and suffering a -2 penalty on d20 rolls. Those that save move at ½ speed. The effect lasts 5 minutes. This only works outdoors or underground. Costs 2 vitality.

GOODBERRY^M: Your conjure 2d4 berries, nuts or similar small uncooked edibles. When eaten, a berry provides nourishment as if it were a normal meal for a person and cures either 1 wound damage or 1d4 vitality. A creature can benefit from up to 3 berries in a 24-hour period. Costs 1 vitality.

SPEAK WITH PLANTS^M: For 5 minutes, you can ask questions and receive answers from natural plants. They are cooperative but can only report what they observe without inferences. A plant will gladly watch a 10-ft-square area for you. Costs 2 vitality.

TREE SHAPE^M: You become a tree. In tree form, you see and hear normally but can take no other actions. Apply a +20 bonus on Disguise checks to be mistaken for a normal tree. You radiate faint magic. You can return to your normal form as a move action. Lasts 4 hours + 1 hour per level. Costs 2 vitality.

WEALD KEEPER: Boost Nature and Survival checks by +5.

WOODLAND STRIDE: You move through any sort of natural undergrowth (natural thorns, briars, overgrown areas, etc) at your normal speed and without taking damage or suffering any other impairment. Undergrowth that is enchanted or magically manipulated to impede motion still affects you.

97. WITCH DOCTOR* (WIS)

Witch doctors are masters of the natural and occult worlds and often act as priests and healers for primitive people.

DETECT SPIRITS^M: You learn whether nonperson creatures with magic abilities are present within a 30-ft cone. Costs 1 vitality.

FIRST AID: Boost Heal checks by +5, or by +10 to halt bleeding. A DC 15 Heal check stabilizes a bleeding character.

HERBALIST: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

POSSESS ANIMAL^M: You can possess a natural animal's body while shunting its spirit into a 500 gp gem or jar. The animal must be within 120 ft. You do not need line of sight. Initiating possession takes 1 minute. If you beat the animal's Will, you enter its body and gain its statistics except its mental attributes, memories, abilities, and alignment (which you keep as your own). Meanwhile, your body is asleep (unconscious) and the animal's spirit is held in the gem. The effect lasts 1 hour. When the hour expires, or the gem is destroyed, or you or the animal's body dies, then the magic ends and all spirits return to their bodies (or to the afterlife if one's own body is slain). Costs 2 vitality.

RESIST ENERGY^M: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or a +2 bonus versus all energy types. Costs 1 vitality.

SHAMANIC LORE: Apply a +2 bonus on Arcana, Insight, Nature, Religion, and Survival checks.

VOODOO DOLL^C: You construct a tiny doll that incorporates a piece of a target creature such as a hair or nail. For each level of the target the doll costs 5 gp and takes 1 hour to craft. When you are done, the doll acts as a conduit for harm or benefit to the target. The doll lasts 1 day per level before self-destructing. At any time, you can inflict vitality damage equal to 1d4 + your level. Once daily, you can inflict wound damage equal to 1d4 per 4 levels (round down). To end the effect, the doll must be destroyed, the caster slain, or the target subject to Remove Curse.

WRONGNESS: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

98. WOODSMAN (CON)

A woodsman lives outside urban areas in the wilderness and has many useful survival skills including hunting and handling animals.

BOW FOCUS: Apply a +2 bonus on attack rolls and +5 damage when using ranged weapons against a target within 30 ft.

ENDURE ELEMENTS: You ignore the effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

TWILIGHT SENSES: You gain low-light vision. You also enjoy a +5 bonus on Perception checks.

WOODSMAN SKILLS: Apply a +5 bonus on Athletics, Handle Animal, Nature, and Stealth checks and a +10 bonus on Survival checks.

99. WRETCH* (WIS)

A wretch is a quasi-living person who helps others to the afterlife. A person may acquire this profession after seeming to die.

DEATH KNELL^M: An adjacent living creature that is unconscious with less than 0 wound points must resist using Will or die. When it dies, you gain 1d4 wound points and a +1 bonus on your next d20 roll. Costs 1 vitality.

DISGUISE SELF^M: Your surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points. Costs 1 vitality.

UNDEAD TRAITS: You are immune to all ailments including poison, necrosis, and disease. You do not need to breathe, eat or sleep and have no need to make Endurance checks. You regain hit points

from necrotic or vile energy and are harmed by holy and cure energy. You are immortal and cannot be raised from death if slain.

UNROMANTIC: You suffer a -5 penalty on Diplomacy checks, or -20 in romantic situations, making romantic encounters a near-impossibility for you.

100. ZEMBIĆ (STR)

A zembic exists in a twilight state, looking and acting in most ways like a zombie though he is still alive. Remove Curse restores the person's original profession.

ANGRY CONFUSION: You suffer mild confusion resulting in a -2 penalty on all Intelligence-based skill checks.

BITE ATTACK: An adjacent foe suffers 1d4 damage (or 1d2 damage if Small) if you beat its Reflex. Add your Strength modifier to the damage dealt.

BLOOD SCENT: You can detect bleeding creatures within 30 ft by sense of smell. A bleeding creature is below full wound points. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range is 15 ft.

DISEMBOWEL: You extract the guts of an adjacent stunned person or animal as a standard action and then devour the guts as a move action. This kills the target and heals you 2d6 vitality. A person whose guts are extracted but not eaten can be returned from death using Raise Dead. Otherwise, Regenerate is required prior to using Raise Dead, and Miracle or Wish restores life regardless.

IMPROVED GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

SLOW: You can take a standard action or move action each turn but you cannot do both, nor can you move 2x in a turn.

STUNNING SLAM ATTACK: An adjacent foe suffers 1d6 damage (or 1d4 damage if Small) if you beat its Reflex. Add your Strength modifier to the damage dealt. Moreover, a struck target is stunned for 1 round if you beat its Fortitude.

ALDERS

An alder is a community leader who is highly experienced and acts as a booster, protector, and guide to townies below him and also a support to patrons above him. An alder is often adult or middle-aged with a family and successful business or small estate. However, an exceptional youth might become an alder after a rare or impactful experience.

An alder may play an official or unofficial role and may or may not possess a noble title. Whatever their status, the community relies on alders to preside over events and lead during difficult times. Alders make up about 10% of a community's total population. A town or city council typically consists of an odd number of alders (to avoid a tie result when voting), and these alders might easily be elected by the local people and/or appointed by higher nobility. Experienced mages, senior priests, military officers, top crime figures, famous performers, and patriarchs of large families are also alders.

You can advance an alder to higher level by granting him a second profession that relies on the same attribute as his original profession. For example, the swamp rat and woodsman both rely on Constitution. Adding a second profession advances the alder to 8th level and provides +10 vitality, +1 saves, +1 attacks, and +1 DR. Similarly, you can add 2 levels worth of abilities (10 points) from a character class such as druid or witch. The call-out on page 39 explains how to use points.

A PC can settle down for 3 years to become an alder. His level increases by +3 and he gains the alder's listed abilities. He does not gain any other benefits suggested by the alder's statistics.

ALDER (LVL 6)

Alders have the following statistics.

TYPE Person

SIZE Medium or Small

ALIGNMENT Usually any lawful, or neutral good.

LORE CHECK History DC 22

BYPASS Bluff, Diplomacy or Intimidate DC 32 (or DC 27 accompanied by a 10 gp bribe).

SENSES Normal for patron's race

PERCEPTION +7 ; **STEALTH** +2

LANGUAGES Common plus any racial languages.

INITIATIVE +1

SPEED 30 ft (or by race)

ATTACK d20+6 (or +8 using favored weapon)

WEAPONS Dagger (1d4, 10 ft) or longsword (1d8)

DAMAGE +1

ARMOR None (or breastplate) ; **DR** 0 (or 5 in breastplate)

WOUNDS 8

VITALITY 32

FORTITUDE 17, **REFLEX** 14, **WILL** 18

STR 12, **CON** 14, **DEX** 12, **INT** 12, **WIS** 14, **CHA** 14

(* An alder has a 17 for the attribute linked to his profession.)

PRIME As indicated in parentheses with profession.

SKILLS As listed under the alder's townie profession and as described below.

SPECIAL An alder has abilities that are standard for his race and townie profession.

FP 3 ; **PATRON DEITY** Any (often Solari, Mithrais or Esmariah)

MULTICLASSING None

TREASURE Various items worth 1,000 gp in the alder's estate and workplace.

ALDER ABILITIES

Alders have the abilities of their townie profession plus the following additional abilities.

BOOST MORALE: As a move action in combat, allies within 60 ft who can see or hear you regain 1 vitality and enjoy a +1 bonus on all dice rolls until the start of your next turn. Costs 1 vitality.

COUNCILOR SKILLS: Alders are often called to help solve community problems. Apply a +5 bonus to Diplomacy, History, Insight, Literacy, Nobility, Perception, Religion, and Warcraft checks.

DIVINE INTERCESSION^M: Once daily you pray as a move action and select a single cleric, druid or warlock basic ability. Select cleric if you are good or lawful, druid if you are chaotic or neutral, or warlock if you are evil. You must immediately use the ability or you lose it. Use costs no vitality.

FAVORED WEAPON: You are proficient with 1 weapon. Also, apply a +2 bonus on attacks and a +2d6 bonus on damage using that weapon.

IRON WILL: You are mentally resilient. Apply a +2 bonus to your Will. This bonus is already applied to the statistics block above.

LOCAL FAME: Persons within a 1-mile radius know your name, current location, and most of your activities, for better or ill.

MOMENT OF CHOICE: You retreat for 1 minute to consider an immediate choice that you and your allies face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune) or unclear (mixed fortune) if you do the action. The chance you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

SECOND WIND: Once daily, after 1 minute of rest, you recover 4d6 vitality. Requires Iron Will.

PATRONS

A patron is a high-standing leader: a bishop, general, king, queen, court mage, guild patrician, or so forth. A patron rules institutions, settlements, and nations with a semi-divine mandate. Patrons usually have noble titles and notable wealth along with courtiers, guards, and such befitting their status, though an exiled, imprisoned, or impoverished patron may temporarily lack these accouterments.

Unlike a PC, a patron is preordained for his role. The king rules because he was marked by the gods from birth and serves as a true sovereign. Similarly, the bishop was called by his god to rise from amongst minor acolytes. This contradicts a merit-based system. Patrons serve the gods as much as they govern their people. In fact, a royal patron is divinely selected and possesses a measure of supernatural lordship.

A PC with alder abilities can settle down for 6 years to become a patron. Boost the character's level by +6 and grant him a patron's listed abilities. He does not gain followers or other benefits suggested by the statistics. This also ends his adventuring career and he becomes an NPC.

PATRON (LVL 13)

Patrons have the following statistics.

TYPE Person

SIZE Medium or Small (as a person of its race)

ALIGNMENT Usually any lawful.

LORE CHECK History DC 36

BYPASS Bluff, Diplomacy or Intimidate DC 46 (or DC 36 accompanied by a 1,000 gp bribe).

SENSES Normal for patron's race

PERCEPTION +8 ; **STEALTH** +1

LANGUAGES Common plus any racial languages.

INITIATIVE +1

SPEED 30 ft (or by race)

ATTACK d20+10 (or +12 using a favored weapon)

WEAPONS Dagger (1d4, 10 ft) or longsword (1d8)

DAMAGE +1

ARMOR None (or breastplate) ; DR 0 (or 5 in breastplate)

WOUNDS 8

VITALITY 67

FORTITUDE 22, Reflex 20, Will 28

STR 12, **CON** 14, **DEX** 12, **INT** 14, **WIS** 16, **CHA** 16

(* A patron has a 19 for the attribute linked to his profession.)

PRIME Charisma

SKILLS As listed with townie profession plus the bonuses listed below.

SPECIAL A patron has racial, townie, and alder abilities.

FP 7 ; **PATRON DEITY** Any (often Solari, Mithraism or Esmariah)

MULTICLASSING None

TREASURE Various items worth 20,000 gp in the patron's estate and workplace.

PATRON ABILITIES

Patrons gain the following abilities in addition to their racial, townie, and alder abilities.

AURA OF COURAGE: You are totally immune to fear and all allies within 30 ft enjoy a +5 bonus on saves to resist fear.

CHARM PERSON^M: A targeted person within 15 ft is friendly to you for 5 minutes if you beat his Will. While charmed, he will not act in a way that brings harm to you, himself or his allies. Otherwise, he will follow you and respond aggressively to creatures that threaten you. He will take you to safety if you are incapacitated. You can dis-

miss the charm as a swift action. If you treat the person well, he may remain friendly after the charm wears off. This ability does not grant a shared language or alter a person's alignment. Costs 1 vitality.

COMMAND^M: You issue a simple verbal suggestion that a person within 30 ft obeys if you beat his Will. Options include: approach you, drop held items, fall prone, halt (do not move), kneel and pray, leave you, praise a deity, sit down, stand up, or strike an adjacent creature. The effect lasts 1 round during combat or 1 minute out of combat. A person who resists is immune to it for the rest of the day. Costs 2 vitality.

DETECT ALIGNMENT^M: You focus on 1 creature within 30 ft and learn its alignment if you beat its Will. Otherwise, you learn only whether it is chaotic. Costs 2 vitality.

DETECT LIES: Boost Insight checks by +5. Also, once daily for 5 minutes, you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.

DIEHARD: When you fall to 0 wound points or below, you are not unconscious. Instead you are conscious and can continue to take a single move or attack action each round until you die at your usual negative hit points.

DOUBLE ATTACK: You can make 2 nonmagical attacks, or 1 magical attack and 1 nonmagical attack, in rapid succession as a standard action. You can direct the attacks to the same foe or to 2 different foes. The attacks are made without penalty.

GEAS^M: You target 1 creature within 30 ft. If it fails to resist using Will and has levels less than ½ your own, it is compelled to carry out a service or refrain from some action or course of activity, as desired by you, for up to 1 day per level. You cannot compel a creature to kill itself or perform acts that would result in certain death, but you can geas it to complete any other instructions of 25 words or less. A clever target can subvert some instructions. Each day that an affected creature freely chooses to disobey the geas, it suffers a cumulative -2 penalty to all d20 rolls (max penalty -8). You can cancel the effect at any time. Remove Curse also ends it. Costs 5 vitality.

HEROIC MOMENT: Once daily as a swift action you may apply a +10 bonus on a single d20 roll of your choice.

HIGH NOBLE TITLE: You possess a high noble title of Duke or Duchess (if a monarch), Bishop or Matroness (if religious) or a similar title. You receive a monthly stipend of 1,000 gp and have land holdings worth 100,000 gp (in addition to the listed personal treasure above).

MENTAL BARRIER: Apply a permanent +5 bonus to your Will. This bonus is already reflected in the patron's statistics.

ROYAL PATRON (LVL 20)

Apply +35 vitality, +4 saves, +4 attacks, +4 DR, +150,000 gp of property, and the following abilities in addition to those possessed by the standard patron.

AWE^M: Creatures that are 5 or more levels below you revere you and must resist using Will before attacking you. Once a creature resists, it is immune to the effect for the rest of the day.

BEAUTY: Boost your comeliness by +4.

BEGUILE^M: As the Charm Person ability but lasts 24 hours. Costs 5 vitality.

KARMIC RETORT^M: You designate a foe as a swift action. For 5 minutes, whenever that foe strikes you, record the hit point damage dealt. The next time you strike that foe, deal damage as normal or the largest amount recorded, whichever is more. Costs 5 vitality.

MAGIC RESISTANCE: Apply a +5 bonus on saves to resist magic abilities. Also, when you are targeted by a magic ability that does not allow a save, your foe must beat your Will anyway, and if you successfully resist then the magic has no effect.

MASS VITALITY: Once daily, you and all allies within 90 ft regain 4d6 vitality. Requires Boost Morale.

MINDBAR^M: As an immediate action, you ignore 1 attack that allows you to resist using Will. Costs 5 vitality.

QUEST^M: As Geas (above) except you can affect any creature and it does not receive a save to resist. Costs 10 vitality.

SENTIMENTS

You have just won a fabulous treasure, but in the process you have also lost your best friend to a pack of rapid zombies. How do you feel? Now, where does that feeling take you?

THE SEVEN SENTIMENTS

Here is some advice on how to “play” a well-rounded character.

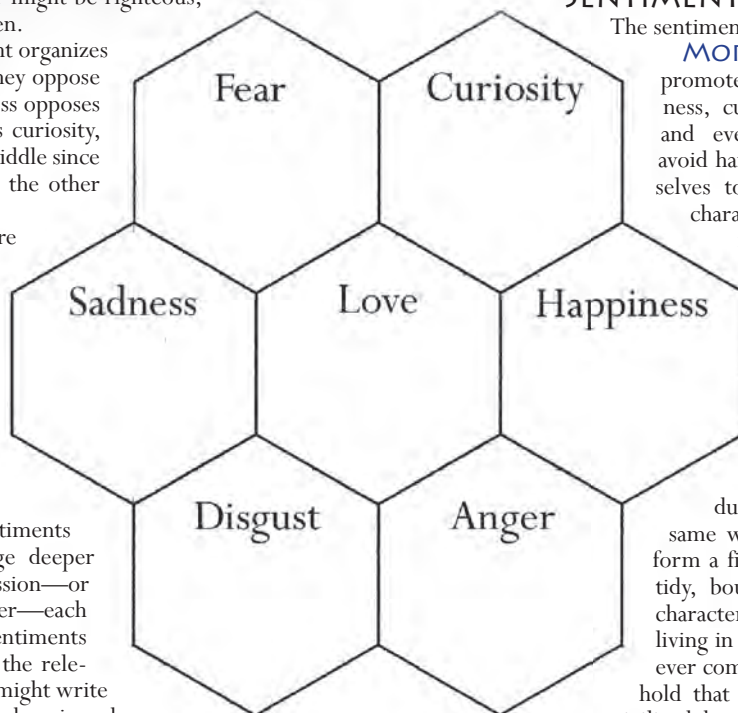
People—humans, dwarves, elves, goblins, and other character races—experience “natural sentiments”. These sentiments make up a colorful pallet of life. There are seven: anger, curiosity, disgust, fear, happiness, love, and sadness.

Characters experience sentiments in response to their own and others’ actions. For example, when a character’s family is killed by a dragon, he probably feels sadness about the loss, anger at the dragon, disgust at the gore and mess, fear that more murders may occur, and possibly some other sentiments. Even happiness is possible! What if the dragon’s actions now conveniently provide a long-awaited political or moral pretext to seek revenge on a local dragon nest?

Hopefully, sentiments don’t require explanation. We all feel them. Rely on everyday definitions. Thus, sadness includes everything from regret to depression, love refers just as much to amorous interest as it does to caring, and anger might be righteous, brutish or anywhere in between.

The geometric figure at right organizes the sentiments to show how they oppose or link to each other. Happiness opposes sadness while disgust opposes curiosity, and so forth. Love sits in the middle since it is complex and links to all the other sentiments.

The sentiments don’t capture every reaction. Feel free to be inventive, to mix and match as you would paints. Shame, for example, includes disgust with oneself and also fear of social disapproval.



SENTIMENTS AT THE GAME TABLE

You can incorporate the sentiments into your game to encourage deeper role-playing. After a game session—or ideally, after a major encounter—each player considers how the sentiments apply and jots down ideas in the relevant boxes. For example, you might write “victory over the dragon” in the happiness box, “disgusted by summoning the demon yet again,” in the disgust box, and so forth.

As you reflect, consider sentiments about...

- Yourself
- Your allies
- Your foes

Also consider, how does your character show or hide each sentiment? A character might seethe quietly with anger, fly into a wrathful harangue, or vigorously chop a pile of wood.

What options for action do the sentiments suggest? Will anger inspire a quick and foolish attempt at revenge or focus one’s energy toward a future victory?

To step up the drama, consider how a character feels about his personality traits. Meezlo is a kobold, and as a kobold, he delights to see others fall into traps, particularly his traps. But as a good-aligned kobold, he feels some sadness or maybe disgust regarding his sadistic impulses. It is up to you to consider how deep to delve, and to what extent the sentiments genuinely influence choices or just add spice.

BONUS XP FOR ROLE-PLAYING

The GM is welcome to assign bonus XP for skillful role-playing. Table 13-9; Bonus XP offers a quick guideline to award bonuses. Consider how many sentiments the player managed to juggle and assign an amount from +0% to +20%, rounding up. For example, a +10% bonus on 8 XP equals +1 XP.

Here is a more detailed example. Did a player role-play his character to show fear during his bout with a dragon and then happiness upon finding its treasure? Good but a tad predictable. Better yet, the player might include disgust at the dragon’s stinking corpse, anger at an ally who failed to be useful in combat, and curiosity about a cryptic remark the dragon made as it lay dying. Assess the sentiments by how they have altered the character’s choices and behavior.

In light of the subjectivity of role-playing, the GM is always the final decision-maker regarding XP bonuses.

TABLE 13-9: BONUS XP

Number of Sentiments	Bonus XP
0	+0%
1-2	+5%
3-4	+10%
5-6	+15%
7	+20%

SENTIMENTS & ALIGNMENT

The sentiments link to a character’s alignment.

MORALS: Generally, good characters promote positive sentiments like happiness, curiosity, and love for themselves and everyone else. Neutral characters avoid harming others while helping themselves to experience pleasant lives. Evil characters promote anger, fear, and sadness for others, and often seek to corrupt positive sentiments toward selfish ends. Consider, an evil character might be quite happy about poisoning a rival in order to gain that rival’s wife for himself, all in the name of love.

ETHICS: Generally, lawful characters seek to ignore, subdue or master the sentiments in the same way that a farmer works to transform a field of wild oats and weeds into a tidy, bountiful field. Conversely, chaotic characters tend to trust the sentiments, living in the moment and embracing whatever comes. In between, neutral characters hold that sentiments can be irrational and uncivilized but also inspiring and energizing. A neutral character might say that one can build a water-wheel on a river to harness nature’s forces but it is a fool’s errand to fight the sea.

SENTIMENTS & RACE

The sentiments link to the various character races.

Some races such as asimar, drow, and elves are sophisticated and perhaps decadent. In contrast, other races such as dwarves and goblins are plainspoken and perhaps brutish. An elf will compose a poem about loyalty while a dwarf will make a painful cut in his hand as a scar memorializing his loyalty.

Moreover, some races delight in the positive emotions while others relish negative ones. For example, elves are happy to see others prosper, curious about nature’s beauty, and likely to celebrate love with romance and caring. In contrast, goblins are happy to watch others bleed, curious about the limits of pain, and likely to grant their love in creepy and discomforting ways. Humans are diverse and experience the sentiments in varied ways.

MARKETPLACE

Here are commonly available items to equip characters. Gear takes up slots. Your character's maximum slots equal his Strength score. Pages 160-161 and 164-165 list more items.

LIGHT ARMORS (1 SLOT)

Armor	DR	Cost	Material
Leather shirt	1	3 gp	Natural
Cloth	1	5 gp	Natural
Leather	2	10 gp	Natural
Silkweave ^{mwk}	2	310 gp	Natural
Studded leather	3	25 gp	Mixed
Warmech clippons	3	325 gp	Mixed
Chain shirt	4	100 gp	Metal
Elven mail ^{mwk}	4	400 gp	Metal

MEDIUM ARMORS (3 SLOTS)

Armor	DR	Cost	Material
Hide	4	15 gp	Natural
Scalemail	4	50 gp	Metal
Chainmail	5	150 gp	Metal
Lamellar	5	175 gp	Natural
Breatplate	5	200 gp	Metal
Monsterhide ^{mwk}	6	550 gp	Natural
Dwarfplate ^{mwk}	7	900 gp	Metal

HEAVY ARMORS (5 SLOTS)

Armor	DR	Cost	Material
Splintmail	6	200 gp	Metal
Banded mail	6	250 gp	Mixed
Mechaplate ^{mwk}	6	1100 gp	Metal
Ironwood	7	500 gp	Natural
Half-plate	7	600 gp	Metal
Full plate	8	1500 gp	Metal
Godswrought ^{mwk}	8	1800 gp	Metal

SHIELDS (1, 2 OR 3 SLOTS)*

Armor	DR	Cost	Material
Buckler	+1	15 gp	Mixed
Light wood shield	+1	3 gp	Natural
Light steel shield	+1	9 gp	Metal
Heavy wood shield	+2	7 gp	Natural
Heavy steel shield	+2	20 gp	Metal
Mithral shield ^{mwk}	+2	320 gp	Metal
Tower shield	+3	30 gp	Natural

* Light shields are 1 slot, heavy shields are 2 slots and tower shields are 3 slots.

Living Standard	Weekly Cost	Example Lifestyle
Poor	3 gp	Use basic travelers accommodations.
Common	12 gp	Share quarters in inns with tavern meals.

BASIC PACK (3 SLOTS, 13 GP)

This pack includes a travelers outfit, which you wear, plus the following items: standard ID papers, traveling papers, 2 days trail rations, a full waterskin, a backpack with a bedroll, a wooden holy symbol, 2 empty belt pouches (for coins), a sunrod (to light the way for up to 6 hours), and a tindertwig (to start camp fires).

EXPERT PACK (5 SLOTS, 130 GP)

On top of a basic pack, consider an expert pack with more items: 50 ft of silk rope, 2 pitons and a grappling hook, a flask of oil (1 pint), a second sunrod, 2 more days of rations, a flask of alchemist's fire, a vial of antitoxin, a flask of holy water, a small mirror, a 10-ft pole, and a journal book with an ink vial and ink pen.

MAGIC ARMAMENTS (PAGE 191)

Item	Cost	Slots
Angeltears leather armor	2,000 gp	1
Arcane bow	2,000 gp	3
Daredevil's mail	2,000 gp	2
Demonskin leather armor	2,000 gp	1
Eldritch gun	2,000 gp	1
Flame blade	2,000 gp	1
Forcemail vest	2,000 gp	0
Frostbrand axe	2,000 gp	1
Healleaf armor	2,000 gp	1
Nightstalker suit	2,000 gp	1
Starscale scalemail armor	2,000 gp	2

BASIC WONDERS (PAGE 203)

Item	Cost	Slots
Bardic mandolin	2,000 gp	1
Boots of the hare	2,000 gp	¼
Camel pack of healing	2,000 gp	½
Darkvision goggles	2,000 gp	¼
Divine prayer book	2,000 gp	¼
Energy crystal	2,000 gp	¼
False eye	2,000 gp	¼
Flit mantle	2,000 gp	½
Gloves of the magi	2,000 gp	¼
Hat of disguise	2,000 gp	¼
Infinite flare	2,000 gp	¼
Magician's cloak	2,000 gp	½
Prestidigitator's wand	2,000 gp	¼
Skeleton key	2,000 gp	¼
Traveling coat	2,000 gp	½
Truefriend cantina	2,000 gp	¼

POTIONS (PAGE 196)

Potion	Cost	Slots
Curing	600 gp	¼
Healing	100 gp	¼
Heroism	600 gp	¼
Invisibility	600 gp	¼
Mana	600 gp	¼
Water breathing	600 gp	¼

LIGHT WEAPONS (1 SLOT)

Weapon	Statistics	Cost
Boomerang	1d3, 150 ft range	1 gp
Dagger	1d4, 10 ft range	2 gp
Dart	1d4, 20 ft range	5 sp
Crossbow, light	1d8, 80 ft range	35 gp
Gauntlet, Spiked	1d4	5 gp
Pistol	1d10, 50 ft range	200 gp
Revolver	2d6, 30 ft range	450 gp
Sling	1d4, 50 ft range	1 cp
Sword, short	1d6	10 gp

MEDIUM WEAPONS (2 SLOTS)

Weapon	Statistics	Cost
Battle axe	1d8	10 gp
Chakram	1d4, 120 ft range	15 gp
Crossbow, heavy	1d10, 120 ft range	50 gp
Longsword	1d8	15 gp
Mace	1d8	5 gp
Rapier	1d6	20 gp
Shortbow	1d6, 60 ft range	30 gp
Shotgun	2d8, 30 ft range	500 gp
Warhammer	1d8	12 gp
Whip, barbed	1d3, 10 ft reach	2 gp

HEAVY WEAPONS (3 SLOTS)

Weapon	Damage	Cost
Chain, spiked	2d4, 10 ft reach	25 gp
Greatclub	1d10	5 gp
Greatsword	2d6	50 gp
Halberd	1d10, 10 ft reach	10 gp
Hunting Rifle	2d10, 80 ft range	750 gp
Lance	1d8	10 gp
Musket	1d12, 150 ft range	400 gp
Quarterstaff	1d6	1 cp
Longbow	1d8, 100 ft range	75 gp
Spear	1d8, 20 ft range	2 gp
Sword, bastard	1d10	35 gp

Living Standard	Weekly Cost	Example Lifestyle
Good	25 gp	Keep private quarters with fine food and clothing.
Extravagant	50 gp	Enjoy a luxury lifestyle with personal assistants.

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Here are common terms.

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Radiance Character Sheet

Player Name _____

Character Name _____

Class/es and Level _____

Theme/s _____

XP

Attributes

	Score	Attribute Modifier
STR	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>
INT	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>

Hit Points

	Max	Current
Wounds	<input type="text"/>	<input type="text"/>
Vitality	<input type="text"/>	<input type="text"/>

Max Vitality = level * 5 + Con Mod

Napped Today?

Other: _____

Movement

	Best	Current
Speed	<input type="text"/>	<input type="text"/>

Other: _____

Weapons

Weapon	Rating	Attack	Damage	Range	Special
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

Notes: _____

Appearance

Race _____ Size _____ Sex _____ Age Bracket _____ **Comeliness**

Age _____ Height _____ Weight _____ Skin _____ Hair _____ Eyes _____

Kits/Templates

Encounters

Initiative Bonus = + Dex Mod

Vision/Senses: _____

Languages: _____

Attack

Class Prime Attribute _____

Attack Bonus = + 1/2 level Prime Mod

Saves

Fort = 10 + + 1/2 level Attr Mod Str Con + Other

Reflex = 10 + + Dex Int + Other

Will = 10 + + Wis Cha + Other

Resistances: _____

Damage Reduction

Armor: _____

DR = + + Armor Shield Other

Religion

Alignment **Faith Pts**

Deity _____

Skills

		Attr Mod	Other
Acrobatics	<input type="text"/>	<input type="text"/> Dex	+ <input type="text"/>
Appraise	<input type="text"/>	<input type="text"/> Int	+ <input type="text"/>
Arcana	<input type="text"/>	<input type="text"/> Int	+ <input type="text"/>
Athletics	<input type="text"/>	<input type="text"/> Str	+ <input type="text"/>
Bluff	<input type="text"/>	<input type="text"/> Cha	+ <input type="text"/>
Craft	<input type="text"/>	<input type="text"/> Int	+ <input type="text"/>
Diplomacy	<input type="text"/>	<input type="text"/> Cha	+ <input type="text"/>
Disguise	<input type="text"/>	<input type="text"/> Cha	+ <input type="text"/>
Dungeoneering	<input type="text"/>	<input type="text"/> Int	+ <input type="text"/>
Endurance	<input type="text"/>	<input type="text"/> Con	+ <input type="text"/>
Handle Animal	<input type="text"/>	<input type="text"/> Wis	+ <input type="text"/>
Heal	<input type="text"/>	<input type="text"/> Wis	+ <input type="text"/>
History	<input type="text"/>	<input type="text"/> Int	+ <input type="text"/>
Insight	<input type="text"/>	<input type="text"/> Wis	+ <input type="text"/>
Intimidate	<input type="text"/>	<input type="text"/> Str	+ <input type="text"/>
Literacy	<input type="text"/>	<input type="text"/> Int	+ <input type="text"/>
Mechanics	<input type="text"/>	<input type="text"/> Dex	+ <input type="text"/>
Music	<input type="text"/>	<input type="text"/> Cha	+ <input type="text"/>
Nature	<input type="text"/>	<input type="text"/> Int	+ <input type="text"/>
Nobility	<input type="text"/>	<input type="text"/> Cha	+ <input type="text"/>
Perception	<input type="text"/>	<input type="text"/> Wis	+ <input type="text"/>
Pilot	<input type="text"/>	<input type="text"/> Dex	+ <input type="text"/>
Religion	<input type="text"/>	<input type="text"/> Wis	+ <input type="text"/>
Stealth	<input type="text"/>	<input type="text"/> Dex	+ <input type="text"/>
Streetwise	<input type="text"/>	<input type="text"/> Cha	+ <input type="text"/>
Survival	<input type="text"/>	<input type="text"/> Wis	+ <input type="text"/>
Technics	<input type="text"/>	<input type="text"/> Int	+ <input type="text"/>
Trick	<input type="text"/>	<input type="text"/> Dex	+ <input type="text"/>
Warcraft	<input type="text"/>	<input type="text"/> Int	+ <input type="text"/>

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