

# Pitfalls & Penguins

An Open Gaming Licensed RPG

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# LEGAL

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# CHAPTER ONE WELCOME TO PITFALLS AND PENGUINS!

## Let's have fun!

Welcome to Pitfalls and Penguins!

This is a game where you and your friends will use your imagination to tell a story together.

If you've played a tabletop game before, you're likely familiar with many of the concepts in this book, but if not, don't worry, we'll walk you through them!

In this chapter, we'll give you some quick information about the world of Pao, and what makes Pitfalls and Penguins stand out from the Open Gaming Licensed content it is built on.

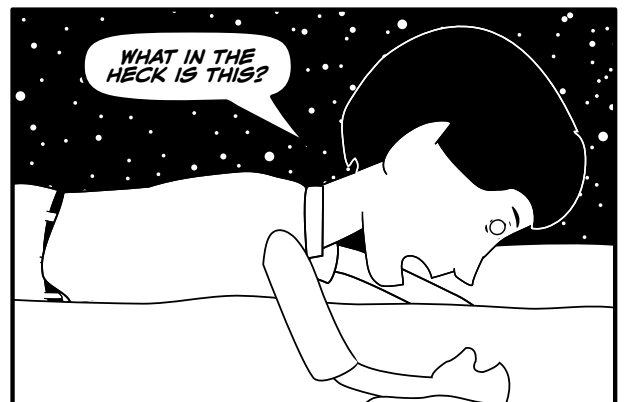
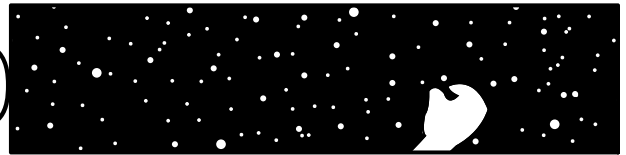
## The world of Pao

This game takes place in another reality, on the world of Pao. You can learn more about Pao in the Setting Chapter, but here's enough information to get started.

The Penguin God's contributions to global society have outlasted empires. Motivated largely by his laziness, these include the Snow Dollar (a completely stable universally accepted global currency abbreviated S\$), the common language of English (a derivative of Penglish), and a belief that dying is to be avoided.

*THE PLANET PAO IS NAMED AFTER ITS ACCIDENTAL DISCOVERER, DOCTOR ERIC PAO, WHO WAS SEARCHING FOR A SHORTER ROUTE TO THE STARS.*

*OKAY, STARS, HERE I COME!*



The word “man” as a suffix refers to all sapient species of Pao regardless of gender, and is an abridged form of “Roaman” adopted after the end of the Pax Roamana and the collapse of the Roaman Empire.

## OPTIMIZED FOR FUN

Pitfalls and Penguins is optimized for fun rather than simulation, and several core mechanics of the game veer hilariously away from the Open Gaming Licensed SRD content we’ve built upon.

In this section, we’ll explore each briefly, though each will be dealt with in greater depth in later chapters.

### Epic Failures

Wishes are funniest when granted literally.

When a 1 is rolled on a d20, the character achieves his goal literally, but with undesirable collateral damage and consequences.

For example, if you rolled a 1 on an attempt to hot-wire a car, you might start the car easily, but soon learn that the mob had sabotaged the car in hopes of killing the owner.

If you were trying to force open a door and rolled a 1, you might find the door opened easily when unlocked from the other side by a security patrol.

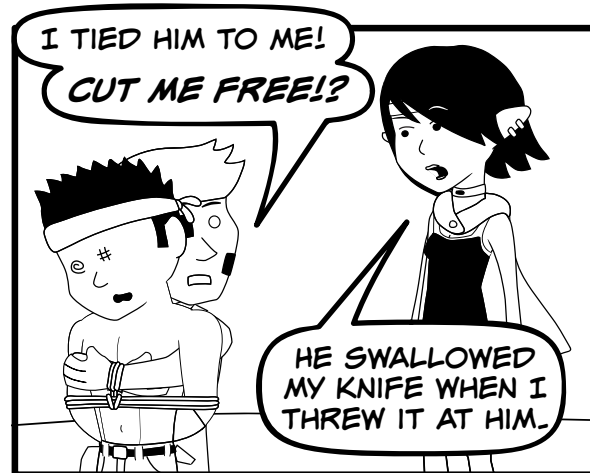
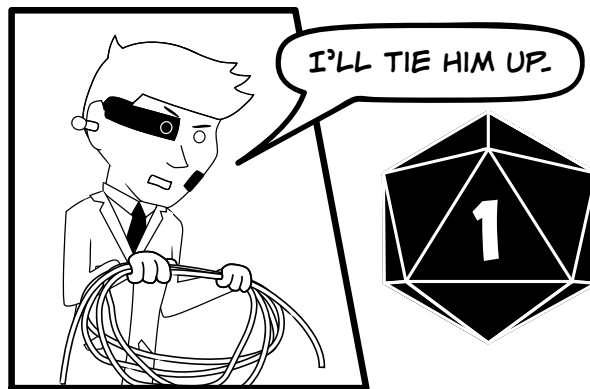
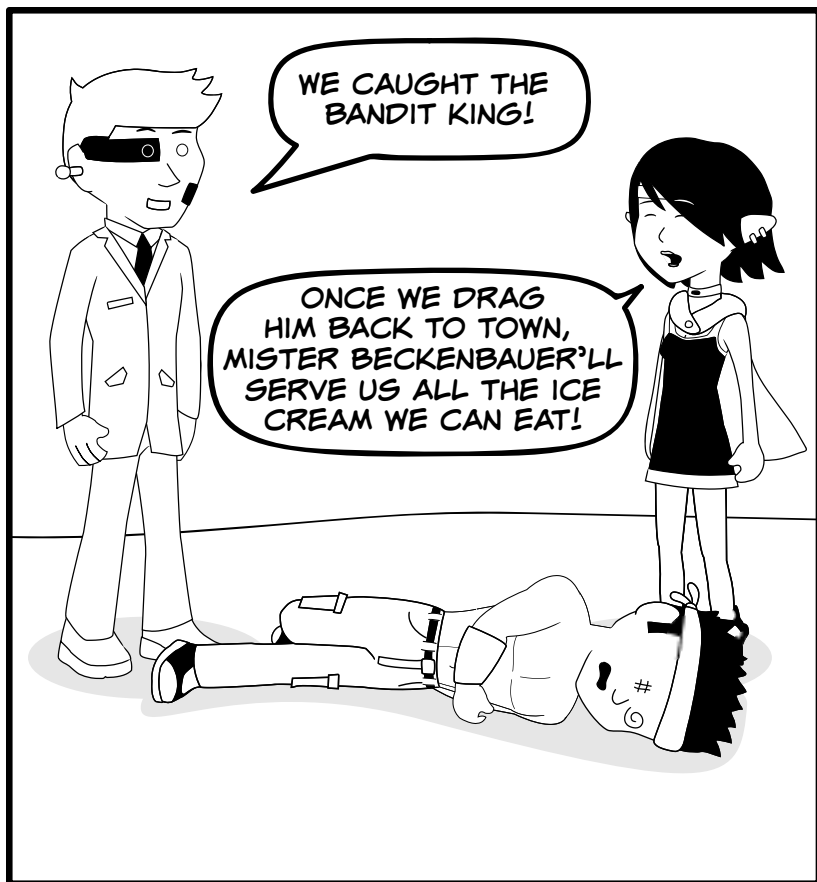
### A six-level system

Past continental destruction has left Pao with a legacy of caution toward powerful individuals, so it is relatively low-powered compared to other fantasy settings.

Our six-level system is based on the OGL E6 rules by Ryan Stoughton, where character growth beyond the sixth level is achieved through the selection of additional feats.

In practical terms, if you play a Pitfalls and Penguins campaign for a long time, your characters will grow more powerful, but not uninterestingly godlike.

Comic: Epic Failure



## Imaginary Modifiers

On Pao, confidence is everything, and over-confidence is hilariously effective.

Your Imaginary Modifier represents how much better you think your character thinks he is at something than he actually is. In addition to rolling three dice to determine each of your Ability Scores at character creation, you will also use a fourth die to determine your Imaginary Modifier.

## You won't die

Pitfalls and Penguins is a collaborative improv game. Players should try things because they are awesome and hilarious, even at great risk to themselves.

In this game, if a Playable Character's health drops below 0, that character is considered unconscious. If the entire party is rendered unconscious, the Pitfall Master should simply time-skip to the party waking up, possibly in prison or about to be sacrificed to an ancient god.

Players may elect to allow their characters to die for role-playing reasons, such as sacrificing themselves for the good of the party.

**ONWARD TO  
ADVENTURE!**

## Organizing your group

We recommend you and your friends schedule a few hours to create your characters and select a Pitfall Master.

Unlike the other players who only control one character in the game, the Pitfall Master is your window to the world of Pao. If anyone in your group already has experience with pen and paper role-playing games, that would give them a head start in playing as Pitfall Master, but experience isn't the most important thing. We recommend you choose someone who is enthusiastic about storytelling and collaboration, but also mutually respected and recognized as fair by everyone in your group.

You don't need to memorize everything in this book, but we do recommend you become familiar enough with it to quickly answer any questions you have during play.

The chapters on Core Gameplay Mechanics and Combat are required reading for the Pitfall Master and recommended reading for the rest of the players.

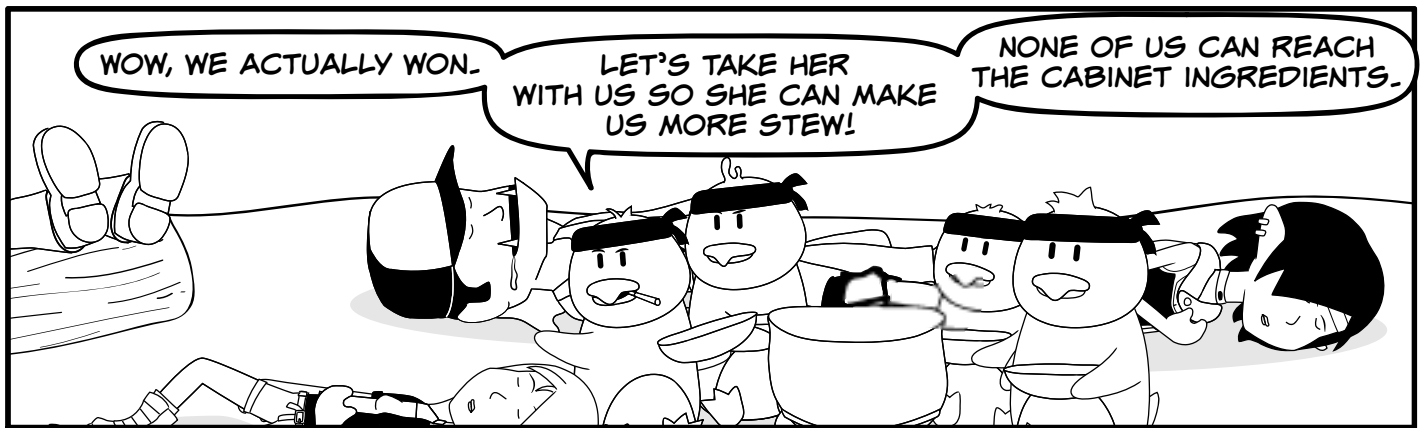
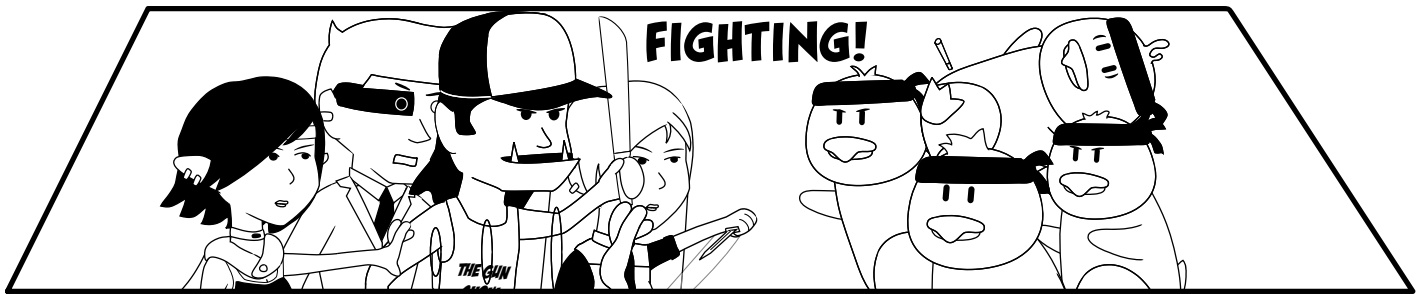
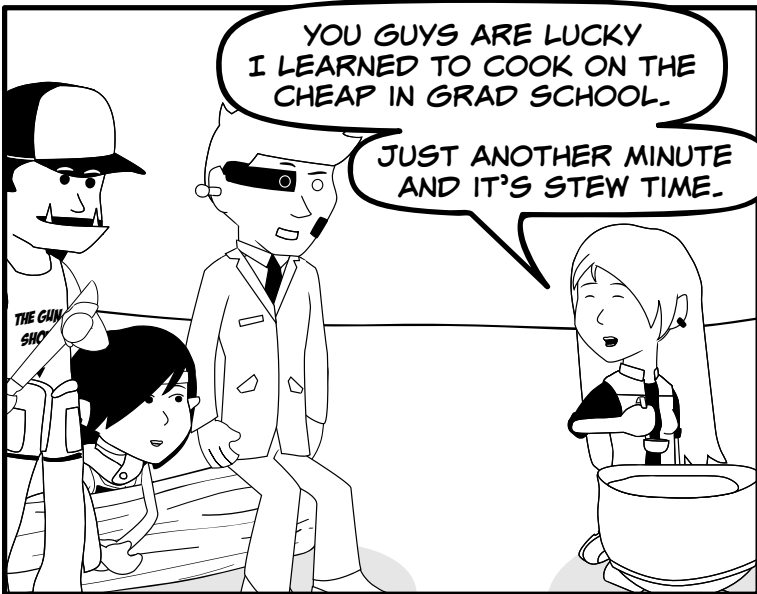
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Don't worry, you can download a digital copy for free at:

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If you have a few extra bucks you can spend on the download or a physical copy, rest assured that we appreciate your help as we continue to develop new game features, new games, and other awesome creations.



# CHAPTER TWO

## CORE GAMEPLAY MECHANICS

### Overview

In this chapter, you will find definitions for most of the terms you will encounter throughout this book.

Don't get overwhelmed! Much of the content in this chapter won't be necessary in all campaigns, and is provided for the benefit of your Pitfall Master.

### Checks

Whenever you attempt an action that has some chance of failure, you complete the following steps:

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

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

This procedure is referred to throughout this text as a "Check."

### Dice

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

### d%

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

### Rounding Fractions

In general, if you wind up with a fraction, round

down, even if the fraction is one-half or larger.

Exception: Certain rolls, such as damage and hit points, have a minimum of 1.

### Multiplying

Sometimes a rule makes you multiply a number or a die roll. As long as you're applying a single multiplier, multiply the number normally. When two or more multipliers apply to any abstract value (such as a modifier or a die roll), however, combine them into a single multiple, with each extra multiple adding 1 less than its value to the first multiple. Thus, a double ( $\times 2$ ) and a double ( $\times 2$ ) applied to the same number results in a triple ( $\times 3$ , because  $2 + 1 = 3$ ).

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

## ABILITY SCORES

### Ability Modifiers

Each ability, after changes made because of species, has a modifier ranging from  $-5$  to  $+6$ . A score's modifier is determined by dividing it by 2, and subtracting 5. For example, a character with an Intelligence score of 16 would divide by 2 to get 8, and subtract 5 to arrive at  $+3$ .

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

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

## **Abilities and Spellcasters**

The ability that governs spellcasting is Intelligence, due to the use of Knowledge (Magic) in spellcasting. However, even a relatively unintelligent caster is still capable of casting any spell his class entitles them to so long as he can make the necessary checks.

## **The Abilities**

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

### **Strength (STR)**

Strength measures your character's muscle and physical power. This ability is especially important for Expert Swordsmen, Paladins, Rednecks who favor melee weapons, Salarymen, and Shapeshifters because it helps them prevail in combat.

You apply your character's Strength modifier to:

- Melee attack rolls.
- When initiating an Uncommon Attack Check.
- Damage rolls when using a melee weapon or a thrown weapon (including a sling). (Exceptions: Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus. A Strength penalty, but not a bonus, applies to attacks made with a bow that is not a composite bow.)
- Athletics Checks. Athletics is a skill, critical to performing most strenuous tasks, that has Strength as its key ability.
- Strength Checks (for breaking down doors and the like).

### **Dexterity (DEX)**

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is high on the list for characters who typically wear light, medium, or no armor, such as Cameramen, Cataloguers, Mages, Rednecks who favor ranged weapons, Salarymen, Scientists, and Shapeshifters. It's also useful for anyone who favors ranged weapons.

You apply your character's Dexterity modifier to:

- Ranged attack rolls, including those for attacks

made with bows, crossbows, throwing axes, and other ranged weapons.

- When defending against an Uncommon Attack Check.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding fireballs and other attacks that you can escape by moving quickly.
- Agility, Stealth, and Use Rope checks. These are the skills that have Dexterity as their key ability.

### **Constitution (CON)**

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes.

You apply your character's Constitution Modifier to:

- Each roll of a Hit Die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he advances in level).
- Fortitude saving throws, for resisting poison and similar threats.
- Concentration checks, a skill that uses Constitution as its key ability.

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

### **Intelligence (INT)**

Intelligence determines how well your character learns and reasons. This ability is important for Cataloguers, Mages, and Paladins because it affects how easily they can cast spells, how hard their spells are to resist, and how powerful their spells can be. Lighter Fighters and Scientists also benefit from a high Intelligence. Any character who wants to have a wide assortment of skills should make sure to have a high Intelligence, regardless of class.

You apply your character's Intelligence Modifier to:

- The number of skill points gained each level (for a minimum gain of 1 skill point per level).
- Animals, Craft, Knowledge, and Mechanics checks. These are the skills that have Intelligence as their key ability.

An animal has an Intelligence score of 1 or 2. A sapient creature has a score of at least 3. Thus, even if adjustments would bring a PC's Intelligence score below 3, their Intelligence can go no lower than 3.

## Wisdom (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings. Wisdom is useful for any character that tries to be aware of their surroundings, such as Cameramen, Cataloguers, and Rednecks. It's also useful for any willful character in general, especially Paladins. Additionally, Shapeshifters benefit from a high Wisdom for defenses and other abilities, and Salarymen take advantage of a high Wisdom on Profession checks. Every creature has a Wisdom score.

You apply your character's Wisdom modifier to:

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

## Charisma (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is useful for Cameramen, Expert Swordsmen, Lighter Fighters, Paladins, and Salaryman. Every creature has a Charisma score.

You apply your character's Charisma Modifier to:

- Bluff, Diplomacy, Intimidate, Perform, and Use Magic Item checks. These are the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.

When an ability score changes, all attributes associated with that score change accordingly. A character retroactively gets additional skill points for previous levels if they increase their Intelligence.

# DEFINITIONS

In Pitfalls and Penguins, there are a number of terms that have special definitions in the game. While this list is by no means exhaustive, it contains terms you will want to know in order to understand the rest. The list below is presented in alphabetical order, not order of complexity, so if a term uses unfamiliar concepts, see if you can find those concepts in the list as well.

When there is a common abbreviation for a term, it will be presented in parentheses along with the term (for example, "Armor Class (AC)").

## Ability

A special action a character can perform due to their training or innate nature which others lacking those things cannot do. Abilities are gained from Hit Dice, Species, Feats, and other sources.

## Ability Score

A value measuring a character's capability in various areas of life. Ability Scores are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Unless explicitly stated, any adjustment made to an Ability Score is to the score, and not the ability modifier.

Note that while this term uses the word "ability", it is a distinct concept from abilities as defined above.

## Action

Anything a character does to interact with the game world.

## Armor Class (AC)

The Difficulty Class of an attack roll against a particular character. Armor Class is the result of a character's natural reaction speed, equipment they are wearing, and other factors.

## **Attack Roll**

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A check made to determine if an attack connected with a character. An attack roll is usually modified by Base Attack Modifier, ability modifiers, and modifiers from the weapon used (if any). The Difficulty Class of an attack rolls is set by the target's Armor Class.

## **Attacker**

---

A character initiating an attack action as defined in the combat rules.

## **Base Attack Modifier (BAM)**

---

A modifier derived from a character's class or hit dice. BAM affects how often an attack hits, and is usually summed with an ability modifier to determine the modifier to an attack roll.

## **Caster**

---

A character who uses magic. Casters usually have a spell list and a special ability called "Spell-casting", although other terms may be used. If your character does not use any of the rules from Chapter 9: Magic, it is not a Caster.

## **Caster Level**

---

The number of Hit Dice a character has from a class or species considered a Caster.

## **Character**

---

Anyone who exists in the game world. Character is a catch-all term for animals, people, and monsters. Other terms for characters used in this text are creatures and beings.

## **Check**

---

A situation for which a player must roll a d20. Checks are used to determine the outcome of a situation where success is uncertain by comparing the result of the d20 roll to a Difficulty Class set by the Pitfall Master. Examples include "ability checks", which are used in situations where a character's natural ability is being tested; "skill checks", which are used in situations where a character's training

is being tested; and "Uncommon Attack Checks", which are used in situations where a character's technical skill in combat is being tested. Checks almost always have one or more modifiers applied to the d20 roll, as defined in the explanation of a given check.

## **Class**

---

See: Hit Die, because this explanation is completely dependent on it to make any sense.

A kind of Hit Die that represents a character's training rather than physical growth. Most PCs will have their Hit Die determined by their Classes rather than species. Classes usually have a wider variety of abilities than a species Hit Die.

## **Condition**

---

Anything that alters the way a character functions. Conditions may apply modifiers, require additional checks, force a character to behave in a certain way, or any combination of thereof. For more information, see the Conditions section of the Chapter.

## **Difficulty Class (DC)**

---

The value which a character must meet or exceed on a d20 roll to succeed at a task. Difficulty Class varies dramatically depending on what is being attempted and how, but is usually a value between 10 and 25.

## **Epic Fail**

---

When a player rolls a 1 on a d20, they automatically succeed at whatever action they were attempting to take, but not in the way that they were intending. Think leprechaun wish.

For example, after rolling a 1 on an Uncommon Attack Check a player might find themselves pinning their opponent, but inadvertently swapping clothes with their opponent in the tussle.

## **Epic Win**

---

When a player rolls a 20 on a d20, they automatically succeed at whatever action they were attempting to take.



## Experience Points (Exp. or XP)

---

A measure of the challenge of an opponent, obstacle, or task. Experience Points measure a character's growth, and are used to determine when they qualify for another Hit Die. Generally, only PCs need to keep track of this value, although some Pitfall Masters may wish to keep track for important NPCs.

## Feats

---

A broad category of abilities and modifiers that characters acquire as part of their development, independent of abilities gained through Hit Dice (although some Hit Dice may grant bonus Feats). Feats can grant modifiers, new abilities, or enhance existing modifiers and abilities. See Chapter 8: Feats for more information.

## Hit Die (HD)

---

A measure of how experienced a character is. Hit Dice are acquired slowly over a character's career when they meet set thresholds of Experience Points. When a character gains a Hit Die, they may also gain additional abilities, or improve modifiers to certain checks. A Hit Die is given as a particular die size (such as d4 or d8), and is rolled to determine how many Hit Points a character has. The size of a Hit Die is determined by either a character's species or from their Class.

Hit Dice, especially those gained from classes, are also referred to as "levels"

## Hit Points (HP)

---

A measure of a character's endurance and ability to continue acting. A character who falls to 0 Hit Points due to injury is generally incapacitated unless healed.

## Magic

---

A supernatural force some characters can use to manipulate the world around them. Magic, especially the simple kind, is a common tool in day-to-day life, being mostly a matter of willpower and desire more than long study and rigorous knowledge. Magic is not incompatible with Science, it

just tends to be more convenient and accessible to the common man. For more information, see "The Mage" in Chapter 6: Classes, and Chapter 9: Magic and Spell Schools.

## Modifier

---

Any value that adjusts a dice roll. Modifiers are distinguished by a descriptor, with common examples being "ability modifier" for a modifier derived from an ability score, "species modifier" for a modifier derived from one's species, and "skill modifier" for a modifier to a skill check. Modifiers with the same descriptor do not, in general, stack, although there are exceptions. Modifiers may be referred to as a "bonus" in some contexts.

One kind of modifier that can stack is the "circumstance modifier". This is a general term for any modifier that only applies under certain conditions (usually stemming from environmental effects or equipment). Circumstance modifiers can stack, so long as they are granted by different sources. For example, you could get a bonus to Awareness for using both a magnifying lens and a Geiger Counter to find a radioactive object. You could not, however, use two magnifying lenses and stack the bonuses.

A term that may be encountered on your character sheet and in supplemental material is "miscellaneous modifier". There is no actual miscellaneous modifier; it is a term used to denote when multiple other modifiers may be applied to a situation, but they are too numerous or unusual to list individually.

## Non-Player Character (NPC)

---

A character that is under the control of the Pitfall Master, rather than the other players. Non-Player Characters include shopkeepers, animals, monsters, and anyone else the Player Characters interact with who is not also a Player Character.

## Opposed Check

---

A type of check wherein the DC is not a set value, but dependent on the result of another character's check. Opposed checks tend to crop up in skill usage (for example, Awareness opposing

Bluff), but can also occur in combat, and as the result of using certain abilities.

## Pitfall Master (PM)

A special kind of player whose job it is to control the game world and all characters within. The Pitfall Master has the most complex role in Pitfalls and Penguins, and PMs who have not run the game before should consult Chapters 10 and 11 for advice and information about the setting and game system.

## Player

The actual humans playing Pitfalls and Penguins. Most players take control of a single character within the game setting of Pitfalls and Penguins, and direct their actions. To play the game properly, one player should take on the roll of Pitfall Master.

## Player Character (PC)

A character controlled by a player at the table, rather than the Pitfall Master. Player Characters are given special treatment in certain cases (especially with regard to death and dying), but shouldn't let it go to their heads.

## Saving Throw

A special kind of check used as a reaction rather than a deliberate choice by the player. Saving throws are used to determine how well a character responds to external threats, such as magic or traps. There are three kinds of saving throws:

- Fortitude Saves are used to resist physical ailments and pressures put upon the body.
- Reflex Saves are used to react to or evade sudden changes to the environment, such as explosions or sudden gaps.
- Will Saves are used to resist mental shocks and manipulations.

## Science

A philosophy of empirical study and rigorous examination used to test the manner in which the observable universe operates. Also, the philosophy of taking the results of that testing and turning it into really cool things like chainsaws and beam swords. Science is not incompatible with Magic, it

just tends to take longer and be more work. See the Scientist in Chapter 6: Classes.

## Skills

A set of values measuring a character's capability in routine, non-combat tasks. Skills are used as modifiers on checks to determine success at these tasks. For more information, see Chapter 7: Skills.

## Species

The physical form a character takes within the game world. Much like in the real world, a character's species dictates their initial traits, and may guide their development to an extent. For common PC species, see Chapter 5: Species.

## Species Hit Die

The Hit Die a character gains from physical development rather than through training in a class. No PC Species defined in Chapter 5 may gain Hit Dice this way, but monsters, animals, and other characters might (and often do).

## Target

A character who is being subjected to another character's ability. See the individual ability's description for information on how the target is affected by an ability.



### **A NOTE FOR NEW PLAYERS**

The mechanics so far are the most crucial to understand before you start playing. The mechanics in the rest of this chapter are included to ensure that we have rules in place your Pitfall Master can use to handle any situation your manic imaginations can create.

It doesn't hurt to flip through the rest of this chapter to familiarize yourself with more game mechanics, but with only a firm grasp of what you've read so far, you're off to a great start!

# CHAPTER THREE SETTING

## Overview

In this chapter, the planet of Pao is laid before you, beginning with its creation. This chapter doesn't contain any rules or mechanics, and is considered non-reproducible setting information under the Open Gaming License.

## Creation

In no time, there was nothing.

Suddenly, the four gods existed, and reflexively created the universe. They descended to the planet below and began exploring.

The Penguin God created followers in his own image to craft macaroni pictures to hang on his fridge.

The Seal God created followers in his own image to write poems and songs to appreciate.

The Rabbit God created followers in his own image because it seemed like the thing to do.

The Human God decided to do something a little different, and created the Orcs, massive and strong bipeds to fashion great monuments in his honor.

When the Orcs proved too dull-witted to grasp the complexities of engineering, the Human God created the Elves, creatures of great intellect.

When the Elves proved uninterested in creating monuments to the Human God, He sighed and created followers in his own image.

When the Humans attracted the attention of the Rabbit God, He determined He would embarrass the Human God by improving upon the bipedal Human template in ways that pleased him, and called his improvements, "Imps."

The Human God did not appreciate the Rabbit God's efforts, and left the planet to explore the newly forming stars.

When the Human God returned ages later, he looked down to the planet and remarked to the Penguin God at how his people had multiplied.

The Penguin God smiled, and replied that the Human God should have followed his lead and added birth control to the water.

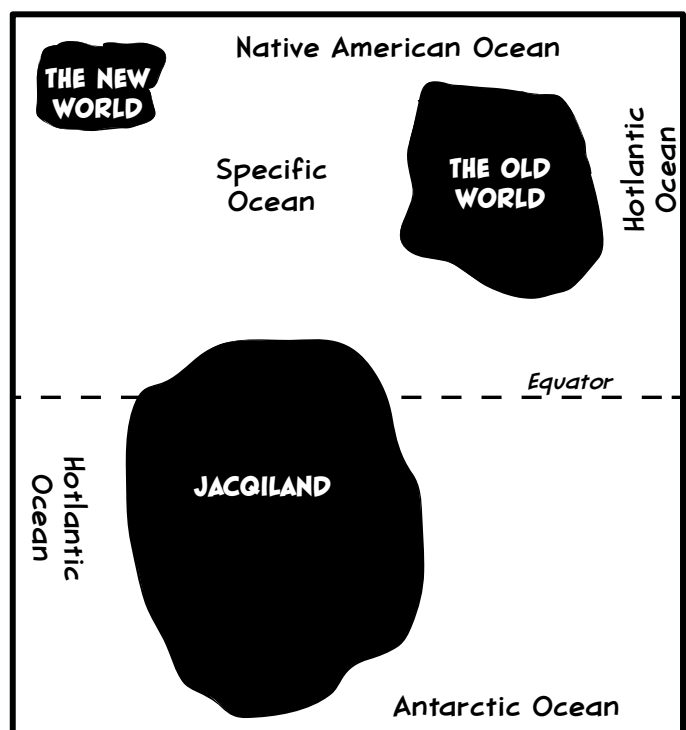
The Human God continued to wonder aloud, mouth agape, that there must be a hundred thousand of his followers walking the planet.

The Penguin God responded with a grin, "That's nothing, there were two billion before the Collapse."

## The Planet of Pao

Pao has three large continents, the two smaller of which are north of the equator, and the largest of which is mostly below the equator. Each continent has suffered its share of magical disasters, though these events are furthest in the past in both the New and Old Worlds, which have largely recovered and become safely habitable.

The most recent of these large-scale magical disasters is known as The Collapse, and occurred on the Southern Continent, which is legally referred to in all government documents as named after the ruling Roaman monarch. It has most recently been called Rebeccaland, and is now known as Jacquiland.



## Languages

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The first language on Pao was Penglish, the native tongue of the Penguins. Though the other peoples of Pao have regional and cultural languages unique among themselves, anyone who participates in wider society speaks English. Derived from Penglish, English is essentially the same language, except with the addition of swear words.

## THE OLD WORLD

After the Collapse, most refugees traveled to what they knew as “The Old World” which they’d abandoned after earlier magical catastrophes had rendered it largely uninhabitable. Here, they built new settlements and prospered in small numbers, until the shoe-making village of Roam discovered a means of magic that could not easily escalate into continental destruction.

Knowledge of a safer practice of magic gave Roam a massive trade advantage, and within decades, the village grew into a capital that spanned the continent. The ensuing peace was known as the Pax Roamana.

The Pax Roamana faltered as the Roamans attempted to reclaim the third continent, which they called “The New World,” from the magically created menace of the Vampires. Though Roam succeeded in neutralizing the Vampire menace and opening the New World to colonization, the costs of that struggle provoked the breakup of the Roaman Empire into smaller political units, leaving the new nation of Roam a shadow of its former glory.

## Fenway National Park

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Fenway National Park is a great forest with swampy fringes located near the heart of the Old World. While Elves live throughout “the Fen,” as it is colloquially known the largest population center is the city of Boston at its core.

### Boston

Boston is the political, cultural, and educational center of life for the largest settlement of Elves in the Old World.

In addition to coffee shops, bars, and clubs for the university students, Boston also is home to many architecture and engineering firms.

The oldest parts of Boston are located in the branches of hundreds of ancient and mighty trees clustered near the center of the city. As the city grew, the swamp below it was drained and the reclaimed land was zoned for expansion.

### The National Tree

The National Government of the Fen is headed by a young dictator selected by the National Advisory Council. The dictator, whose official title is Temporary Dictator, serves a two-year term before stepping down and joining the Advisory Council as a member for life. The Council is entirely made up of former dictators, which keeps the Temporary Dictator on his toes. Should a Temporary Dictator refuse to step down at the end of the two-year term, his citizenship is revoked and he is hunted for sport by the entire population, who automatically receives the day off work.

In the past the gender distribution of Temporary Dictators has been nearly even. Historically, most candidates selected were full-blooded Elves, but for the last five-hundred years natural born citizenship has been enough to qualify individuals for consideration.

### Elven University

Elven University is considered the premier University on Pao, and draws the best and brightest pupils from across the globe, in addition to rich legacy students.

Although their football team hasn’t had a winning season yet, they often beat the spread to the excitement of gamblers worldwide.

## The Great Desert

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The Great Desert was once the home of the Great Civilization, from which it derives its name. Long before the Collapse, this area of the Old World was the epicenter of a Great magical disaster that rendered most of the continent uninhabitable for generations. Though the rest of the continent has healed, the Great Desert remains largely inhospitable to life, with the exception of a few oases harboring small cities.

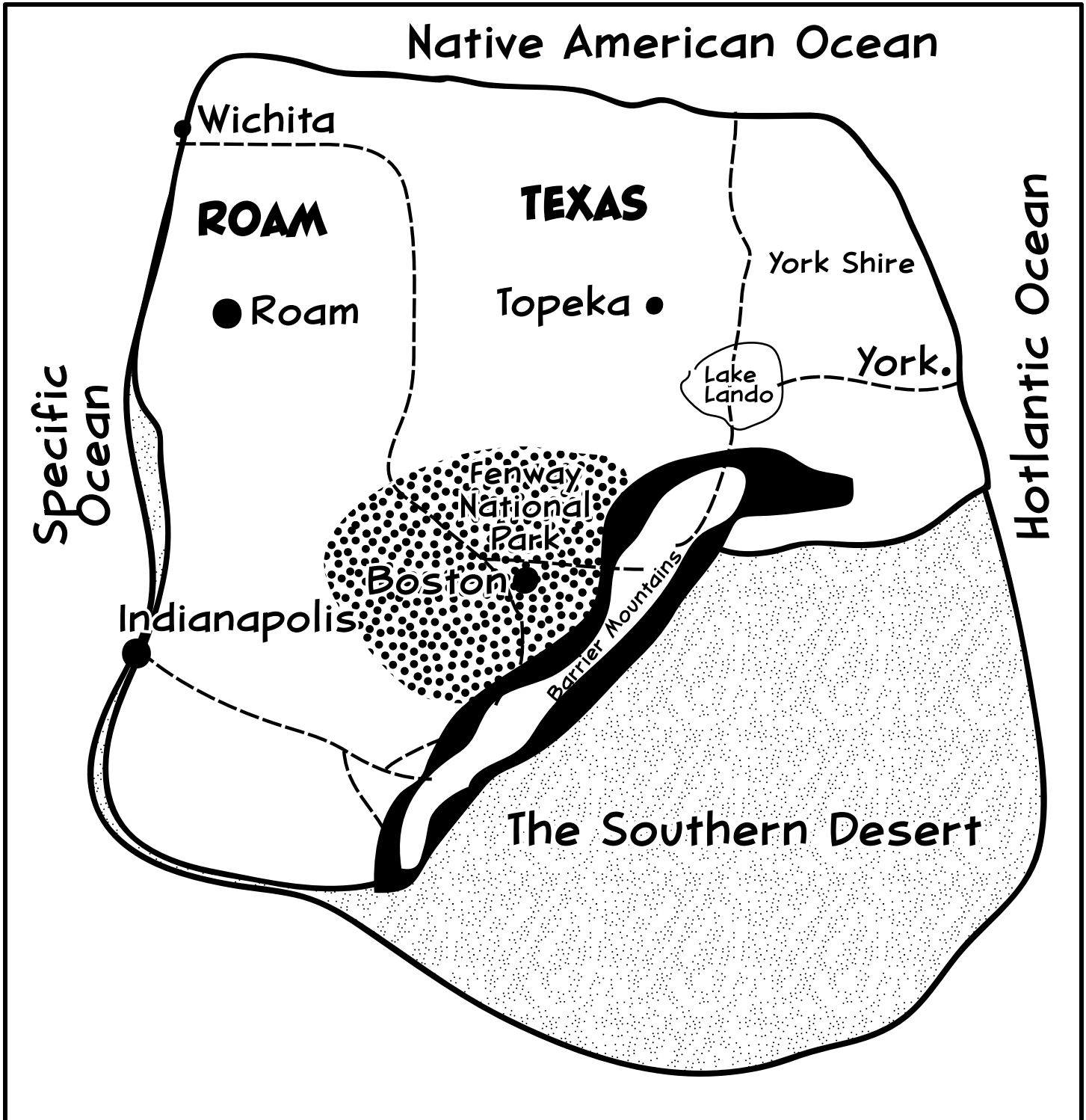
# Indianapolis

Indianapolis, known as the “City That’s Never Burned,” was one of the first major post-Collapse settlements in the New World, due to its prime location as a port easily accessible from the Southern Continent. Surrounded by great and high walls, the city-state of Indianapolis has grown upward rather than outward over the centuries into the most densely populated city on Pao.

A river divides the city into northern and southern halves. The areas along the river are largely industrial and shipping centers, whereas the areas nearest the wall are largely residential.

## The Port of Indianapolis

The Port of Indianapolis is the largest seaport in the Old World. In addition to cargo vessels, the port also accommodates several large cruise liners.



## Downtown

Downtown Indianapolis is home to the City Council, the financial district, and Carmoly-Wang films. Heroes running around with swords won't have a hard time finding someone evil here.

### Carmoly-Wang Films

Due to the city's excellent pro-business tax structure, Carmoly-Wang films is headquartered in Indianapolis. As the pioneer of post-magical filmmaking, Carmoly-Wang is an industry leader that produces sixty percent of all films.

As the patent-holder of most modern camera and film innovations, Carmoly-Wang additionally receives licensing fees from every sale of video cameras and film.

### The Mall

The Indianapolis Mall is considered the greatest shopping center on Pao. Three stories of shops and restaurants draw mall goths and shoppers from across the city. Dozens of movie theaters show the latest and greatest films.

## Past the Walls

The protection of the city does not extend beyond the Walls of Indianapolis. To the West lies the sea, docks for smaller fishing vessels, and pockets of condominiums. Otherwise, Indianapolis is surrounded by great fields of wheat and corn that feed the population.

## Roam

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Roam was originally the shoe-making capital of the world, and before that it was a village so small, it only took one day to construct.

After a Roaman developed a safer method of harnessing magic and applied it to the development of crops and other basic needs, Roam grew from a cobbling capital to a social and political capital, and eventually, the seat of an Empire.

### The Palace

The palace is home to the Roaman Royal family, and is constructed atop four grain silos with a plaster facade. Dozens of tunnels radiate outward from the palace and extend for miles as an escape for the often unpopular Royal Family in times of need.

## The Shoeseum

The Shoeseum is an architectural wonder and the tourist center of Roam. Shaped like a giant sneaker, this museum archives and displays the foot-related accomplishments of Roam. A glass sock-shaped pillar extends upward from the building and is brilliantly lit at night.

### The Loop

The Loop is a ring of high-end fashion storefronts located around the Shoeseum. Many of those ground-floor storefronts are topped by the professional workshops of their founding fashion designers and hangers-on.

## Texas

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The largely agricultural nation of Texas borders the nation of Roam to the southwest and York to the East. The Arctic Ocean to the North is cold and impassible for most of the year, so the primary Texan seaport is Wichita at the western end of the Panhandle.

Texas is divided into two primary geographical regions. The Panhandle is a thin strip of land that extends west to the Specific Ocean, separated from Roam by a nearly mile-wide river. The rest of Texas is largely sprawling ranches with grazing land for cattle and family farms.

### The Panhandle

The Texan Panhandle is a long strip of land that is known best for its trade road, the Panhandle Path, which connects the port of Wichita in the West to the rest of the country.

### Topeka

Topeka is the capital of Texas, and home to the commodities market where the nation's agricultural products are auctioned and sold for international distribution.

### Wichita

Wichita is the only Texan warm-water port, protected from freezing year round by the currents of the Specific Ocean. Wichita is located at the West end of the Texan Panhandle, and in addition to its role as a seaport, it also draws tourists from all over Texas to its beautiful beaches and amusements.

## The Museum District

Wichita's Museum District is home to dozens of famous collections of historical, natural, and creative attractions. Tourists tend to be densest here when the midday heat makes the beach less enticing. In the evening, gallery openings and charity events keep the Museum District hopping, albeit with a more refined crowd.

## Seaside

The popular sandy beach is bordered by attractions like carnival rides, t-shirt shops, and a boardwalk. Recreational docks offer rentals of sailboats and trips on fishing vessels.

## Port

The Port of Wichita handles Texan agricultural exports and imports from Cleveland and Indianapolis. Cruise ships frequently travel between here and Indianapolis in the fair seasons.

## York Shire

York Shire is a relatively undeveloped region in the Northwest of the Old World. The rural population is made up mostly of sustenance farmers, and the industrial centers mostly manufacture low quality and flimsy objects.

## York

York is the only city in York Shire that can truly be considered urban. The anchor industry of the city is the production and bottling of Orca-Cola, a caffeinated soft drink sold worldwide. The city government is essentially an oligarchy controlled by the Orca-Cola corporation and its primary shareholders. York is also home to dozens of breweries and distilleries, and a few chemical plants with questionable safety records.

# THE NEW WORLD

## Birmingham

Deep in Birmingham forest, this largely Orcish enclave is home to a fireworks factory, several BBQ restaurants, and a heavily armed populace. Lodging in town is generally poor, and the population is barely literate and unbearably xenophobic, though

they pride themselves on their hospitality.

## Birmingham Bandshell

The Birmingham Bandshell is located at one end of the BBQ strip and features live entertainment. The most well-attended performances are generally huntry western and meth metal bands. Improvisational wrestling bouts are not uncommon in the audience.

## The BBQ Strip

The BBQ Strip is the widest boulevard in town and is lined on either side by bars that serve BBQ, and BBQ joints that sell beer. Moonshine vendors push portable stills down the median and serve pedestrians as they stumble across the street.

## The Fireworks "Factory"

Before the discovery of meth, the Fireworks factory was the largest gathering of self-employed chemistry enthusiasts in town. The structure was originally built as a coverall factory, but all the fireworks put an end to that quickly.

## Taxidermy Museum

Formerly the dead animals pile—and before that, the petting zoo—this museum is famous for its wide and varied collection of stuffed endangered animals.

## Cleveland, the Rock City

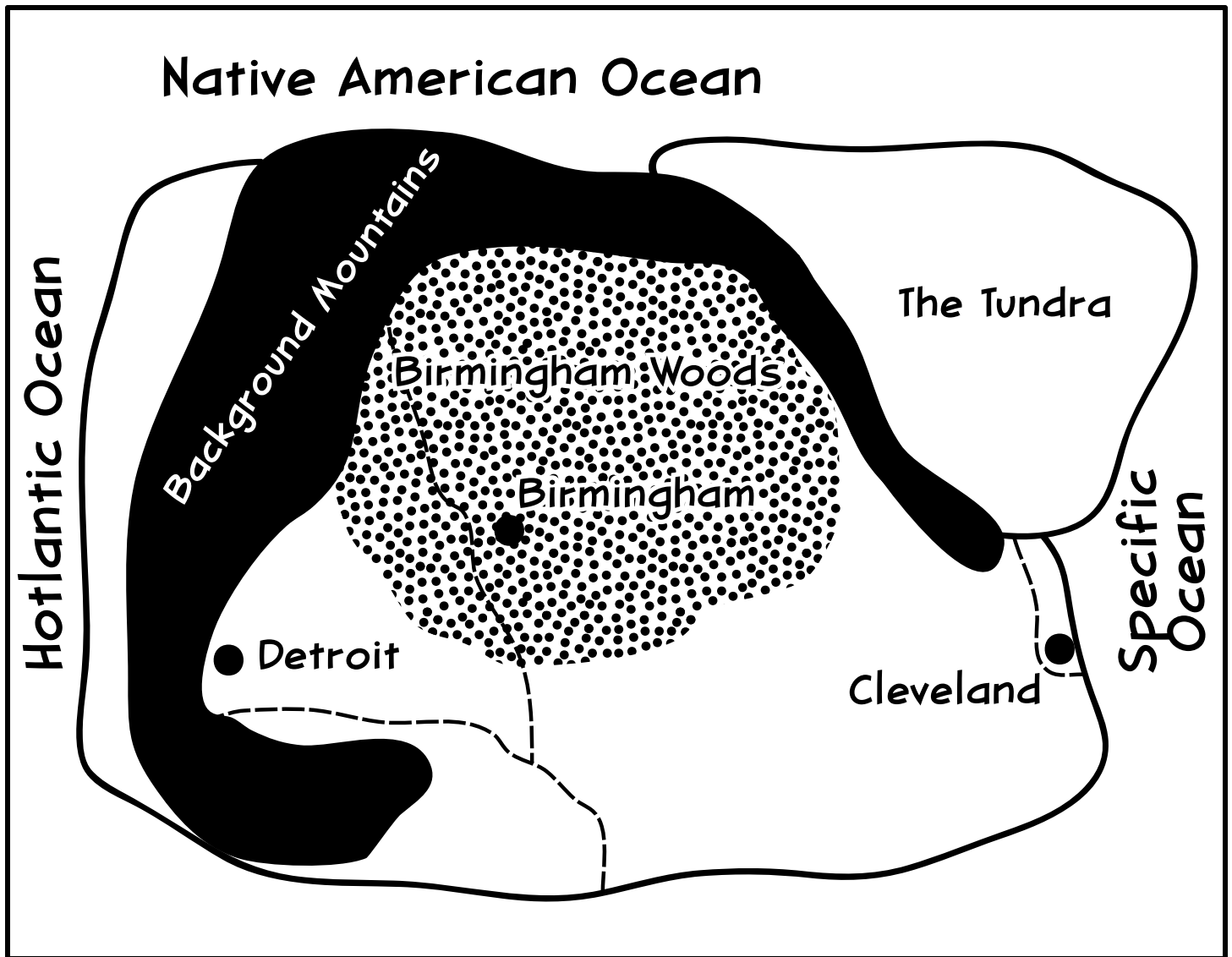
Cleveland is separated by a river from the rest of the New World, and was founded as a colonial foothold by the Roamans.

The resources of the new world are myriad, and the seaport of Cleveland is always busy.

## Cleveland Palitechnic

Cleveland Palitechnic was founded there to educate and train aspiring Paladins in self-righteous interpretations of the will of the gods. The school's location was chosen initially for its proximity to the Vampire threat, but has served it well beyond that purpose in the lax attitudes prevalent among local police.

The school would have shuttered three centuries ago due to financial duress, but was saved by a cash infusion contingent on the creation of a Veterinary Academy. This fortunate convergence ultimately resulted in the common adoption of rideable pets by



aspiring Paladins.

### The Coliseum

Known colloquially as “The Cleaving Grounds,” the Coliseum is Cleveland’s largest venue for bloodsports and concerts.

### The Port of Cleveland

The Port of Cleveland links the New World to the Old World. As the primary seaport on the continent, Cleveland employs thousands in the loading and unloading of cargo.

### The Rock

The Rock is a particularly large stone located near the center of the city. It has great sentimental value to the population, as it has been the site of many marriage proposals and counter-offers.

### The Warehouse District

The Warehouse District is just inland from the Docks and accommodates the huge volume of cargo moving through the city. In addition to infrequent police patrols and private security forces of varied talent, anyone attempting to stage a heist in the Warehouse District would have to be on guard against Paladins-in-Training on patrol.

### Detroit, the Rotor City

Centuries ago, Detroit was the capital of the Vampires, and their forced descent from continental mastery left the city a shell of its former self. Legally a protectorate of Roam, the walled city was used as a mining outpost that heavily employed child labor.

The discovery of helium deposits in the mines and resultant invention of airships pushed Detroit



into an era of industrial growth and prosperity.

## The mines

Though the mines of Detroit have been worked continuously since the city's Roaman capture, vast amounts of minerals and precious gases remain. The mines have entrances old and new, and tunnels natural and unnatural.

## Purrl Manufacturing

Recently rebuilt, Purrl Manufacturing is the largest manufacturer of airships and airship parts in the world. Proximity to both mineral deposits and helium allows them to keep prices low, but the owner's connections in the Roaman military is the true key to their success.

## The Washington Monument

This obelisk once housed a magical sphere that granted the Vampires exceptional speed and strength under the cover of darkness, but was penultimately subverted to dull their senses and ambitions. This sphere was later destroyed with a hammer by Roaman Minister of Science, Jill Kepler. Lacking any magical importance, the Washington Monument is now the primary air traffic control tower for Detroit.

## The Tundra

The Tundra is located in the Northeast corner of the New World. The tundra is frigidly cold, and covered in ice and snow year-round. The Tundra is the historic home of the Penguins and the Seals, though finding them without their welcome is difficult for outsiders, and many travelers are lost in blizzards. Several pointless wars have been fought here between the Penguin and the Seals for the amusement of their gods, though the remains of those battles are covered under layers of snow and ice.

Legend tells of a great Seal library housing books collected over the ages, including histories, literature, and technical manuals of pre-Collapse societies. If this library did exist, it would be exceedingly well-hidden and well-protected to keep it safe from penguin attack.

# JACQUILAND

The Southern Continent, known legally as Jacquiland (formerly Rebeccaland), is claimed by the Roaman Royal family as their domain, but in reality, the continent is almost entirely a post-apocalyptic wilderness inhabited by magical mutations of beasts that defy imagination.

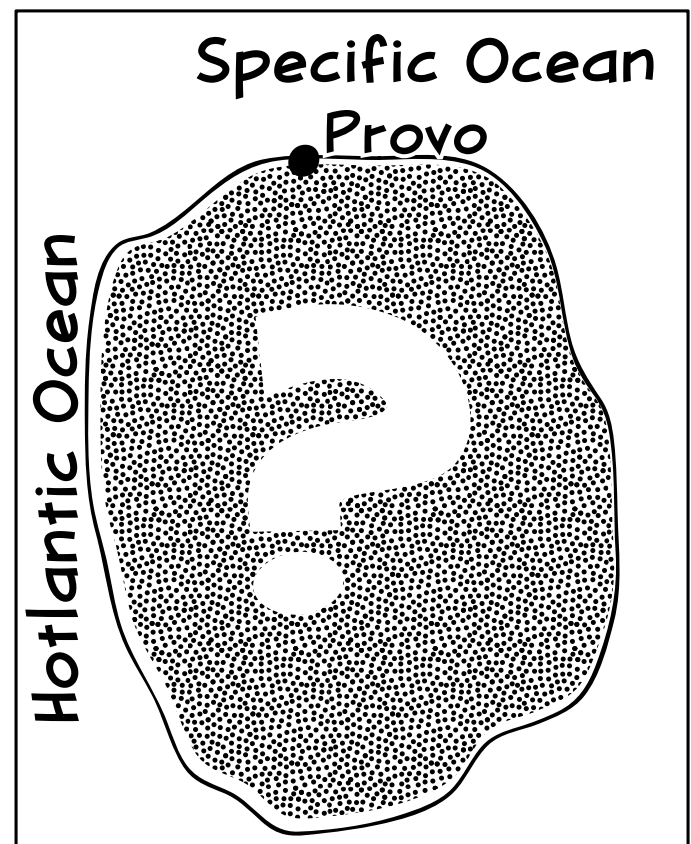
The remains of pre-Collapse societies have been largely reclaimed by aggressive plant life, but temples, towers, and ruins still persist after centuries, and often contain treasures and magics that can be sold for considerable profit to collectors and governments.

## Provo

Provo is the only safe part of the Southern Continent, and even that safety is only maintained by constant guard. The half-moon shaped city is bordered by the Specific Ocean to the north and its great fence to the West, South, and East.

## The Adventure District

Provo's Adventure District offers adventures



opportunities to seek jobs, buy equipment and sell treasure. Many representatives of major museums and private collectors have offices here where they conduct day-to-day business with adventurers. Several motels offer lodging for adventurers, who are usually priced out of staying in the resorts.

## The Barrier

Provo's barrier is the city's primary defense against the encroach of the wilderness. It consists of five layers. The outermost layers are twenty-foot-tall chain link fences topped with concertina wire. Immediately inside each of those fences lies a forty foot wide moat. Between the two moats is sandwiched a concrete wall that extends one foot above the water level. This concrete wall serves as the foundation of a third fence—this one, electrified.

The Barrier extends 100 meters into the sea on either end and has no breaks in its fences or bridges across its moats. Anyone who wants to leave the city must do so by boat, airship, or transport crane. Transport cranes are construction cranes that lift shipping containers full of adventurers and gear from one side of the Barrier to another. Crane tickets are sold for S\$10 round-trip.

## The Resorts

Provo's seaside resorts are glistening high-rise hotels with massive casinos, beautiful swimming pools, and anti-fauna snipers on their roofs. Only the richest can afford to vacation here, and often choose to do so to attend nightly auctions of the most valuable treasures recovered from the wilderness. Upscale nightclubs, bars, and theaters provide entertainment all night, with music loud enough drown out the screams of the terrors beyond the Barrier.

## The wilderness

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Beyond the walls of Provo, the chaotic offspring of a magical apocalypse await. The wilderness is largely impassible due to Swordfishplants and other ubiquitous threats, and the paths that do exist are maintained by local warlords and their militias that have made camp outside the reach of the law.

The farmland and settlements that do exist beyond Provo are generally inhabited by those who see no benefit to participating in society as a whole, and are generally unwelcoming to outsiders.

# CHAPTER FOUR CHARACTER CREATION & GROWTH

## Overview

In this chapter, you will learn the fundamentals of how characters are created and how to read a character sheet.

Many of the concepts in this chapter are explained in depth later in the book.

If this is your group's first time playing Pitfalls and Penguins, it may be helpful to meet with your Pitfall Master before your first play session to ease the character creation process.

## CREATE YOUR CHARACTER

### Before you begin...

Creating a new character can be exciting, but if you're following these steps for the first time, we recommend you read everything first!

## 1. Character Concept

Personality traits and motivations are the foundation of the character concept, and should be chosen with the target of your personal enjoyment and satisfaction in mind.

Some players enjoy characters that amplify their own personalities; others relish acting as differently from themselves as possible. When seeking the right balance for you between playing to your strengths and playing against type, always keep the end goal of having fun in mind.

What does your character do for fun, when angry, or excited?

How does your character like to solve problems?

The more you know about who you want your character to be, the easier it will be to make decisions in the next few steps. For example, if you know you want to play a suave secret agent, allocating your best stats into Charisma and Dexterity isn't a hard decision. If you know you want to play the guy with the biggest sword, the Expert

Swordsman is the obvious choice of classes.

## 2. Class and Species

Your class determines what special abilities your character will gain as they grow, and your choice of species grants certain trade-offs that should complement your character concept.

### Class

Choosing character class is the most significant decision you will make in the development of your character concept.

Class choice affects the health, weapon proficiencies, skill advancement, and special abilities of your character, so look over each class and determine the best fit.

### Species

Each species has certain physical advantages and



### CLASSES AT A GLANCE

See Chapter Six for details.

**CAMERAMEN:** Use directorial vision to shape the battlefield.

**CATALOGUERS:** Adventurer-archaeologists who use magic and weapons.

**EXPERT SWORDSMEN:** Archetypal muscle-bound warriors who specialize in arms.

**LIGHTER FIGHTERS:** Quick, sneaky, smart.

**MAGES:** Specialists in magic.

**PALADINS:** Warriors who live by a strict code and augment physical strength with magic.

**REDNECKS:** Experts at rural living and inconsiderate effectiveness.

**SALARYMEN:** Professionals a few knocks away from rageful outbursts.

**SCIENTISTS:** Create their own tools and weapons.

**SHAPESHIFTERS:** Transform for maximum effectiveness.

disadvantages, and you should select your character's species with these in mind.

For example, if you wanted to play a nimble and fast character, a Rabbit might be a good choice, especially as Rabbits' small size makes them harder to hit. However, if you want to do physical damage and be nimble, an Imp may be a better choice.

See Chapter Five to learn more about Species.

### 3. Roll your stats

There are six Ability Scores that dictate your character's general abilities. In Pitfalls and Penguins, these values are usually expressed as a number ranging from 3 to 18, with 10 being considered average.

Ability Scores are sometimes appended by an Imaginary Modifier. The Imaginary Modifier represents how much your character overestimates personal traits.

For example, a know-it-all teenager might have an Intelligence of  $12+4i$ —meaning that he's only a little above average, but he's convinced that he's a genius.

#### 3.a: Roll dice and record

To determine your character's Ability Scores, roll four six-sided dice (4d6). Write all four values on scrap paper and move to a new line, repeating this process five more times.

You should now have six lines with four values each. From each line, select one die (often the lowest) to be that Ability's Imaginary Modifier, and sum the remainder for the actual value.

For example, a line reading "4,6,3,1" would be rendered into " $13 + 1i$ " to prepare for Ability assignment.

#### 3.b: Ability assignment

The six Abilities that will define your character are:

**STRENGTH:** your character's general physical power. Strength determines how hard you can hit and how well you can perform most physical activities.

**DEXTERITY:** your character's coordination and reaction speed. Dexterity is important when determining if you react quickly to something,



### SPECIES AT A GLANCE

See Chapter Five for details.

**DOPPELGANGERS:** Shapeshifting blobs.

**ELVES:** Weak but bright.

**ELORCS:** Functionally identical to humans.

**HALF-ELVES:** Less naturally weak and bright than Elves.

**HUMANS:** Once wore socks with sandals, in emulation of their god.

**ORCS:** Physically strong, mentally dim.

**PENGUINS:** Well rounded.

**QUARTER-ORCS:** Weaker than full-blooded Orcs, but also tend to be better educated.

**RABBITS:** Quick, but lucky.

**ROBOTS:** Mechanical people.

and also matters when dealing with situations requiring fine motor control.

**CONSTITUTION:** your character's overall toughness and resilience.

**INTELLIGENCE:** your character's reasoning ability and power of recall. Intelligence determines performance in tests of knowledge and affects skill point allocation.

**WISDOM:** your character's awareness, intuition, and general mental strength. Wisdom is used both to determine if you notice something, and if someone is manipulating your senses.

**CHARISMA:** your character's strength of personality and sense of self. Charisma is used in social situations and circumstances where your character is trying exert influence through sheer will.

To ensure your character plays the way you'd like, assign the highest values in harmony with your character concept.

Because certain Ability Scores may be affected by your choice of class and species, be sure to make the appropriate adjustments as you fill out your character sheet. Check for a section labeled "Ability Score Adjustment" for your species in Chapter Five.

Once you've determined your Ability Score, calculate your Ability Modifiers by halving your Ability Score (rounding down), and subtracting five. The result, positive or negative, is your

modifier for that score. Note that this value is distinct from your Imaginary Modifier.

## 4. Character Details

At this point, you are ready to begin filling out your character sheet.

### Calculate Hit Points (HP)

Hit Points represent your character's health. The maximum Hit Points of your character is primarily determined by your choice of class.

Find the Hit Die for your character's class and calculate your Hit Points using the following formula at 1<sup>st</sup> level: maximum Hit Die + Constitution Modifier (even if it's negative).

While the maximum possible Hit Die is used at 1<sup>st</sup> Level, when leveling up in the future you will roll your Hit Die and add the result and your Constitution Modifier to your existing Hit Points.

### Calculate Armor Class (AC)

Your armor class represents how difficult you are to wound with an attack. It represents both your ability to dodge and deflect blows as well as your armor's ability to absorb them.

"Touch AC" and "Flat-Footed AC" are special cases of AC, when you are denied one or more bonuses.

### Calculate Saving Throws

Saving Throws represent your character's ability to resist physical and mental effects, and to evade environmental hazards. There are three types of Saving Throws:

**FORTITUDE SAVES:** resist physical effects, such as poison, disease, and extreme temperature;

**REFLEX SAVES:** evade environmental hazards, such as falling rocks or collapsing floors;

**WILL SAVES:** resist mental effects, such as mind control, illusions, and extreme stress.

Each save has an associated stat, as noted on the character sheet. To determine your saving throw bonus, look at the "1<sup>st</sup> Level" row for your character's class, and note the value given for each save as the "Base Save." Add the relevant ability modifier to each row, and include any bonuses received from species and class as "Misc. Modifier."

## Calculate Initiative Modifier

The Initiative Modifier represents your character's reaction speed, and is a factor in determining turn order in combat. Unless your character has abilities or equipment that explicitly affect the Initiative Modifier, the Initiative Modifier will be equal to the Dexterity Modifier.

## Base Attack Modifier

The Base Attack Modifier for your character's class can found in that class' summary table.

## Grapple

Grapple is your character's bonus when grabbing or being grabbed. It is the sum of your Base Attack Modifier, Size Modifier, Strength Modifier, and any miscellaneous Class or Species related modifiers.

## 5. Assign Skill Points

Skills are areas in which your character has special training.

Each skill has an associated Ability Score, which grants a bonus on checks involving that skill. Applying skills requires a Skill Check, where you roll a d20, and add relevant bonuses.

In special cases, your Pitfall Master may request you apply a different Ability Score's bonus.

## Skill Summaries

**AGILITY:** Based on Dexterity. Agility is used when your character is attempting activities that call for precise or practiced movements, such as rolling to absorb an impact, manipulating a coin in your fingers, or rapidly signing a warning to a friend.

**ANIMALS:** Based on Intelligence. Animals is used when your character is attempting activities that involve either caring for or dealing with unintelligent animals and creatures of like intelligence, such as taming a wild wolf, grooming a horse, or driving a cart pulled by oxen.

**ATHLETICS:** Based on Strength. Athletics is used when your character is attempting activities that require physical endurance and strength, such as jumping a wide gap, scaling a wall, or swimming against a current.

**AWARENESS:** Based on Wisdom. Awareness is used when your character is attempting activities that involve picking up on external cues, such as detecting lies, finding concealed doors, or hearing someone approaching.

**BLUFF:** Based on Charisma. Bluff is used when your character is attempting activities that involve deception of any sort, such as lying to a guard, creating a disguise, or forging a letter.

**CONCENTRATION:** Based on Constitution. Concentration is used when your character is attempting activities that require focus, such as recording footage, maintaining a spell effect, or sleeping through friends calling for help.

**CRAFT:** Based on Intelligence. Craft is used when your character is attempting activities that involve creating something, such as a poem, weapon, or furniture. Note that Craft requires a character to specialize in a defined area, and a character wishing to be skilled in creating multiple things must take it multiple times.

**DIPLOMACY:** Based on Charisma. Diplomacy is used when your character is attempting to influence other people.

**HEAL:** Based on Wisdom. Heal is used when your character is attempting activities that demand a working knowledge of anatomy and physiology, such as assessing a creature's physical condition, applying first aid to an ally's wounds, or cutting an opponent's Achilles tendon.

**INTIMIDATE:** Based on Charisma. Intimidate is used when your character is attempting activities that involve threatening or frightening an opponent, such as scaring off a wild animal, persuading a prisoner to talk, or convincing a bouncer to let you into a club.

**KNOWLEDGE:** Based on Intelligence. Knowledge is used when your character is attempting activities that require either the recall, analysis, or application of information, such as knowing the name of a particular type of plant, determining the weak points of a building, or the plots of all four books in the "Emperor of the Pengu" series. Note that Knowledge requires a character to specialize in a particular field, such as Magic, Nature, or Wrestling. While broad categories are generally used, a more narrow specialty can benefit the character by providing bonuses in related areas. You cannot use this skill without training.

**MECHANICS:** Based on Intelligence. Mechanics is used when your character is attempting activities that call for both a knowledge of machinery and the manual dexterity to apply it, such as disabling traps, picking locks, or building Scientist weapons. You cannot use this skill without training.

**PERFORM:** Based on Charisma. Perform is used

when your character is attempting activities that involve playing music or some other form of public display, such as giving a speech, playing in an orchestra, or acting in a play. Note that Perform requires a character to specialize in a particular art, such as acting, viola, or oration. You cannot use this skill without training.

**PROFESSION:** Based on Wisdom. Profession is used when your character is attempting activities that provide services rather than physical products, such as handling a ship, accounting, or research. Note that Profession requires a character to specialize in a particular occupation, such as bureaucrat, lawyer, or engineer. You cannot use this skill without training.

**STEALTH:** Based on Dexterity. Stealth is used when your character is attempting activities that are intended to go undetected, such as crossing a room without making a sound, hiding in a forest, or palming a knife.

**SURVIVAL:** Based on Wisdom. Survival is used when your character is attempting activities that require a working knowledge of nature and how to get along outside of cities, such as foraging for food, navigating unmarked wilderness, or setting up camp.

**USE MAGIC ITEM:** Based on Charisma. Use Magic Item Skill Checks are rolled when your character is attempting to activate or manipulate objects of a magical nature, such as an enchanted staff, a magical barrier, or a sword with an unknown ability. You cannot use this skill without training.

**USE ROPE:** Based on Dexterity. Use Rope Skill Checks are rolled when your character is attempting activities that involve handling rope, such as tying people up, tying things up, or tying people to things. While you can use this skill without training, training allows you to use rope in a pleasurable manner.

To acquire a skill, you invest "skill points" in them, giving you a certain number of ranks. Each class has a list of Class Skills that are considered familiar; for these skills each point invested equals a rank. For non-Class Skills each point invested equals half a rank. Half-ranks are meaningless, except in the event of a tie on a skill check, in which case the party with the half-rank wins. You must have at least half a rank in a skill to be considered "trained" in it. You may only have a number of ranks in a skill equal to your total level + 3. Each full rank in a skill grants a +1 bonus to a character's check for that skill.

Each class has a set number of skill points they gain each level; a character adds or subtracts his Intelligence bonus from the base value for his class to determine how many points he gains. A character gains four times this amount at first level, and just that amount each level thereafter. Skills are recorded in the box on the right side of the front page. Note your ability modifier for each skill in the column marked as such. Record your ranks in the appropriate column, as well. The column marked “Misc. Modifiers” is a catch-all for the various things that can grant you modifiers (such as species and class features, as well as feats and equipment). Anything that grants a bonus to skills will be marked as such, and should be summed and recorded here. Once you have all of your bonuses sorted out, you can record the total in the column labeled “Skill Modifier.”

## 6. Feats

Feats are special talents that characters possess above and beyond their skills or class abilities—although many feats require either a preexisting natural ability, or specialized training represented by class abilities or skills. It would be well beyond the scope of this chapter to deal with each feat individually, but there are several general categories of feat.

**COMBAT FEATS:** These feats improve a character’s combat prowess in some way. Examples include things like Dodge (which improves one’s AC), Two-Weapon Fighting (which enables a character to wield two weapons without suffering much in the way of penalties), and Weapon Finesse (which allows a character to use his Dexterity instead of Strength when wielding certain melee weapons). Combat feats often require certain attributes to exceed a certain threshold, but this is not a universal rule.

**SKILL FEATS:** These feats either improve a character’s bonus to skill checks, or grant a new use of a skill. Examples include things like Negotiator (which gives a bonus to Diplomacy and Intimidate checks), Combat Engineer (which allows Mechanics to be used for quick repairs), and Track (which allows Survival to be used to follow a subject in the wilderness). Skill feats don’t usually require anything, although feats that grant new uses for a skill will usually have a certain number of ranks in that skill as a prerequisite.

**CLASS FEATS:** These feats improve or alter a class’s abilities. Examples include things like Double Major (which allows a Mage to have two specialties), Dust In the Wind (which allows a Redneck to acquire a Cropduster as his vehicle), and Smash Cut (which gives a Cameraman a new Special Effect). Class feats usually require a character to have a certain number of levels in a class.

**MISCELLANEOUS FEATS:** These feats don’t fall into one of the above categories, and while there may be some that are related (such as the three feats that improve saving throws), there’s no overarching theme. Examples of these include the aforementioned saving throw feats, Endurance (which gives you bonuses when confronted by physically arduous conditions), and Make-Out Mobile (which allows your character to own a car).

Characters begin with one feat, gaining additional feats at third and sixth levels (and at set intervals beyond sixth level). They may also gain feats from Classes and Species features.

Feats are recorded on the second page of the character sheet, in the section labeled “Class Features & Feats.”

## 7. Class features

Class Features are abilities that fall outside the categories already discussed (skills, feats, saves, attack bonus, and so on). Examples of Class Features are the Paladin’s Censorship, the Mage’s Spellcasting, and the Cataloguer’s Trapfinding.

When recording Class Features on your Character Sheet, note relevant calculations, bonuses granted, and cooldown times.

## 8. Equipment

Every character begins play with S\$150 (pronounced, one hundred and fifty Snow Dollars) to purchase equipment.

Characters in Pitfalls & Penguins carry items in what is called “Hammerspace.” Hammerspace is not limited by volume or weight, though only 16 items may fit inside. Little items (such as potions or ammunition) may be stacked, but anything larger takes up a slot on its own. Equipment that is being carried or worn also counts against this limit. Write down the items your character is carrying in the

space provided on the second page, marking items actively equipped or held with an “[E]” or similar indication.

## 9. Spells

If you are not playing a Cataloguer, a Mage, or a Paladin, you may disregard this section of the Character Sheet.

If your character is a caster, then please see the chapter on Magic.

# CHARACTER GROWTH

## Learning from experience... points

As you play multiple sessions of Pitfalls and Penguins, your character will accumulate Experience Points (or XP, for short). XP is an abstraction of the improvements to their abilities that your character accumulates over time, whether it comes from training, life events, or just surviving in tough circumstances.

Experience Points are primarily used to track your character’s progress toward acquiring new abilities. When you accumulate enough points (“enough” being defined below), you unlock new abilities, improve some of your existing abilities and skills, and improve some of your statistics (such as HP and BAM).

## How to Level Up

Once you have enough XP to gain a new level, you’ll need to go through and update your character’s information.

1. Look at the line for the level you just obtained in your class’s summary table. Adjust your BAM and Base Save Modifier to match the new level’s line.
2. Note any new abilities you acquire (such as a Paladin’s Improved Censorship, or a Redneck’s Drivin’ License).
3. If you are a Mage or Cataloguer, adjust the number of available spells to match the new level’s line. Note the spells you’re picking up

to fill those slots above. You do not need to commit time to learning these new spells; it is assumed your character was studying in their down time.

4. You gain additional skill points based on your class. These are used in the same manner as the skill points gained at character creation, and subject to the same restrictions.
5. If your new level is 3 or 6, you also gain a new feat. You may select any feat for which your character meets the prerequisites.
6. Determine your new HP. Roll whatever size die matches your class’s Hit Die, add your Constitution modifier to the result, and add the total to your previous maximum to get your new total. (A Redneck with 22 HP and 14 Constitution who rolls a 5 gains 7 HP for a sum of 29 HP). You do not lose HP if you have a negative Constitution modifier, and always gain 1 HP, even if your result should take you lower.

## When to Level Up

You gain a new level at predetermined XP tiers, as outlined in the table below, until you reach 6th level, then the rules change.

After you reach 6th level, your character is considered to have reached the “peak” of normal ability. To gain levels beyond this point would require more than most creature’s lifetimes to do. However, that does not mean they stop growing.

Table: Leveling

Level	XP Required
1	0
2	1500
3	4500
4	9000
5	12000
6	15000
6+	+5000

From 6th level on, every time you accumulate 5000 XP, you gain a new feat for which you are qualified. In addition, you gain access to a few new feats (listed in the Feats chapter as such), representing the high level of ability your character has.



## Taking More than One Class

You are not limited to the class in which you begin. Sometimes, a character may choose to change careers part of the way through their development. Only training in one class allows characters access to the highest level, and most powerful class abilities, but branching out can be fun too!

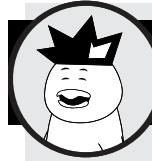
The levels from all your classes together cannot exceed 6. You may have 6 classes at level 1, 3 at level 2, or some other combination, but the point is that you cannot take more than 6 levels altogether. You may switch classes freely outside of that restriction. There are no penalties to your character's abilities or XP gain besides the fact that you will be at a lesser ability in a given class than a more focused character would be.

When leveling a character who has more than one class, the following adjustments are made to leveling.

1. To determine your BAM and Saving Throws, sum the values from the highest level you have obtained in each class. Thus a Redneck 1/Paladin 2 would have a BAM of +3, base Fortitude Save of +5, base Reflex of +2, and base Will of +3.
2. Gain abilities as normal, but you may only improve one class at a time and must gain levels in order, regardless of total level. A 1st level Redneck who gains a level of Paladin would gain a 1st level Paladin's abilities, but not a 2nd level Redneck or Paladins.
3. Keep track of your Spells Known for different casting classes separately. Different classes gain access to spells at different rates, which can affect DCs and other things. Your Knowledge (Magic) skill still applies equally to all spells you are capable of casting
4. You gain skill points and assign skill ranks according to the class you gain a level in. Thus, a Redneck who takes a level of Paladin may put points into Diplomacy or Use Magic Item, but not Stealth or Use Rope.
5. You still gain new feats at 3rd and 6th levels, but use the sum of your levels rather than

your class levels. So, a Redneck 1/Paladin 2 gets a feat, but would not gain another upon reaching Paladin 3 unless that happened to be their 6th total level.

6. Roll HP as normal for the class you leveled in. This is the easy part, honestly.



### AWESOME CLASS MIXES

There are a few classes that work well together well, if you're willing to give up their higher-level abilities.

**CATALOGUER/LIGHTER FIGHTER:** Excellent saves, somewhat weak combat skills, but makes up for it in sheer versatility

**CATALOGUER/PALADIN:** Excellent saves, modest combat abilities, and plenty of magical skills

**MAGE/PALADIN:** Modest saves and mediocre combat, but mixes advanced casting with a sturdy defense

**REDNECK/SCIENTIST:** Combines combative skill, inventive ability, and skill with duct tape

# CHAPTER FIVE PLAYABLE SPECIES

## Overview

In this chapter, you'll learn about the playable species in Pitfalls and Penguins.

## Species and setting

The story of Pao and its peoples can be found in Chapter 3: Setting.

Though every individual is different, each species is inclined toward certain strengths and weaknesses at the physiological level. These strengths and weaknesses are explored in depth in

the following pages, but a chart has been provided below as a quick reference.

When choosing a species for a new character, don't feel compelled to select the one with the best stats for your concept. Keep in mind that you can assign your six ability score rolls to overcome the natural ability score weaknesses of your species. Playing against type is still playing, and fun is the ultimate goal of this game.

Species	Ability Score +	Ability Score -	Strengths	Weaknesses
Doppel-gangers	+2 Wis	-2 Con	Access to Shapeshifter Class, IR and UV Vision, +2 Bluff Checks, Burrow Speed	Vulnerability to Fire and Bludgeoning
Elves	+2 Int	-2 Str	UV Vision, +2 Knowledge Skills, +2 Awareness	
Elorcs	—	—	Bonus Feat at 1st level, +4 Skill Points at level 1, Extra Skill Point every level	
Half-Elves	+1 Int	-1 Str	UV Vision, +1 Awareness, +2 Diplomacy, +2 Bluff	
Humans	—	—	Bonus Feat at 1st level, +4 Skill Points at level 1, Extra Skill Point every level	
Imps	+2 Dex	-2 Con, -2 Str	IR Vision, +2 Athletics, +2 Stealth, +2 Perception, +2 Agility, Endurance Feat at level 1, Increased Land Movement Speed	
Orcs	+4 Str	-2 Int, -2 Wis	Bow, Crossbow, and Firearms proficiency	
Penguins	+2 Any	-2 Any	+1 Attacks vs. Seals, +2 Spell Resistance, +2 Mechanics Checks, Increased Swim Speed, Cold Immunity, Chainsaws and Hand Grenades as Martial Weapons, Respawn	Decreased Land Movement Speed, Respawn
Quarter-Orcs	+3 Str	-1 Int, -1 Wis	Bow, Crossbow, and Firearms proficiency	
Rabbits	+4 Dex	-4 Str	Re-roll Failed Saves, +1 all saves, +2 Stealth, +2 Agility, +4 Perception, Increased Land Movement Speed, Burrow Speed	
Robots	+2 Con	-2 Cha, -2 Wis	IR Vision or UV Vision, Immunity to Mind-Altering and Charm Effects, Access to Shapeshifter class	Vulnerable to Electric Damage, Prohibited from Paladin and Magic-User Classes

# DOPPELGANGER

## Overview

Doppelgangers were created by Doctor Watson less than thirty years ago to serve as an army in his quest for historical immortality. He died.

Free from his control, many Doppelgangers are now functional and contributing members of society.

## Species traits

**SPEED:** Varies with form, 1 square in Doppelblob form

**BURROW SPEED:** Varies with form, 1 square in Doppelblob form

**SWIM SPEED:** Varies with form, none in Doppelblob form

**FLY SPEED:** Varies with form, none in Doppelblob form

**ABILITY SCORE ADJUSTMENT:** +2 Wisdom, -2 Constitution

**LANGUAGES:** English (automatic)

Transforming occurs at the cellular level, so Doppelgangers would gain an Imp's move speed, but not its Ability Score adjustments.

## Species Features

### Energy Ball

A Doppelganger requires a source of heat in order to function properly. For most, this heat is provided through the miniature fusion balls developed by Scientist Isaac Kepler. These balls provide a reserve of energy that can be used to transform and to maintain a given form. Thus, a Doppelganger who lacks an energy ball is limited to Doppelblob form.

### IR & UV Vision

Since their eyes are as easily shaped as the rest of their bodies, most Doppelgangers opt to get the best of both Imp and Elf eyes. A Doppelganger can choose to see visible, infrared, or ultraviolet light, as well as any combination thereof.

### Natural Actor

Doppelgangers are adept at the fluidity of

mindset that comes with shapeshifting. All Doppelgangers have a +2 Species bonus on Bluff checks

## Shapeshifting

The primary ability of the Doppelganger race, this ability grants a Doppelganger the ability to change her body into different forms and materials. As a full-round action, Doppelgangers can transform into any natural creature of medium size or smaller. This transformation allows the Doppelganger to emulate superficial traits, such as speed and appearance, but does not grant the creature's ability adjustments or species abilities, such as an Elf's senses or a Rabbit's luck.

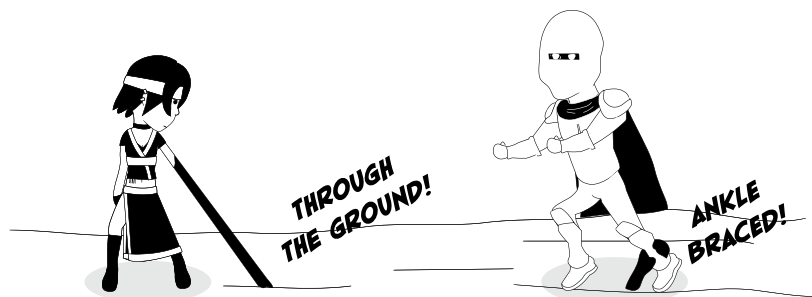
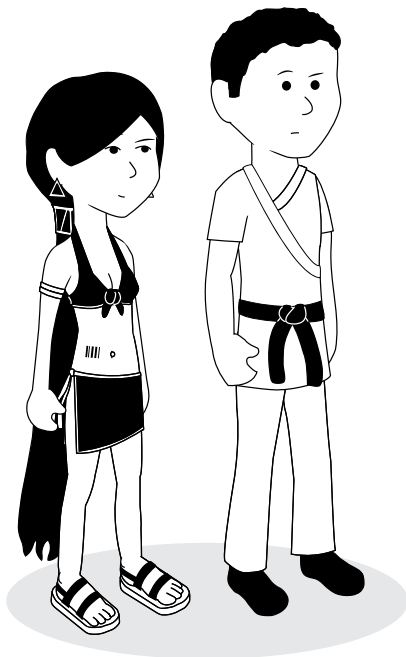
When using this ability, a Doppelganger can choose to look like a specific person. When making this attempt, the Doppelganger must succeed on a Bluff Check as typical for making a disguise, although they are at +3 on this check.

## Vulnerability to Bludgeoning

While Doppelgangers may assume any shape, they are still easily disrupted by attacks, and are still in danger if they should lose their energy ball. Doppelgangers who suffer damage from a bludgeoning weapon, and fail a DC 15 Reflex Save have their energy ball knocked out of them. If the save is failed, the ball is sent flying a number of squares equal to the damage dealt, divided by 5. The Doppelganger can retain their form for a number of rounds equal to their Constitution Modifier, after which they revert to Doppelblob form until their ball is restored to them.

## Vulnerability to Fire

The native form of a Doppelganger is highly flammable, thus Doppelgangers take double damage from any fire-based attacks.



# ELVES

## Overview

Elves were created by the Human God because He thought they'd be smart enough to design Him awesome monuments. Instead, they wasted all their time enjoying nature and developing an appreciation for how the world works.

After the Collapse, most Elves settled in the forested central region of the Old World, known originally as the Fen, but later as Fenway National Park.

Their appreciation for natural science led them to found the Elvish University, the premier university on Pao.



## Species traits

**SIZE:** Medium

**LAND SPEED:** 30

**ABILITY SCORE ADJUSTMENT:** +2 Intelligence, -2 Strength

**LANGUAGES:** Automatic Language: English

## Physical Description

Elves have swept ears and are generally shorter and leaner than the other species created by the Human God. Depending on exposure to the sun, Elves experience changes in skin tone, eye pigmentation, and hair color.

### Exposure to sunlight

**LITTLE:** blue skin, brown to red eyes, and black to silver hair

**SOME:** pale skin, blue to green eyes, silver to blonde to light red hair,

**PLENTY:** tan skin, green to brown eyes, light red to red to brown to black hair

### Female

**AVG HEIGHT:** 5'0"

**NORMAL HEIGHT RANGE:** 4'5"–5'5"

**AVG WEIGHT :** 90 Lbs

### Male

**AVG HEIGHT:** 5'4"

**NORMAL HEIGHT RANGE:** 4'10"–6'0"

**AVG WEIGHT :** 115 Lbs

## Species Features

### UV Vision

An elf can see light in the ultraviolet spectrum. This doubles an Elf's range of vision in low-light conditions, and allows perception of some details that are imperceptible to other species.

### University Education

Elves have the highest college graduation rate of any species, because the average elf is just plain designed to be smarter than everyone else. An Elf character, therefore, has a +2 species bonus on any two Knowledge skills of the player's choice, and those skills are treated as Trained.

### Pointy Ears, Sharp Eyes

Elves are naturally more aware of their surroundings than many other races—probably something to do with their ears. As a result, they get a +2 species bonus on Awareness checks.

An Elf who merely passes within one square of a secret or concealed door is entitled to an Awareness Check to notice it as though the character was actively looking for it.

# ELORCS

## Overview

Elorcs are pretty uncommon, but true love knows no bounds. Their combination of Elvish and Orcish genetics results in a person that is mechanically and functionally identical to a human.

See Humans for statistics and species features.

## Physical Description

Elorcs are teal-complexioned, but otherwise Human-looking.

# HALF-ELVES

## Overview

Half-Elves are uncommon, but can be found occasionally in most places with large Human or Elf populations.

### Species traits:

**SIZE:** Medium

**LAND SPEED:** 30

**ABILITY SCORE ADJUSTMENT:** +1 Intelligence, -1 Strength

**LANGUAGES:** Automatic Language: English

## Physical Description

Half-Elves inherit their skin tone from their Human parent. Unlike humans, their ears are slightly pointed, though not as swept as those of full-blooded Elves.

### Female

**AVG HEIGHT:** 5'2"

**NORMAL HEIGHT RANGE:** 4'7"–5'8"

**AVG WEIGHT:** 105 Lbs

### Male

**AVG HEIGHT:** 5'7"

**NORMAL HEIGHT RANGE:** 5'1"–6'2"

**AVG WEIGHT :** 150 Lbs

## Species Features

### UV Vision

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

### Acute Ears, Pretty Good Eyes

Half-Elves inherit the sharp senses of their Elven side, slightly dulled by their Human blood. A Half-Elven character gets a +1 species bonus on Awareness Checks.

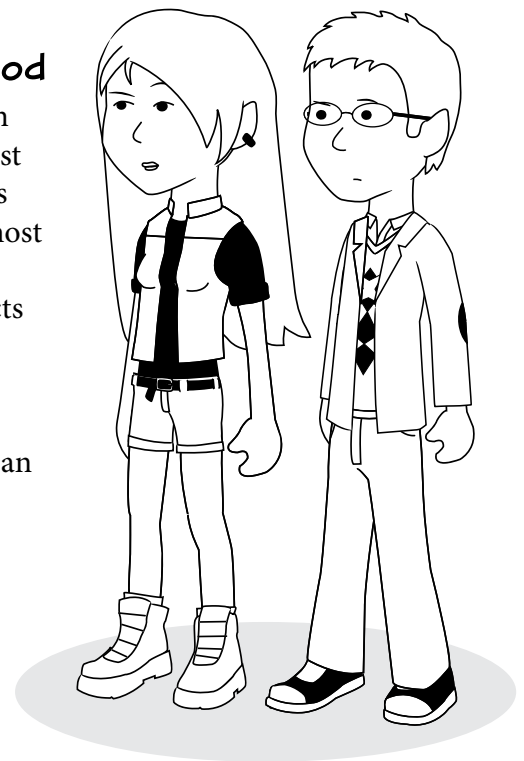
A Half-Elf who merely passes within 1 square of a secret or concealed door is entitled to a Search Skill Check to notice it as if the character was actively looking for it.

### A Lifetime of Family Get-togethers

Often times, the Half-Elf is the only member of his family that gets along with everyone. Many awkward holiday dinners have made the average Half-Elf rather adept at maintaining some semblance of peace in social situations. Half-Elven characters get a +2 species bonus on Diplomacy and Bluff Checks.

### Elven Blood

What can we say? Most magic items aren't the most discerning. For all effects related to species, a Half-Elf is considered an Elf.



# HUMANS

## Overview

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Humans were created by the Human God in His own image, after He got fed up with the Elves and Orcs.

After the Collapse, Humans populated broad swaths of the western half of the Old World, as well as Texas to the north.

## Species Traits

**SIZE:** Medium

**LAND SPEED:** 30

**ABILITY SCORE ADJUSTMENT:** None

**LANGUAGES:** English (automatic)

## Physical Description

### Female

**AVG HEIGHT:** 5'4"

**NORMAL HEIGHT RANGE:** 4'10"–6'0"

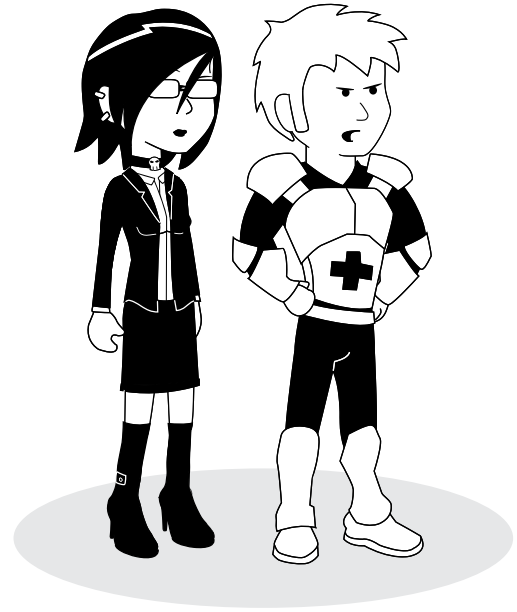
**AVG WEIGHT:** 120 Lbs

### Male

**AVG HEIGHT:** 5'10"

**NORMAL HEIGHT RANGE:** 5'4"–6'4"

**AVG WEIGHT:** 180 Lbs



## Species Features

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### Easy Mastery

Much like the Human God, Humans have a knack for anything they truly set their minds to, granting them 1 extra feat at 1<sup>st</sup> level.

### Fast Learner

Humans are remarkably adept at acquiring and mastering new skills. Human characters gain 4 extra skill points at 1<sup>st</sup> level and 1 extra skill point at each additional level.

# IMPS

## Overview

The Rabbit God created the Imps to troll the Human God, making them similar to Humans, but leaner and faster. This went much better than the time he created the Trolls to imp-ress the Human God.

After the Collapse, Imps scattered in family groups around the Old World, but have the highest density in the nation of Texas to the North.

## Species Traits

**SIZE:** Medium

**LAND SPEED:** 40

**CLIMB SPEED:** 20

**ABILITY SCORE ADJUSTMENT:** +2 Dexterity, -2 Constitution, -2 Strength

**LANGUAGES:** Automatic Language: English

## Physical Description

Created by the Rabbit God, imps are naturally wiry and athletic. Imps lack traditional souls in favor of atmans, eternal souls in a cycle of reincarnation. As a result, soul-splitting magic and soul destroying magic is powerless against them.

### Female

**AVG HEIGHT:** 5'9"

**NORMAL HEIGHT RANGE:** 5'3"-6'4"

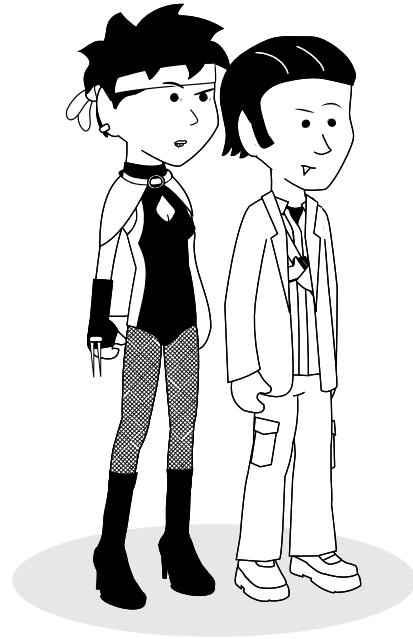
**AVG WEIGHT :** 120 Lbs

### Male

**AVG HEIGHT:** 5'9"

**NORMAL HEIGHT RANGE:** 5'3"-6'4"

**AVG WEIGHT:** 125 Lbs



## Species Features

### IR Vision

An Imp can additionally see light in the infrared spectrum. This enables an Imp to see shapes even in complete darkness.

### Fleet-footed

Imps are naturally talented in many physical activities, owing to their creation at the hands of the Rabbit God. All Imps gain a +2 species bonus on Athletics, Stealth, Perception, and Agility Checks.

### Bonus Feat

Imps may not be the sturdiest of the sapient species, but they are built to deal with the physical stresses of their daily lives. Imp characters gain Endurance as a bonus feat at 1<sup>st</sup> level.



# ORCS

## Overview

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Orcs were created by the Human God to be big and strong enough to build incredible monuments to Him and one up the Penguin God. Unfortunately, they weren't designed to be smart enough to logistically handle the scale of projects along those lines.

## Species Traits

**SIZE:** Medium

**LAND SPEED:** 30

**ABILITY SCORE ADJUSTMENT:** +4 Strength, -2 Intelligence, -2 Wisdom

**LANGUAGES:** Automatic Language: English (Orcish)

## Physical Description

### Female

**AVG HEIGHT:** 5'6"

**NORMAL HEIGHT RANGE:** 5'6"-6'2"

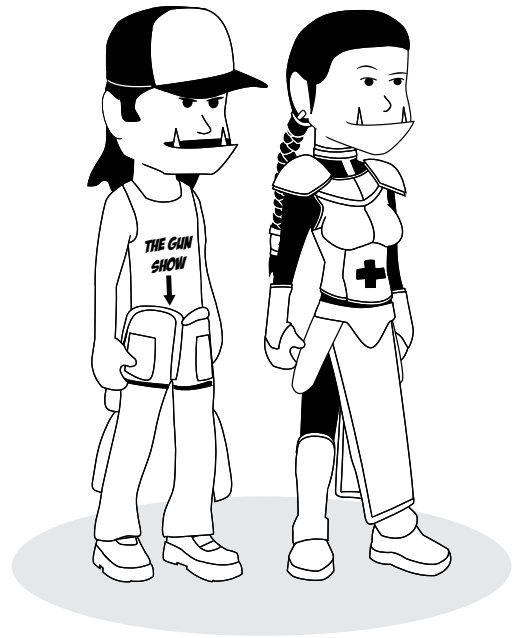
**AVG WEIGHT:** 155 Lbs

### Male

**AVG HEIGHT:** 6'0"

**NORMAL HEIGHT RANGE:** 5'6"-6'5"

**AVG WEIGHT:** 210 Lbs



## Species Features

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### Weapon Familiarity

An Orc that can't shoot is an Orc that has to deal with a lifetime of derision. Orcs are proficient with all Bow and Crossbow type weapons.



# PENGUINS

## Overview

Penguins were created by the Penguin God because He wanted followers who could make Him macaroni pictures and hats made of newspapers.

Penguins reside primarily in the Tundra, in the northeast of the New World.

Because the Penguin God dislikes learning new names, whenever a penguin dies, He brings them back to life in a new identical body.

## Species Traits

**SIZE:** Small

**LAND SPEED:** 20

**SWIM SPEED:** 30

**ABILITY SCORE ADJUSTMENT:** +2 to stat of player's choice, -2 to stat of player's choice (these may be the same stat)

**LANGUAGES:** Penguinish (automatic)

**PROHIBITED LANGUAGE:** English

## Physical Description

There is nothing more dangerous than a Penguin with a chainsaw. And, thanks to their god's unwillingness to learn new names and faces, not even death will stop them.

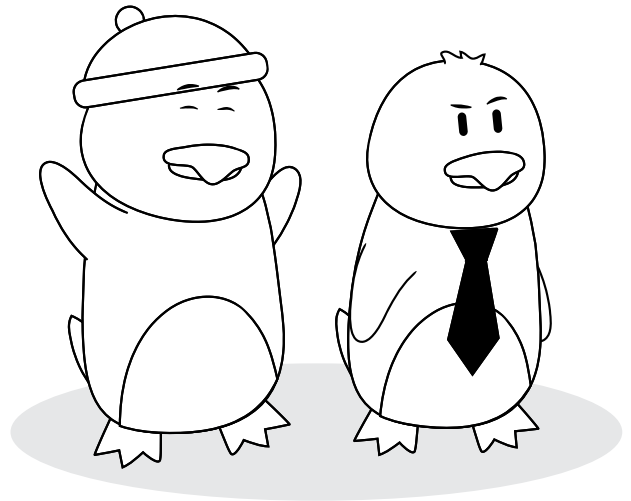
Indeed, nothing can slow down a determined Penguin. Unless his plane breaks down. Or if his balloon's too heavy. Or he needs to get upstairs and he's feeling tired. Or there's a marathon of his favorite show on TV. Or he has to wait for a marathon of the Penguin God's favorite show to finish.

### Female and Male

**AVG HEIGHT:** 2'6"

**NORMAL HEIGHT RANGE:** 2'-3'

**AVG WEIGHT:** 45 Lbs



## Species Features

### Cosmic Awareness

Penguins are aware of the rules by which their universe operates, gaining a +2 species bonus on saving throws against spells and spell-like effects.

### Species Rivalry

With their libraries, universities, and universal health care, Seals are the antithesis of all the Penguins stand for. This infuriating society provokes a +1 species bonus on attack rolls against Seals.

### Respawn

A Penguin that dies automatically respawns (as True Resurrection) wherever the Penguin God is. He then returns the Penguin at or near the site of death at His leisure. This can be anywhere from the next round to the next week.

### Technologically Advanced

Penguins forever strive for new ways to fight their boredom. This innovative spirit grants them a +2 species bonus on Mechanics checks.

### Tundra Talent

Penguins are not negatively affected by frigid temperatures or winter terrain like ice and snow.

### Weapon Familiarity

Penguins may treat chainsaws and hand grenades as martial weapons rather than exotic weapons.

# QUARTER-ORCS

## Overview

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The offspring of a Half-Orc and a Human is uncommon, but not unheard of in both Human and Orcish communities.

### Species Traits

**SIZE:** Medium

**LAND SPEED:** 30

**ABILITY SCORE ADJUSTMENT:** +2 Strength, -1 Intelligence, -1 Wisdom

**LANGUAGES:** English, Broken English (Orcish)

### Physical Description

Quarter-Orcs have paler green skin and slightly rounded pointy ears.

#### Female

**AVG HEIGHT:** 5'5"

**NORMAL HEIGHT RANGE:** 4'11"-6'1"

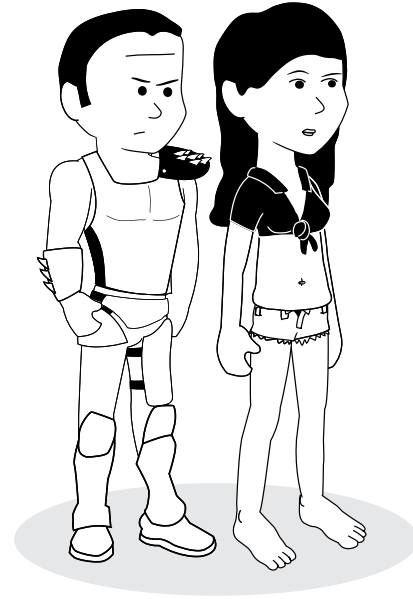
**AVG WEIGHT:** 135 Lbs

#### Male

**AVG HEIGHT:** 5'11"

**NORMAL HEIGHT RANGE:** 5'5"-6'5"

**AVG WEIGHT:** 195 Lbs



## Species Features

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### Weapon Familiarity

Quarter-Orcs have enough to deal with without seeming completely worthless in the eyes of any family members that still talk to their parents. Thus, a Quarter-Orc character is proficient with all firearms, bows and crossbows.

### Orc Blood

A Half-Orc is almost indistinguishable from a full-blooded Orc. A Quarter-Orc is only somewhat more so. For all effects related to race, a Quarter-Orc is considered an Orc.

# RABBITS

## Overview

Rabbits were created by the Rabbit God in His own image. After the Collapse, Rabbits scattered throughout the Old and New worlds, avoiding urban centers.

Rabbits and Imps share the same cycle of reincarnation. Unencumbered by the demands of society, many Rabbits never even learn to speak, and embrace the animal aspects of their nature. For the purposes of the game, all adventuring rabbits are considered to be learned in English and more participative in society.

## Species Traits

**SIZE:** Tiny

**LAND SPEED:** 40

**BURROW SPEED:** 20

**ABILITY SCORE ADJUSTMENT:** +4 Dexterity, -4 Strength.

**LANGUAGES:** English

## Physical Description

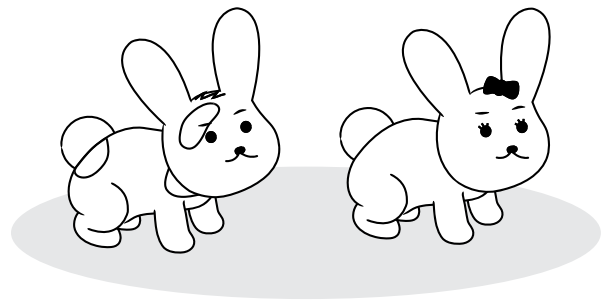
The followers of the Rabbit God are many, even when you don't count the Imps. Rabbits are, perhaps, the most passive of all the races, mostly preferring to spend their days sleeping, eating, and keeping the Rabbit God's follower count up. Some of them, however, get an itch in their hind-quarters to go off and seek adventure in the wider world. And more often than not, they succeed. They're not the strongest, they're not the smartest, but sure as the Rabbit Hell, they're lucky.

### Female and Male

**AVG HEIGHT:** 1'5"

**NORMAL HEIGHT RANGE:** 1'2.5"-1'7.5"

**AVG WEIGHT:** 20 Lbs



## Species Features

### Lucky Feet

One Rabbit's foot may be a little lucky, but four combined is more fortuitous than a leprechaun lottery win. Once per day, a Rabbit may re-roll any failed check, save, or attack roll.

### Weapon Familiarity

Between their tiny bodies and lack of opposable thumbs, Rabbits have a hard time wielding the weapons of other species. Rabbits may only be proficient with Rabbit Weapons. All other weapons (even simple weapons) are unusable.

### Lucky Bunny

Between their quick reactions and lucky feet, Rabbits have an uncanny ability to evade all manner of danger, possessing a +1 species bonus on all saves.

### Prey Instincts

The Rabbit that cannot run or hide is the Rabbit likely to wind up dead in the gutter. Rabbits have a +2 species bonus on Stealth and Agility Checks.

### Big Ears

You know what they say about big ears—big perception bonuses. Rabbits gain a +4 species bonus on Perception checks.

# ROBOTS

## Overview

Robots were invented by the megalomaniacal Doctor Watson as one of the latter stages of his attempt at immortality through global conquest. He failed. After his death, the technology to create Robots entered the public domain, and Robots are as productive as anyone else in society.

## Species Traits

**ABILITY SCORE ADJUSTMENTS:** +2 Constitution, -2 Charisma, -2 Wisdom

## Physical Description

Robots are built, not born, and must be made based off a particular species' appearance and build. This base species must be selected at character creation. The Robot gains the size and speed of the base species, but not its traits or features.

## Species Features

### Automated Services

The Robots were originally invented by Doctor Watson to provide support for his many operations. As such, all Robots are equipped to provide basic services, and possess a +2 species bonus on Mechanics and Use Rope Checks. Mechanics is always a class skill for a Robot.

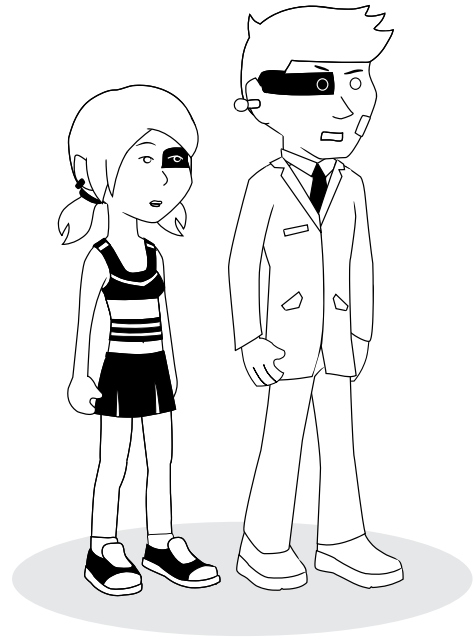
### Robotic Vision

Robots are designed with better eyes than living creatures, and may choose between IR Vision or UV Vision at character creation.

### Silicon Brain

Robots, although sapient, are not natural creatures. Powers and abilities that would only have effects on organic matter are wasted on a robot.

Robots, therefore, have immunity to mind-al-



tering and charm effects, regardless of source.

### Vulnerability to Electricity

Robots take double damage from any electricity-based attacks.

### Hearts of Steel

Robots are constructed to serve specific roles without rest and do not eat, sleep, or breathe.

They will still repair damage at the same rate as an organic creature, but due to their own personal repair efforts.

Robots are also incapable of love, not because of any necessary link between carbon-based life forms and love, but because most robotics specialists are incapable of love, let alone teaching a machine to love.

## Prohibited Classes

Robots cannot possess the sincere belief necessary to perform magic. Thus, Robot characters cannot be Paladins and cannot be Magic-Users.

# CHAPTER SIX CLASSES

## Overview

In this chapter, you'll find an entry for each playable class in Pitfalls and Penguins. Class selection determines the base proficiencies and abilities of your character.

## Reading this chapter

Each class entry is broken up into several sections.

Class Skills

Class	Hit Die	Skill Points	Weapons Proficiencies	Armor	Shield
Cameraman	d6	4 + Int Mod	all simple weapons and all items classified as "Media," such as boom mics	light	light
Cataloguer	d6	6 + Int Mod	all simple weapons, plus the short-bow, short sword, and whip	light	—
Expert Swordsman	d10	2 + Int Mod	all simple weapons, martial weapons, one exotic weapon of choice	all	all
Lighter Fighter	d6	6 + Int Mod	all simple weapons, light martial weapons, and handguns	light	—
Mage	d4	4 + Int Mod	all simple weapons	—	—
Paladin	d10	4 + Int Mod	all simple and martial weapons	all kinds	any except tower
Redneck	d8	4 + Int Mod	all simple and martial weapons, as well as firearms	light or medium	—
Salaryman	d8	4 + Int Mod	all simple weapons, a martial weapon of the player's choice, and handguns	—	—
Scientist	d6	4 + Int Mod	all simple weapons, chainsaws, grenades, firearms, flamethrowers, and fire extinguishers, as well as any weapons they create	—	—
Shapeshifter	d8	4 + Int Mod	all simple weapons and martial weapons as well as the kukri, kama, nunchaku, sai, & siangham.	depends on species	—

# CAMERAMAN

## Overview

Cameramen aren't mages, but they create movie magic using trick photography to shape situations to their directorial visions.

Unlike other classes that jump into the fray, Cameramen work best in support. They make allies more effective and hamper enemies.

**HIT DIE:** d6

**SKILL POINTS:** 4 + Intelligence Modifier

## Class Skills

Awareness, Bluff, Concentration, Craft, Diplomacy, Knowledge (Geography), Knowledge (Media Studies), Knowledge (Nature), Perform, Use Rope

## Weapon and Armor Proficiencies

Cameramen are proficient with all simple weapons and all items classified as "Media," such as boom mics.

Cameramen are proficient with light armor and light shields.

## Class Features

### Film School Credits

A Cameraman has studied cinema and can manipulate the world around him to shoot better footage.

Beginning at 1<sup>st</sup> level, a Cameraman may use any special effects listed in the "Film Studies" section below whose tier is equal to or less than the Cameraman's class level.

### License to Film

At 1<sup>st</sup> level, a Cameraman may buy and sell



recording equipment and media (as listed in the Equipment section), and can easily assess its value and usefulness.

### Jump Cut

The ability to frame the perfect shot is drilled into film students until it becomes second nature.

Starting at 2<sup>nd</sup> level, a Cameraman may attempt a DC20 Awareness Check modified by their Cameraman level.

On success, the Cameraman may immediately shift focus to a new target as though they had been recording at the beginning of that character's action, and may switch their special effect to any "scan" ability. This is treated as a late action.

### Multimedia attack

The ability to keep recording, even while defending one's equipment, is the hallmark of a dedicated Cameraman.

Upon reaching 3<sup>rd</sup> level, a Cameraman using a one-handed camera may hold the camera in their off-hand at no penalty and use a one handed media weapon (such as a retracted boom-mic) in their main hand as per the rules of the Two-Weapon Fighting feat.

### I Know a Guy

When you're good at what you do, people not only take notice, but may go to great lengths to

LVL	BAM	Fort	Ref	Will	Class specific abilities
1	0	0	2	2	Film School Credits, License to Film
2	1	0	3	3	Jump Cut
3	2	1	3	3	Multimedia Attack
4	2	1	4	4	I Know a Guy
5	3	1	4	4	Press Pass
6	4	2	5	5	No Moments Missed

profit from your success.

By 4<sup>th</sup> level, a Cameraman's talents attract the attention of a producer. This producer acts as a middleman, purchasing footage from the Cameraman in exchange for a cut of the final profits. As an incentive to make these sales, the producer provides the services of an intern trained to reach the Cameraman anywhere to deliver new equipment and pick up reels.

The producer's cut is 20% of the reel's value, but equipment acquired through the intern is still priced at market value.

## Press Pass

Few organizations will risk the flash-mob of press that follows denying one observer access.

At 5<sup>th</sup> level, a Cameraman may add their class level to Bluff Checks when attempting to gain access to a location.

## No Moment Missed

Sufficient experience grants a Cameraman familiarity and speed while dealing with equipment.

At 6<sup>th</sup> level, a Cameraman gains the ability to swap reels in 2 rounds instead of 5.

## Film Studies Special Effects

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### Terminology:

**FOCUS:** Describes whether the ability is intended to be used on a group of people, an individual person, or both. Note, unless an ability states otherwise, group shots affect everyone, friend or foe.

**JUMP CUT:** Describes whether the move can be used in conjunction with the "Jump Cut" ability.

### Tier 1

#### Cue Dramatic Music

**COST:** 1 frame per round

**FOCUS:** Group

**JUMP CUT:** No

Allies within frame get +1 to hit and damage or +1 to cast.

#### The Camera Adds 10 Pounds

**COST:** 3 frames

**FOCUS:** Individual

### JUMP CUT: Yes

The weight of the target effectively increases by 10 pounds per Cameraman level. The sudden shock can cause floors and bridges to collapse (5% chance per Cameraman level).

### Dub

**COST:** 3 frames

**FOCUS:** Individual

**JUMP CUT:** Yes

Dubbing substitutes one sound for another the Cameraman previously recorded. This recording may be of any length, but must be done in advance. The Cameraman then may play this sound back while filming a different event, replacing whatever sounds the target may be making with the recorded audio.

Example: Iris Pix catches the mayor of Detroit complaining in private about how he hates Penguins and thinks "National Penguin Day" should be "National Penguin Hunting Day". Thinking quickly, the Camerapenguin records him without him noticing. Later, when he is giving the toast at the "National Penguin Day Banquet", she dubs over his speech with the previously recorded rant, ruining his reputation.

### Slapstick

**COST:** 2 frames per round

**FOCUS:** Group

**JUMP CUT:** Yes

All damage dealt by characters in frame is treated as non-lethal damage.

### Tier 2

#### A Filmed Bomb Never Blows

**COST:** 2 frames per round

**FOCUS:** Individual or Group

**JUMP CUT:** Yes

As long as any bomb or grenade remains in focus, it will not explode until the round after the Cameraman loses focus. Other explosive devices, such as cannons and internal combustion engines, are not affected.

#### Hidden Camera

**COST:** 2 frames per round

**FOCUS:** Individual or Group

**JUMP CUT:** No

While active, any character in focus treats any roll of 5 or less as though it were an Epic Failure.

### Propaganda

**COST:** 9 frames per speech + normal filming

**FOCUS:** Individual

**JUMP CUT:** Yes

As long as the target remains in focus, the Cameraman may choose to grant them either a bonus or penalty on Charisma-based checks equal to the Cameraman's class level.

### Subtitles

**COST:** 2 frames per round

**FOCUS:** Individual or Group

**JUMP CUT:** Yes

Subtitles allow the Cameraman to understand any speech within focus, regardless of what language is spoken. This ability translates not only natural languages, but also gibberish and other vocal communication, so long as it is supposed to mean something.

## Tier 3

### Crocodile Punter

**COST:** 5 frames per round

**FOCUS:** Individual

**JUMP CUT:** Yes

The target gains improved combat prowess against animals, gaining a +2 bonus to Strength score, a +4 bonus on Uncommon Attack Checks, and a +2 bonus to their AC.

### Male Gaze

**COST:** 2 frames per round

**FOCUS:** A butt

**JUMP CUT:** No

Has no effect on what's going on around you. The selling value of any footage filmed with this ability in play is multiplied by the Cameraman's level. Requires a concentration check equal to target's charisma score to disengage.

### Wire Physics

**COST:** 15 frames

**FOCUS:** Individual or Group

**JUMP CUT:** Yes

While in focus, characters get a +5 bonus on Athletics checks and calculate the DC of vertical

jumps as though they were making horizontal jumps.

## Tier 4

### Action!

**COST:** 30 Frames

**FOCUS:** Individual

**JUMP CUT:** Can only be used during initiative

The cameraman calls an Ally to "Action," giving him a jumpstart on his opponents.

During initiative a cameraman selects 1 ally, who selects a target to make a surprise round melee or ranged attack against. The target may negate this ability by making an Initiative Check vs. 10 + Cameraman's Charisma Modifier + Cameraman's level. Both the cameraman's ally and the target must be within line of sight of the cameraman.

### Collateral Damage

**COST:** 21 frames + normal filming

**FOCUS:** Individual

**JUMP CUT:** No

Any damage dealt by the target ignores an object's hardness. This effect extends to damage indirectly caused by the subject, such as secondary explosions or collapsing structures.

### Importance of a Name

**COST:** 10 frames per round

**FOCUS:** Group

**JUMP CUT:** No

Any unnamed creature within focus is treated as having 1 health. Revealing one's name to the Cameraman, whether or not one is in focus, grants immunity to this effect.

## Tier 5

### Flip-Take

**COST:** 20 frames

**FOCUS:** Group

**JUMP CUT:** No

Whenever any character in focus makes a bad pun or inane statement, everyone else in focus must make a Will Save (DC 10 + Cameraman's level + Cameraman's Charisma Modifier), or fall prone.

### Jump the Shark

**COST:** 5 frame per round



**FOCUS:** Individual

**JUMP CUT:** No

All good things eventually peak, and then it's all downhill from there. The target of this ability takes a -1 to either AC, BAM, or any ability modifier.

This stat goes down by an additional -1 every turn the target is the focus of this special effect.

### **Machina Ex Populus**

**COST:** 10 frames per round (+4 frames for every additional person)

**FOCUS:** Group

**JUMP CUT:** No

The cameraman, at will, selects in-frame sapient characters and converts them into robots. Targets resisting this special effect must make a DC 10 + 1/2 Cameraman Level + CHA Modifier Will Save to negate. The effect ends immediately if the cameraman loses focus on the target.

### **Silent Film**

**COST:** 15 frames per round

**FOCUS:** Individual or Group

**JUMP CUT:** Yes

No target can produce sound. In addition, any sounds created outside the focused area cannot be heard within the affected area.

## **Tier 6**

### **Bullet Time**

**COST:** 40 frames per round

**FOCUS:** Individual

**JUMP CUT:** No

The target cannot be affected by any ability that requires an attack roll, except on an Epic Win or Epic Fail. Should the target go out of focus (due to line of sight or the Cameraman losing focus), the effect immediately ends.

### **Fade to Black**

**COST:** 33 frames + normal filming

**FOCUS:** Individual

**JUMP CUT:** No

The Cameraman focuses on a target for 3 turns. After the 3<sup>rd</sup> turn, the target must pass a Fortitude Save (DC 10 + the Cameraman's class level + the Cameraman's Charisma Modifier) or the target's hit points drop to zero. If the Cameraman breaks focus or loses line of sight before the 3<sup>rd</sup> turn, this ability

does not take effect (although the Frames are still used)

### **Repeating Background**

**COST:** 40 frames per round

**FOCUS:** Area

**JUMP CUT:** Yes

Keep your film in budget by recycling assets. Focus on a 15 by 15 foot square. When a character within the square attempts to leave on one side of the area, they are instead teleported to the opposite side, though they continue traveling in the same direction.. Characters trapped by this special effect must make a DC 10 + 1/2 Cameraman Level + CHA Modifier Will Save to escape. Ranged attacks and spells escape the repeating background uninhibited.

# CATALOGUER

## Overview

Cataloguers are professional adventurers trained to safely find and contain magical artifacts of pre-Collapse societies.

Unlike other classes that specialize in one field or another, Cataloguers dabble across disciplines and are almost never at a loss.

**HIT DIE:** d6

**SKILL POINTS:** 6 + Intelligence Modifier

## Class Skills

Agility, Athletics, Awareness, Concentration, Craft, Diplomacy, Heal, Knowledge, Mechanics, Stealth, Survival, Use Magic Item, Use Rope

## Proficiencies

The Cataloguer is proficient with all simple weapons, plus the shortbow, short sword, and whip. Cataloguers are proficient with light armor, but not with shields.

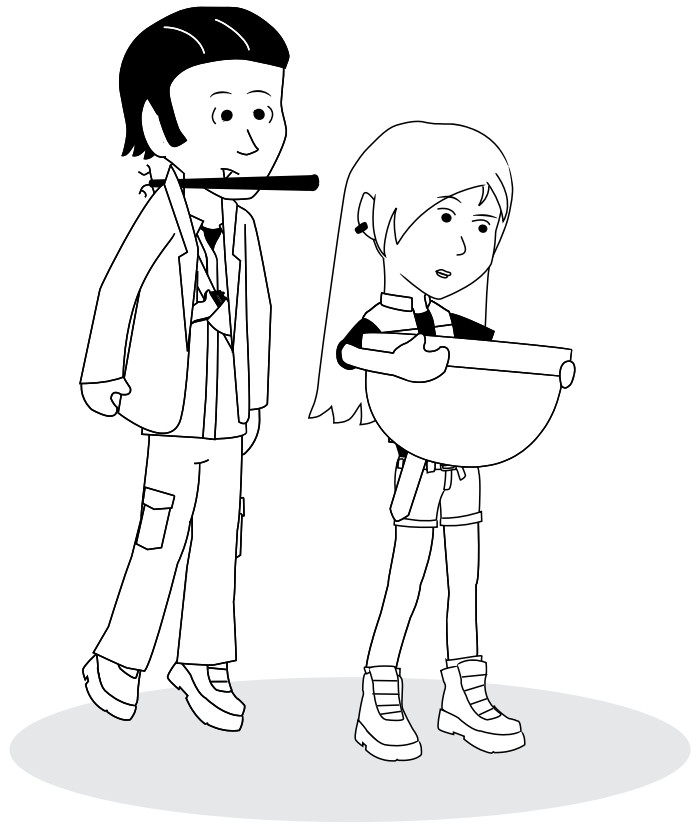
## Class Abilities

### Historian

Cataloguers are well-versed in many different subjects, owing to both their private studies and to the having dealt with a variety of people over their careers. When presented with a situation requiring a Knowledge Check, they may make a check as though they possessed the skill (if they do not), rolling 1d20 + Cataloguer level + Intelligence modifier.

### Trapfinding

Cataloguers are familiar with traps, whether set



by an ancient warlock or an irritating roommate. A Cataloguer who passes within 1 square of a trap is entitled to an Awareness Check as though actively searching the area.

## Spellcasting

Often confronted with the magical remnants of long-dead civilizations, Cataloguer must be able to use and interact with magic.

Beginning at 1<sup>st</sup> level, Cataloguers gain the ability to cast spells like a Mage does, choosing four 1<sup>st</sup> Tier spells. At later levels, this number increases, and the Cataloguer gains access to additional spell Tiers (2<sup>nd</sup> Tier at 4<sup>th</sup> level; 3<sup>rd</sup> Tier at 6<sup>th</sup> level). The Cataloguer table below lists the total number of spells known at a given level.

A Cataloguer's training is much more traditional than a Mage's. In order to retrain spells learned in this way, a Cataloguer must put in time at any

LVL	BAM	Fort	Ref	Will	Class abilities	Tier 1 Spells	Tier 2	Tier 3
1	0	2	2	2	Historian, Trapfinding, Spellcasting	4	0	0
2	1	3	3	3	Uncanny Dodge	5	0	0
3	2	3	3	3	Tongues	6	0	0
4	2	4	4	4	Iron Nerves	7	3	0
5	3	4	4	4	Spell Resistance	8	4	0
6	4	5	5	5	Ancient Seals	9	5	2

post-secondary educational institution with a magic library. One day is required per Tier to switch one spell for another.

In addition to the above, a Cataloguer also learns a roster of spells that are almost always useful in their line of work. These spells do not count against the Cataloguer's spells known, and cannot be retrained. They are as follows.

**1<sup>st</sup> LEVEL:** Improved Detect Magic (Math), Bless Water (Soul)

**2<sup>nd</sup> LEVEL:** Suppress Effect (Math), See Truth (Math)

**3<sup>rd</sup> LEVEL:** Crack (Math), Detect Soul (Soul)

**4<sup>th</sup> LEVEL:** Seal Effect (Math), Credit by Examination (Math)

**5<sup>th</sup> LEVEL:** Exam Notes (Math), Pacify Undead (Soul)

## Uncanny Dodge

A Cataloguer can react to danger before his senses would normally allow him to do so.

From 2<sup>nd</sup> level on, Cataloguers retain their Dexterity bonus to AC (if any), even if caught flat-footed or struck by an invisible attacker.

The Dexterity bonus to AC is lost if immobilized.

The Cataloguer may cast immediate action magic in response to a direct personal attack even while flat-footed.

## Tongues

As time goes on, Cataloguers gain such a strong background in dead languages that they can more easily understand their still-kicking descendants.

Beginning at 3<sup>rd</sup> level, Cataloguers can read and understand all languages as though they were proficient.

This ability also grants a limited ability to speak and write in most languages, but only to convey simple concepts ("Where is the bathroom?" or "Do you have any ketchup?").

## Iron Nerves

Cataloging as a career exposes people to a lot of weird events. Upon reaching 4<sup>th</sup> level, Cataloguers become immune to fear effects. Additionally, at 6<sup>th</sup> level Cataloguers gain an aura that radiates out six

squares in all directions. Any ally within the area gains a +4 circumstantial modifier against fear effects.

This ability can stack with both other Cataloguers' own Iron Nerves, as well as the Fear Immunity of nearby Paladins.

## Spell Resistance

Add +2 DC to spells cast against the Cataloguer.

This ability stacks with the spell Credit by Examination.

## Ancient Seals

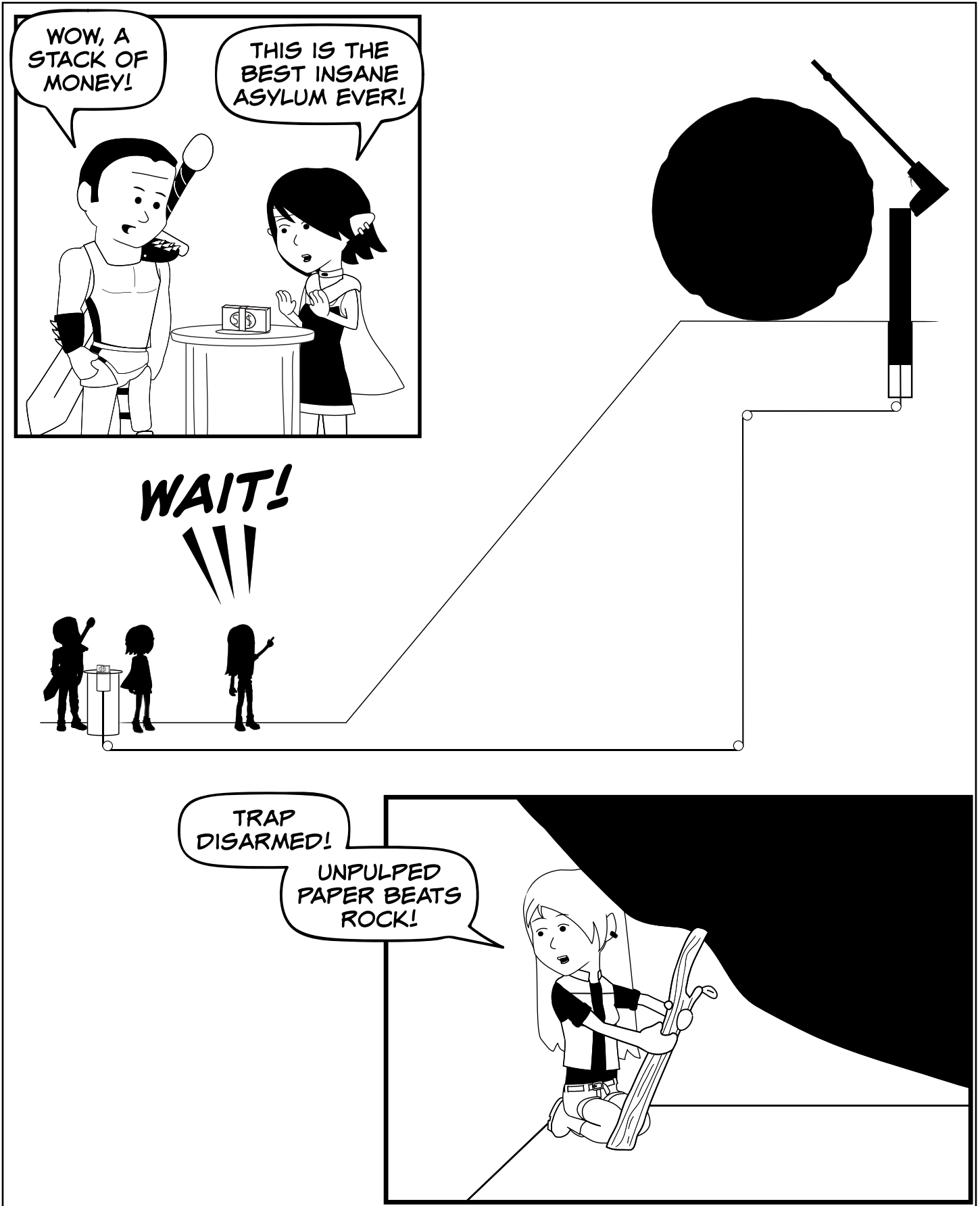
The true test of a Cataloguer is how quickly and efficiently they can suppress and contain a potential apocalypse. The skill to do this lies in hours of study of the ancient texts, to the point that they can prevent ancient gods or manifestations of evil from engulfing the world. As it turns out, the same tricks also work surprisingly well against creatures which are less apocalyptic, but much more likely to cause trouble as well.

At 6<sup>th</sup> level, Cataloguers can create and possess a number of enchanted stakes equal to their class level at any given time. Each stake requires 10 minutes of uninterrupted work to create, but last indefinitely until used. The stakes are considered +1 shortspears and can be used as such by anyone. However, unlike an ordinary shortspear, the enchantments upon the stakes can be triggered by the user to hold fast to a target. This ability is a free action that can be used upon a successful attack roll, dealing damage as normal, but leaving the wielder's possession.

A creature successfully struck by a stake must make a Will Save (DC 13 + Intelligence modifier + 2 per stake stuck in them) or be stunned until their next turn. A new save must be made each round, so long as a creature has at least one stake stuck in them. It requires one move action to remove a single stake.

Once triggered, a stake has sufficient power to last for 3 rounds before losing containment and disappearing. However, Cataloguers may, as a free action once per round, attempt to maintain control. This is a Concentration check with a DC equal to 15 + 2 per active stake. On a success, the containment duration for the stakes is increased by

a round. On a failure, Cataloguers may choose to take a full-round action (if they have not yet taken other actions) to maintain the containment.



# EXPERT SWORDSMAN

## Overview

Expert Swordsmen are masters of arms.

Unlike other classes that use deception, knowledge, or magical talent to defeat their foes, Expert Swordsmen simply beat and hack enemies into submission.

**HIT DIE:** d10

**SKILL POINTS:** 2 + Intelligence Modifier

## Class Skills

Agility, Athletics, Awareness, Bluff, Concentration, Craft, Heal, Intimidate, Use Rope

## Weapon and Armor Proficiencies

All Expert Swordsmen are proficient with all simple weapons, martial weapons, one exotic weapon of his choice, and all types of armor and shields.

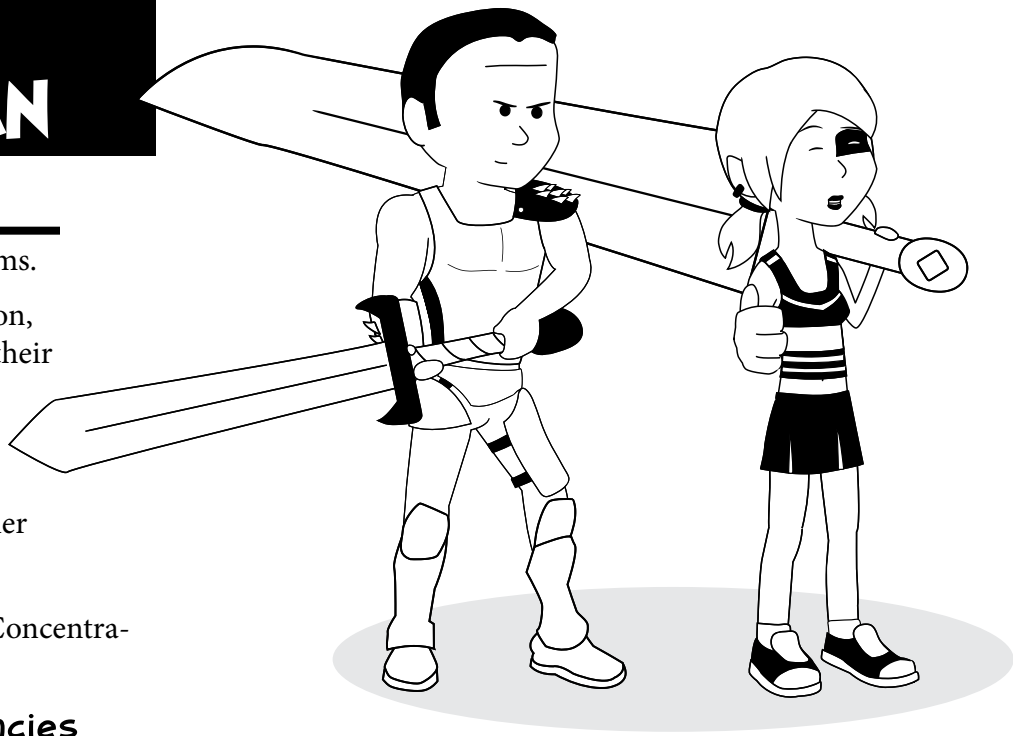
## Class Abilities

### That Sword! You Must be an Expert.

An Expert Swordsman is trained to exploit the doubts and fears of others.

Beginning at 1<sup>st</sup> level, an Expert swordsman may brandish his weapon at one foe holding a smaller weapon when initiative is rolled.

Weapon size is determined by both the weapon's actual size, as well as its usefulness as a weapon. Thus, a light weapon is considered smaller than a one-handed weapon, and a one-handed weapon is smaller than a two-handed weapon, and a martial weapon is considered larger than a simple weapon of the same size. Two weapons of the same size and



type are considered equal for the purposes of this ability.

Should a suitable target be present, the Expert Swordsman makes either an Intimidate or a Bluff Check opposed by the target's Awareness or Will Save (whichever has the higher bonus).

If the Expert Swordsman wins by 5 or less, the opponent is shaken and takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

If the Expert Swordsman wins by 6 or more, the target is frightened and tries to flee (if the creature is cornered it may try to fight, but is still shaken). If the target wins, there is no effect. This effect lasts for the duration of combat.

An Expert Swordsman may also use this ability during combat as a Standard Action.

An Expert Swordsman may only attempt this ability against a given target once in the same 24

LVL	BAM	Fort	Ref	Will	Class Ability
1	1	2	0	0	That Sword! You Must be an Expert
2	2	3	0	0	Bonus Feat
3	3	3	1	1	It's Tough so You're Tough
4	4	4	1	1	Bonus Feat
5	5	4	1	1	Size Matters
6	6/1	5	2	2	Running Cleave, Bonus Feat

hour period, whether the opposed check succeeds or fails. If this ability is used against another Expert Swordsman, the target may use Intimate or Bluff to oppose the ability. The target must have an Intelligence Score of at least 3 to be affected.

This ability is a fear effect.

### Even-level Bonus Feats

As dedicated warriors, Expert Swordsmen take every opportunity to sharpen their skills. At each even numbered level (2<sup>nd</sup>, 4<sup>th</sup>, and 6<sup>th</sup>), an Expert Swordsman gains a bonus feat from those labeled as compatible in the feats chapter.

### It's Tough, So You're Tough

An Expert Swordsman may be known for their weapon, but they rely on their armor to get the chance to use that weapon. Starting at 3<sup>rd</sup> level, if an Expert Swordsman is struck by a melee attack, they can attempt to make a Bluff Check against a DC equal to the attack roll. If this check is successful, they still take damage normally, but does not appear to be affected, even when subject to a heal check. The Expert Swordsman gains a bonus on Bluff and Intimidate checks equal to their Expert Swordsman level for the duration of the fight against anyone who saw the attack.

Additionally, as an immediate action, the Expert Swordsman may attempt to Bluff or Intimidate the creature who attacked them (as per the "That Sword! You must be an Expert" ability). This reactionary check is not subject to the 24 hour limit of the standard ability; however, it has no effect on an opponent who is still subject to the effects of a previous failure.

### Size Matters

For an Expert Swordsman, the motion of the ocean isn't enough; sometimes, it's nice to also have a bigger boat. An Expert Swordsman of 5<sup>th</sup> level or higher can wield a weapon intended for a creature one size category larger at only a -2 penalty. They still cannot use a weapon two or more size categories larger, nor does this ability stack with other abilities with similar effects.

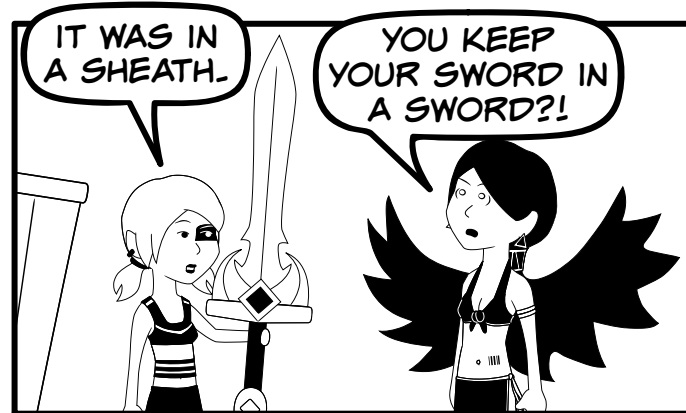
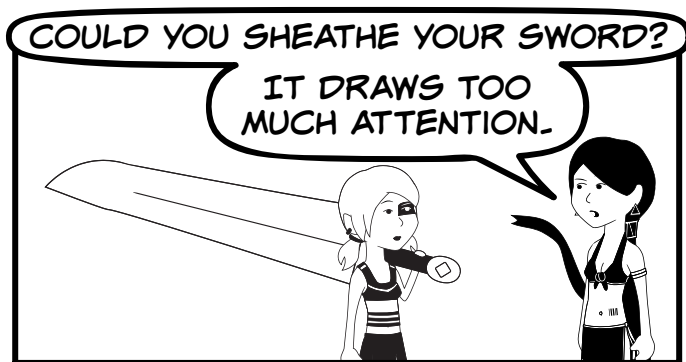
Expert Swordsmen who can use two-weapon fighting only gain the benefit in their dominant hand. However, they may treat one-handed weapons of their size as light for the purposes of

off-hand use.

### Running Cleave

An Expert Swordsman who has mastered the combative arts can face armies of lesser warriors and come out ahead. Upon reaching 6<sup>th</sup> level, an Expert Swordsman who deals enough damage to an opponent to drop that opponent to 0 or less HP may, as a free action, move up a distance less than or equal to their normal move speed and at least 2 squares, and attack another target. Should they drop that target and still have leftover movement from that move action, they may move on to yet another target, continuing to cleave until they run out of movement.

Comic: That Sword!



# LIGHTER FIGHTER

## Overview

Lighter Fighter are masters of cleverness, trickery, and weaponizing anything handy.

Unlike other classes who depend on brute or magical strength to achieve goals, Lighter Fighters leverage deception and their surrounding area to outwit, outmaneuver, and outfight enemies.

**HIT DIE:** d6

**SKILL POINTS:** 6 + Intelligence Modifier

## Class Skills

Agility, Athletics, Awareness, Bluff, Concentration, Diplomacy, Intimidate, Perform, Stealth, Survival, Use Magic Item, Use Rope

## Weapon and Armor Proficiencies

Lighter Fighters are proficient with all simple weapons, light martial weapons, and handguns. They can wear light armor, but do not use shields.

## Class Abilities

### Being Awesome 101

At 1<sup>st</sup> level, Lighter Fighters gain access to the Lighter Fighter ability trees. Each level he gains a number of abilities equal to his imaginary Intelligence Modifier. The Lighter Fighter cannot acquire an ability at the same time he acquires that ability's prerequisite (if it has one).

When using a Lighter Fighter ability (including skills associated with using an ability), the Lighter Fighter uses his imaginary ability scores instead of his normal ability scores. Imaginary ability scores are calculated for all six abilities as follows:

$$(2 \times \text{Imaginary Modifier}) + (\text{normal score} / 3)$$

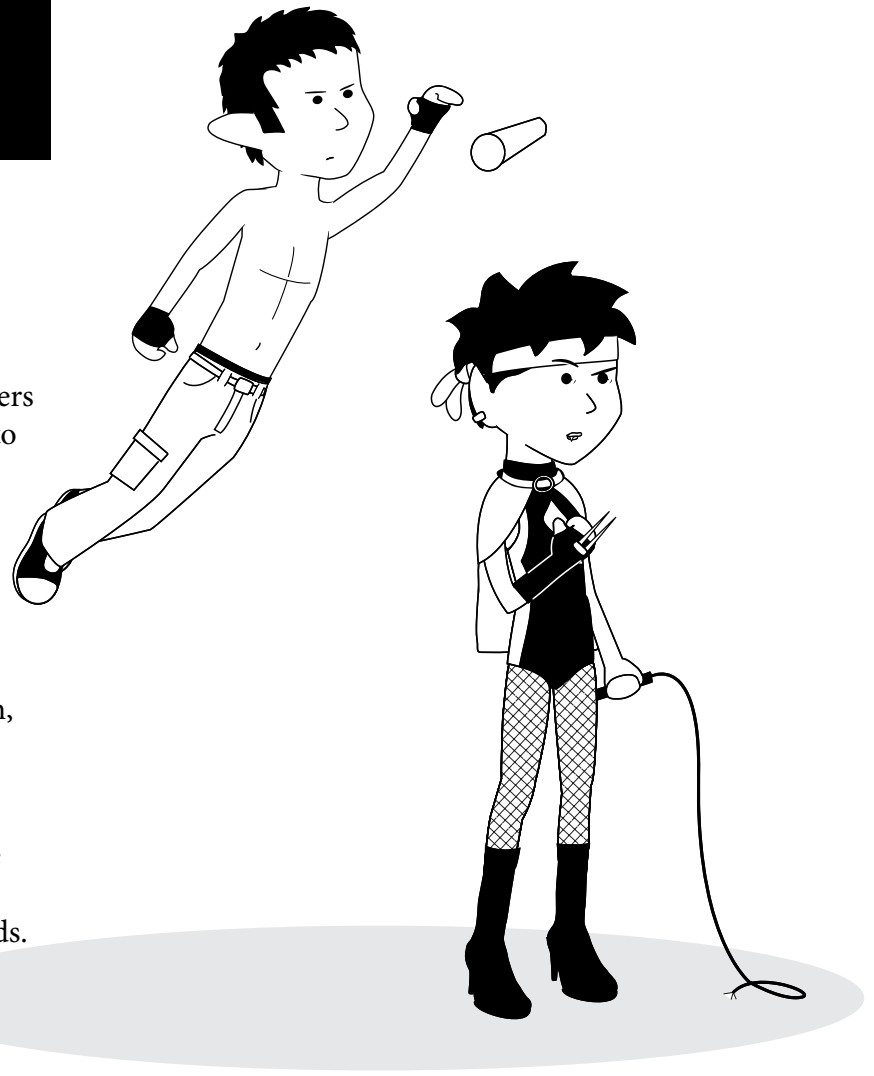
Derive modifiers normally. Imaginary ability scores do not have Imaginary Modifiers.

### Bonus Feat

You can choose one of the following feats as a bonus feat: Combat Expertise, Improved Unarmed Strike, or Quick Draw.

### Skill Damage

When using certain lighter fighter abilities you deal bonus damage. This extra damage is not



LVL	BAM	Fort	Ref	Will	Class Abilities
1	0	2	2	0	Being Awesome 101
2	1	3	3	0	Bonus Feat, +1d6 skill damage
3	2	3	3	1	Evasion
4	2	4	4	1	+2d6 skill damage
5	3	4	4	1	Uncanny Dodge
6	4	5	5	2	+3d6 skill damage, Skill Mastery



affected by critical hits.

## Evasion

If the Lighter Fighter makes a successful reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless Lighter Fighter does not gain the benefit of evasion.

## Uncanny Dodge

A Lighter Fighter can preternaturally react to danger.

From 5<sup>th</sup> level on, Lighter Fighters retain their Dexterity bonus to AC (if any), even if caught flat-footed or struck by an invisible attacker.

If immobilized, they still lose their Dexterity bonus to AC.

## Skill Mastery

The Lighter Fighter picks a number of skills equal to his imaginary Intelligence Modifier. The Lighter Fighter can take 10 even when you can't.

## Ability Trees

---

### Can't Catch Me Now Tree

#### Perch

**ACTION:** None

**COOLDOWN:** None

**SKILL DAMAGE:** No

You are more adept at bracing on walls. You add your class level as a bonus on Athletics Checks.

*Once you learn how to scoot down the halls like this, beating the cafeteria rush is a breeze.*

#### Crowd Running

**ACTION:** 1 full round

**COOLDOWN:** None

**PREREQUISITE:** Perch

**SKILL DAMAGE:** No

You can run across uneven or unstable surfaces without penalty. To use this maneuver you must take a full round action to move up to twice your movespeed in any direction, and you must end your turn on stable ground. Unstable terrain includes but is not limited to: mosh pits, precariously stacked boxes, and a bamboo forests.

*It's like crowd surfing but without having dozens*

*of strangers grab your butt. So, that may be a positive or a negative.*

### Swing, Swing, Swing from the Chandelier

**ACTION:** 1 full round action

**COOLDOWN:** NA

**PREREQUISITE:** Perch

**SKILL DAMAGE:** No

You can take a running start up to double your movespeed and jump onto a chandelier. From there you can swing off the chandelier and make a single attack roll. You gain a bonus on the attack and damage roll equal to your class level.

*How many lighter fighters does it change to take a light bulb?*

### Tapestry Slide

**ACTION:** Standard

**COOLDOWN:** None

**PREREQUISITE:** Perch

**SKILL DAMAGE:** No

You can use a knife to slide down a tapestry to avoid falling damage.

*Break artwork and your fall!*

### Wall Run

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** Perch, Crowd Running, Lighter Fighter Level 5

**SKILL DAMAGE:** No

When next to a wall you have the option of running up or across the wall. Every 3 squares moved along the wall uses up 4 squares of your normal movement. While moving horizontally along a wall you can move up to 2 squares higher than your original position.

*People who live in glass houses should not use this move.*

### Crafty Bastard Tree

#### Booby Trap

**ACTION:** 1 full round

**COOLDOWN:** None

**PREREQUISITE:** Lighter Fighter Level 2

**SKILL DAMAGE:** No

You can attempt to make a trap in one full round



at a -5 penalty.

*Originally devised to trap boobies the booby trap has further been perfected to catch larger birds, like penguins, and humans.*

### Poison Making

**ACTION:** None

**COOLDOWN:** None

**PREREQUISITE:** Lighter Fighter Level 2

**SKILL DAMAGE:** No

The save DC of any poisons you craft are increased by ½ your class level.

*You don't want to know what is in the secret sauce. Or you might want to know that, because of, you know, the poison.*

### Geez, You Look Silly Tree

**Olé**

**ACTION:** Immediate

**COOLDOWN:** Triggered

**PREREQUISITE:** None

**SKILL DAMAGE:** No

When an opponent tries to charge you, you may move one square to avoid them. If the charging opponent still has movement speed left over when they reach you, they continue past you until they have used up their movement speed.

*Finally one of the world's most barbaric sports can have human victims.*

### Belt Cutter

**ACTION:** Standard

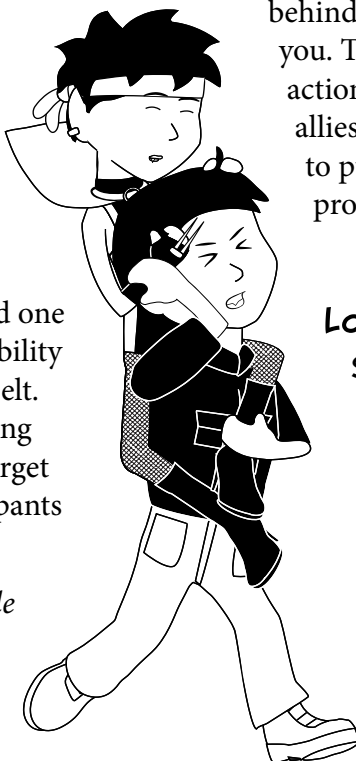
**COOLDOWN:** 1 round

**PREREQUISITE:** Olé

**SKILL DAMAGE:** No

You cut an opponent's belt so they need one hand to hold their pants up. To use this ability the target must be wearing pants with a belt. You make an attack roll and in lieu of doing damage you break the target's belt. The target must now use one hand to hold up their pants or move at ¼ their normal speed.

*Leather is murder, but so is killing people and maybe you should get off your high horse.*



### Giddy Up!

**ACTION:** Standard

**COOLDOWN:**

**PREREQUISITE:** Olé

**SKILL DAMAGE:** Yes

You have the option of hopping on a target and riding on their shoulders. To use this maneuver you must make an Uncommon Attack Check against the target. In place of a normal grapple you instead hop onto the target's shoulders and take turns moving them about. For every square of movement the target has roll a die of equal or greater value. The result of the roll is how many squares you can control. The target moves one square first followed by you. You continue in this manner until all of squares have been used or until one person is out of squares at which point the other gets to use its remaining squares at once. The target can attempt to throw you off with a successful Uncommon Attack Check.

*Ride 'em cowboy!*

### Table Topping

**ACTION:** Readied

**COOLDOWN:** Once per encounter

**PREREQUISITE:** Olé

**SKILL DAMAGE:** Yes

You look for the right opportunity to duck behind someone so an ally can push them over you. To use this maneuver you must ready an action while adjacent to the target. Any of your allies can, on their turn, attempt a touch attack to push the target over you such that they land prone.

*Now that's a stable table!*

### Look Over Here Tree

**Show Off**

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** None

**SKILL DAMAGE:** No

You gain a plus 2 to attack and damage when there is a crowd watching you.

*Are you not entertained?!*

### Camera Hog

**ACTION:** Standard

**COOLDOWN:** 1 round

**PREREQUISITE:** Show Off

**SKILL DAMAGE:** No

Cameramen within 8 squares of you must make a DC 15 Will Save or be forced to keep focused on you and must continue using whatever cameraman ability they were using previously using. You are considered an ally to any cameraman affected by this skill. This effect lasts for a number of rounds equal to your class level or until the cameraman runs out of film. After 3 rounds, any cameraman still focused on the lighter fighter can attempt to re-roll their save. The same effect from multiple cameramen do not stack.

*I can't help it if I'm eye candy.*

### Look Over There Tree

#### Pickpocket

**ACTION:** Standard

**COOLDOWN:** NA

**PREREQUISITE:** None

**SKILL DAMAGE:** No

During combat you can attempt an agility check as a Standard Action to pick someone's pocket. This check is made at a -5 penalty.

*Who took all the dynamite from my pocket?*

#### Loaded Deck

**ACTION:** None (See Text)

**COOLDOWN:** NA

**PREREQUISITE:** Pickpocket

**SKILL DAMAGE:** No

You can use an agility check opposed by awareness to cheat at games of chance. Some of the options available to you include, but are not limited to: swapping in and out cards, changing dice, peaking at someone else's hand, etc. You make one agility check per round to see if you remained unnoticed.

*I'm on a roll tonight, 5 aces!*

#### Reverse Pickpocket

**ACTION:** Standard

**COOLDOWN:** NA

**PREREQUISITE:** Pickpocket

**SKILL DAMAGE:** No

During combat you can attempt an agility check as a Standard Action to pick someone's pocket. You can also place objects in their pockets. There is no penalty to your agility check to use this skill.

*Who put all this lit dynamite in my pocket?*

### Not my Face Tree

#### Roll with the Punch

**ACTION:** Immediate

**COOLDOWN:** Triggered

**PREREQUISITE:** None

**SKILL DAMAGE:** No

If an attack would drop you below 0 health, you may attempt a Reflex Save DC 20. If you succeed you take half damage from that attack. If the reduced damage would also knock you unconscious you simply fall unconscious. Doing so uses your move action for your next turn. You may use this ability after knowing that you will be knocked unconscious.

*That barely even hurt, now I'm going to go lie down for a moment.*

#### Improved Surrender

**ACTION:** Immediate

**COOLDOWN:** Triggered

**PREREQUISITE:** Roll with the Punch

**SKILL DAMAGE:** No

If all of your allies have been knocked unconscious you may chose to surrender as an immediate action. Doing so means that your party all stays together and you get to keep one item of your choice.

*You can never beat me, because I give up!*

### Ow, my Face Tree

#### Sand Throw

**ACTION:** Standard

**COOLDOWN:** 2 rounds

**PREREQUISITE:** None

**SKILL DAMAGE:** Yes

As a Standard Action, make a ranged touch attack at an opponent within 2 squares of you. They make a Fortitude Save DC 10 + Lighter Fighter

Level + con mod or be blind for 1 round.

*Blind your enemy and destroy their sand castle!*

### Eye Poke

**ACTION:** Immediate

**COOLDOWN:** Triggered

**PREREQUISITE:** Sand Throw

**SKILL DAMAGE:** Yes

If someone tries to enter your square (whether passing through it or initiating a grapple etc.), you can make a touch attack. If you connect, they lose their action and stumble back to the adjacent square they tried to enter from. Not effective on characters with glasses or similar eye protection.

*Finally, you can put all those “wise guys” in their place.*

### Face Stab

**ACTION:** Swift

**COOLDOWN:** Once per encounter

**PREREQUISITE:** Eye Poke

**SKILL DAMAGE:** Yes

As a swift action you can attempt to feint against an opponent. If you succeed your next attack before the end of your turn deals double your normal skill damage. This bonus damage is not affected by critical hits.

*You got something on your face. Let me get it for you.*

### RT\*M Tree

#### Nanananananana Gadgets!

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** Lighter Fighter level 3

**SKILL DAMAGE:** None

You can use level 1 science weapons. You must supply your own battery, and this skill does not grant the ability to make weapons.

*Butler not included.*

#### Improved Nanananananana Gadgets!

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** Nanananananana Gadgets!,  
Lighter Fighter level 5

**SKILL DAMAGE:** None

You can use level 2 science weapons. You must supply your own battery, and this skill does not grant the ability to make weapons

*Beat up clowns in style.*

### Silver Tongue Tree

#### Haggling

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** None

**SKILL DAMAGE:** No

You gain a +2 on charisma based checks to haggle with merchants for a discount.

*Can I pay for this drink with a song? How 'bout two songs? Two songs and a smile?*

#### Seduction

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** None

**SKILL DAMAGE:** No

You gain a +2 on charisma based checks when dealing with people in a romantic nature regardless as to your motives.

*Pitfall Masters, we apologize in advance.*

#### Show a little ankle

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** None

**SKILL DAMAGE:** No

You gain a +2 charisma based checks to distract a person.

*Gams from here to Kalamazoo!*

### Sports Season Tree

#### The Bigger They Are, the Harder They Fall

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** None

**SKILL DAMAGE:** No

Opponents larger than you are considered one size category smaller for the purposes of trip attempts against you. Also applies to Giddy Up! attempts.

*The bigger they are the harder they fall. Just make sure they don't fall on you.*

### Grand Slam (Pop Fly)

**ACTION:** Standard

**COOLDOWN:** None

**PREREQUISITE:** None

**SKILL DAMAGE:** Yes

You lob a grenade with a bat anywhere within 10 squares as a Standard Action. 15 squares if someone pitches you the grenade.

*Batter up!*

### Yo Yo Sword

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** Lighter Fighter 5

**SKILL DAMAGE:** No

You cannot be Disarmed without being made helpless or pinned first.

*It comes right back! Like a boomerang!*

### Improved The Bigger They Are

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** The Bigger They are the Harder They Fall, Lighter Fighter Level 5

**SKILL DAMAGE:** No

Opponents larger than you do not get their size bonus when you attempt to trip them (they retain it if they initiate the trip, but lose it if they provoke a counter trip). Also applies to Giddy Up! attempts.

*You may have giant cojones of steel but I'm tripping balls!*

### The Smaller They Are, the Further They

#### Punt

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** The Bigger They are the Harder They Fall

**SKILL DAMAGE:** No

When using a trip, bull-rush or overrun maneuver, you gain +6 instead of +4 for every size category you are bigger. Further, for ever 5 that you beat their result by you may choose to move them 1 additional square back.

*Better than pesticide for getting rid of annoying squirrels.*

### Stealth and Subterfuge Tree

#### Cut the Red Wire

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** None

**SKILL DAMAGE:** No

You gain a +5 bonus on mechanics checks to disarm traps.

*Wait until the timer is at one second, then go for it.*

#### Muffler

**ACTION:** Immediate (triggered)

**COOLDOWN:** NA

**PREREQUISITE:** None

**SKILL DAMAGE:** Yes

If you catch an enemy flat footed make an attack roll to prevent them from yelling for help. If you succeed on hitting the target, they must roll a DC 15 fortitude save or be unable to speak for 3 rounds.

*Mmmmh Memmhmmgmmhmsm!!!*

#### Quick Change

**ACTION:** 1 full round action

**COOLDOWN:** None

**PREREQUISITE:** None

**SKILL DAMAGE:** No

You can swap clothes with an incapacitated person. You do not have to be concealed to use this maneuver.

*Much like trying clothes on at the department stores, it is recommended you wear your own underwear.*

### Y-Games Tree

#### Expanded Transportation Options

**ACTION:** None

**COOLDOWN:** NA

**PREREQUISITE:** None

**SKILL DAMAGE:** No

You add your class level to athletics and Agility Checks related to skateboards, bicycles, roller-

blades and other similar transportation options.

*Totally Radical!*

### **Powerslide**

**ACTION:** None

**COOLDOWN:** None

**PREREQUISITE:** Expanded Transportation  
Options

**SKILL DAMAGE:** No

While pursuing or fleeing from a target on a skateboard, bicycle, etc. you gain +1 square of movement.

*Powerslides are metal, or punk, or ska, or easy listening? I don't know what skateboarders listen to.*

# MAGE

## Overview

Mages are masters of magic.

Unlike other classes that beat people with heavy objects, mages beat with arcane knowledge.

**HIT DIE:** d4

**SKILL POINTS:** 4 + Intelligence Modifier

## Class Skills

Awareness, Concentration, Craft, Knowledge (all skills, taken individually), Use Magic Item

## Weapon and Armor Proficiencies

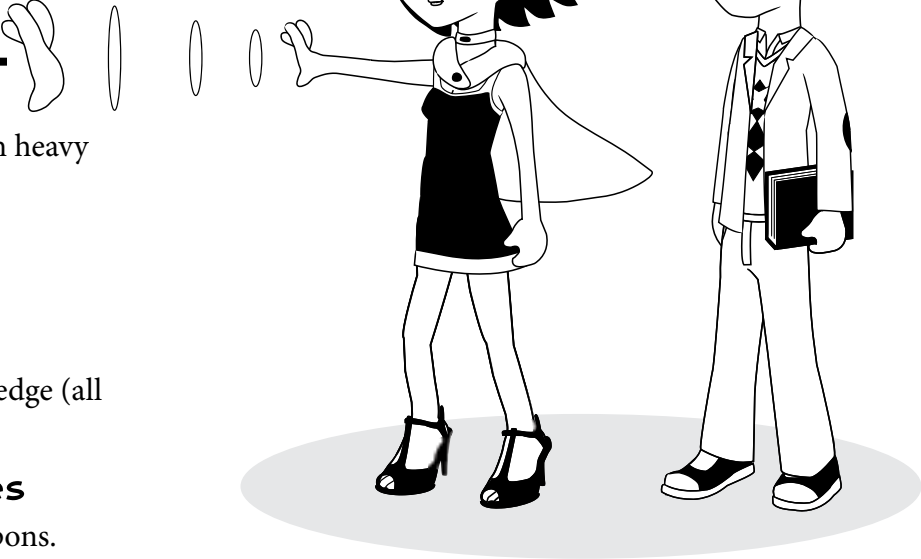
Mages are proficient with all simple weapons. They cannot wear any armor, nor use any shields.

## Class Abilities

### Spellcasting

Mages wield a mysterious and powerful force called “magic” to do things like set things on fire, set things not on fire, and plenty of things that have nothing to do with fire. At 1<sup>st</sup> level, a Mage gains the ability to use magic to cast spells, and selects a specialization. This specialization represents the Mage’s special training in a particular variety of magic called a “school”. (For more on schools, see Chapter 8: Spells).

Mages gain two benefits from this specialization. First, they gain a special ability based on their specialty, as explained in the individual school’s description. Additionally, Mage also gain all spells in their specialized school to which they have access. At 1<sup>st</sup> level, this means a Mage can cast any spell of their specialty in the first or second Tier. At



4<sup>th</sup> level, the Mage gains access to 3<sup>rd</sup> Tier spells in their specialty, and 4<sup>th</sup> Tier spells become available at 6<sup>th</sup> level.

In addition, Mages can cast a limited roster of spells outside their specialty. 1<sup>st</sup> Tier spells are available at 1<sup>st</sup> level, 2<sup>nd</sup> Tier is available at 3<sup>rd</sup> level, and 3<sup>rd</sup> Tier at 5<sup>th</sup> level. The number of spells the Mage may know at a given time is given in the table (((above/below))).

### Casting Mechanics

Standard casting times for spells are 1 Standard Action unless otherwise noted.

When a spell is cast it must cool down for a number of rounds equal to the tier level of the spell minus 1. Ex. first tier spells are available the next round while fourth tier spells are available after 3 rounds have passed. Check specific spells entries for exceptions.

To cast a spell, the caster must pass a Knowledge

LVL	BAM	Fort	Ref	Will	Class Abilities	Tier 1	Tier 2	Tier 3	Tier 4
1	0	0	0	2	Spellcasting, Detect Magic	3	-	-	-
2	1	0	0	3	Spell PDA	4	-	-	-
3	1	1	1	3		5	1	-	-
4	2	1	1	4		6	2	-	-
5	2	1	1	4	Online Rental	7	3	1	-
6	3	2	2	5		8	4	2	-

Magic check against the DC of the spell (DC10 for Tier 1, DC15 for Tier 2, DC20 for Tier 3, DC25 for Tier 4)

Failing the Knowledge Magic check does not force the spell to cool down unless the caster fails by more than 5.

Failure by 5 or more extends the attempted spell's cooldown to 1d4 rounds for tier 1, 1d6 rounds for tier 2, 1d8 rounds for tier 3, 1d10 rounds for tier 4. For spells with longer than standard cooldowns, this time is in addition to the normal cooldown time.

Spells with durations longer than instantaneous will either go on cooldown when the spell is cast or when the spell is finished, specific entries will indicate which applies.

## Detect Magic

From intense study and practice the mage has learned how to recognize manifestations of magic. Beginning at 1<sup>st</sup> level, the Mage can take a Standard Action to focus their eyes to detect the presence of magical auras. Any magic present or being cast within a 12 square cone in front of the Mage is instantly recognized. The Mage can instantly identify the school of the spell but must focus on the source for 3 rounds to identify the spell.

In the case of spells actively being cast, the Mage may make a Knowledge (Magic) check with a DC of 15 + the caster's level to identify the spell. If the spell being cast is within his specialized school he gains a +2 to this check.

## Spell PDA

The overcrowded public transportation that the working Mage is subjected to doesn't facilitate the

regular transport of dozens of dusty tomes. The modern Mage employs a modern solution.

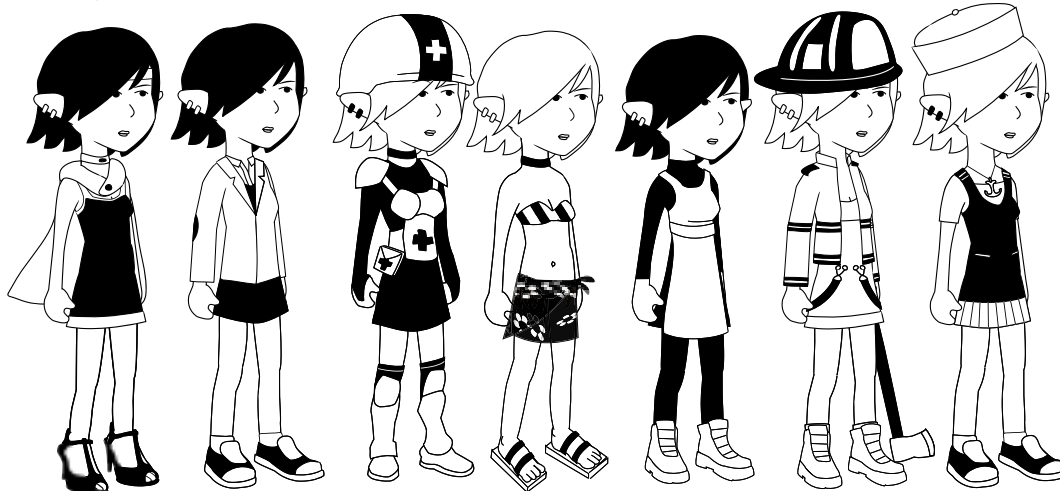
At 2<sup>nd</sup> level, the Mage gains access to a PDA that they can use to log into the Mage's Guild Online Resource Database (MGORD). The Mage can use the spell PDA to change the spells they have access to outside of their specialization. This process takes 1 hour regardless of the number of spells being swapped out.

Additionally, the Mage can choose to cast spells directly from the PDA. This use of the PDA requires 2 rounds per Tier of the spell and a network connection.

## Online Rental

Due to the extensive research and investment needed to develop a 3<sup>rd</sup> Tier spell, Mages are required to rent any 3<sup>rd</sup> Tier spells from MGORD which they do not have memorized. Because the Mage is paying for this service, they are able to store rented spells in the PDA's internal memory. Rented spells remain in memory for 72 hours and are then automatically deleted from the PDA. Stored spells can be accessed and cast as a full round action or as the normal casting time of the spell, whichever is longer. The mage does not need a network connection to access downloaded spells.

While the spells are stored in internal memory, the Mage has the option to either cast the spell an unlimited number of times directly from the PDA (normal cooldowns apply) or to transfer the spell into the PDA's memory. If the Mage wishes to transfer, but does not have any available slots, they must earmark one of their currently stored spells for deletion when the transferred spell's rental would have ended.



# PALADIN

## Overview

Paladins are warriors who live by a strict code of conduct.

Unlike other classes, Paladins augment physical strength with magical power.

**HIT DIE:** d10

**SKILL POINTS:** 4 + Intelligence Modifier

## Class Skills

Agility, Athletics, Awareness, Concentration, Craft, Diplomacy, Heal, Intimidate, Knowledge, Survival, Use Magic Item

## Weapon and Armor Proficiencies

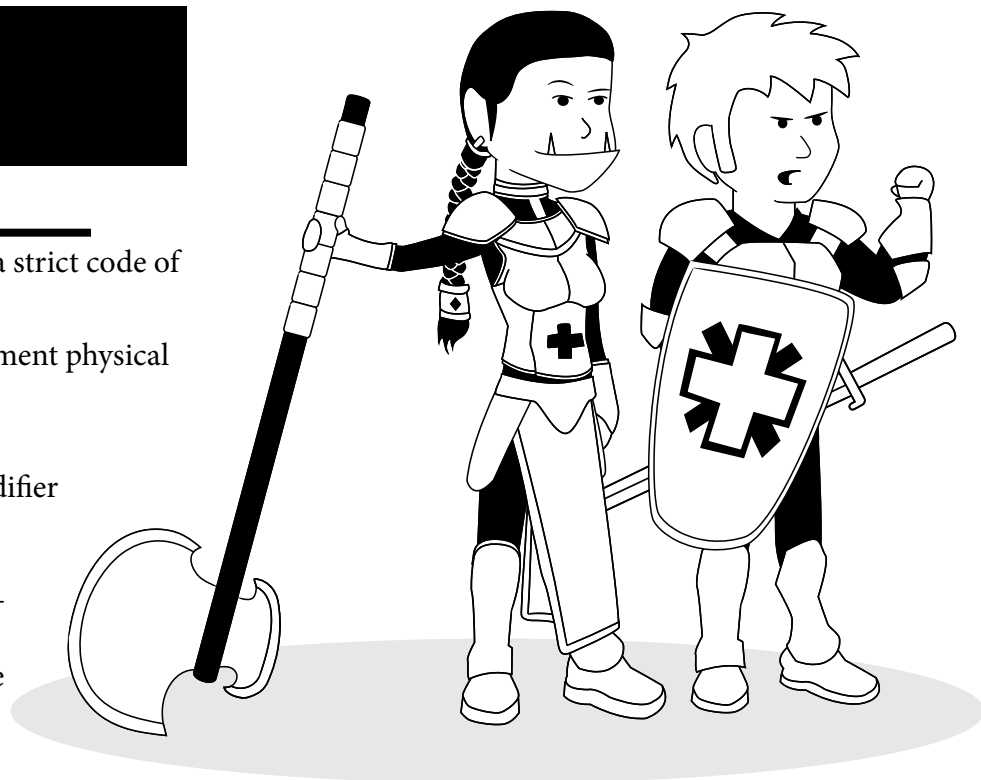
Paladins are proficient with all simple and martial weapons. They can wear all kinds of armor and use any shield (except tower shields).

## Class Abilities

### Censorship

A Paladin can identify individuals who are a bad influence on children and attempt to censor said influence. Starting at 1<sup>st</sup> level, if a Paladin suspects someone is in violation of his standards, he can censor as a Standard Action. The Paladin adds his Imaginary Charisma Modifier to his attack roll and deals additional damage to the target equal to his Paladin level.

If the Paladin has only misunderstood the target's behavior, the censorship is resolved as a normal attack. Additionally, the Paladin takes 5 points of damage (cannot be mitigated in any way)



if he censors a creature undeservedly.

The Paladin cannot attempt to censor the same creature more than once per encounter.

### Code of Conduct

A Paladin lives by a written code of honor that delineates the actions he finds unacceptable. When taking his first level in Paladin, the character must create a Paladin's Code. This defines not only targets for his Censorship abilities, but what actions the Paladin cannot take without feeling guilty.

A Paladin who violates his personal code (whether intentionally or inadvertently) immediately takes 1d4 damage to his Charisma score, and all of his Imaginary Modifiers drop to 0. The ability damage heals as normal (although it is unaffected by Restoration), and the Imaginary Modifiers are restored when the Charisma damage is restored. A Paladin may still use all of his Paladin abilities

LVL	BAM	Fort	Ref	Will	Magic	Tier	Class Abilities
1	1	2	0	2			Censorship, Code of Conduct
2	2	3	0	3		1	Mount, Magic Man
3	3	3	1	3			Gift of the Divine (grace and health)
4	4	4	1	4		2	Impromptu Censorship, Fear Immunity,
5	5	4	1	4			Improved Censorship, Lay on Hands
6	6/1	5	2	5		3	Super Mount, Lay out Evil



during this time, although his heart is probably not in it.

A Paladin may adjust his Code at any time, but such changes of heart should only come after some deliberation. A Paladin who wishes to redefine his Code must spend a week in deep thought, and pay \$500 to the Paladin Registry Board to file the paperwork.

Paladins judge according to one's actions, not by class or species. Thus, "being a non-Paladin" or "being a member of a different species" are not valid.

## Mount

At 2<sup>nd</sup> level, the Paladin gains a trusty mount to help him in his quest. The mount is usually a heavy warhorse or a warpony. The mount can be summoned or dismissed as a full round action (while dismissed it resides in imagination land). The mount cannot be killed as per the normal rules of PCs. However, if it is reduced to 0 HP, it immediately returns to imagination land and will refuse to help the Paladin until 1d6 days have passed and the Paladin has apologized for it getting hurt. The mount gains abilities based on the level of its master. See Paladin Mount Table at the end of this section for more information.

## Magic Man

At second level, the Paladin gains access to magic. He gains all body spells for any tiers that he qualifies for except those that deal with creating or controlling disease. The Paladin's caster level is half his class level rounded down. Additionally, at fourth level his holy conviction is so great that he gains access to the spells in the soul school.

## Gift of the Divine

Paladins are immune to all mundane and magical diseases. In addition, a Paladin adds his Charisma Modifier (if positive) to his saving throws. This feature of gift of the divine does not stack with other abilities that add Charisma Modifier to saving throws.

## Impromptu Censorship

The Paladin has trained his senses to react to foul deeds at lightning speed. The Paladin gains the ability to make a censorship attempt as an immediate action in response to someone violating FCC

regulations. All of the normal rules for censorship apply. He can only make one such attack once per round. He does not gain an additional attack against already censored creatures. Using this ability does not use up an additional actions on the Paladin's turn.

## Fear Immunity

At 4<sup>th</sup> level, Paladins gain immunity to all fear effects. In addition, allies within 6 squares of the Paladin a +4 morale modifier on saves against fear.

This ability can stack with both other Paladins' own Fear Immunity and the Iron Nerves of nearby Cataloguers.

## Improved Censorship

A Paladin's disapproval reaches deep into the hearts of those who find themselves meeting his disapproval. Beginning at 5<sup>th</sup> level, if the Paladin makes a successful censorship against a creature, he gains a +2 on attack and damage rolls against that creature for the duration of the encounter.

## Lay on Hands

The Paladin gains the ability to channel positive energy through his touch. The Paladin can heal a number of hit points per day equal to two times his Paladin level plus his Charisma Modifier. This ability can also be used offensively against disease zombies, beings of pure evil, and other similar creatures. If a disease zombie is reduced to zero by lay on hands he is instantly cured.

## Super Mount

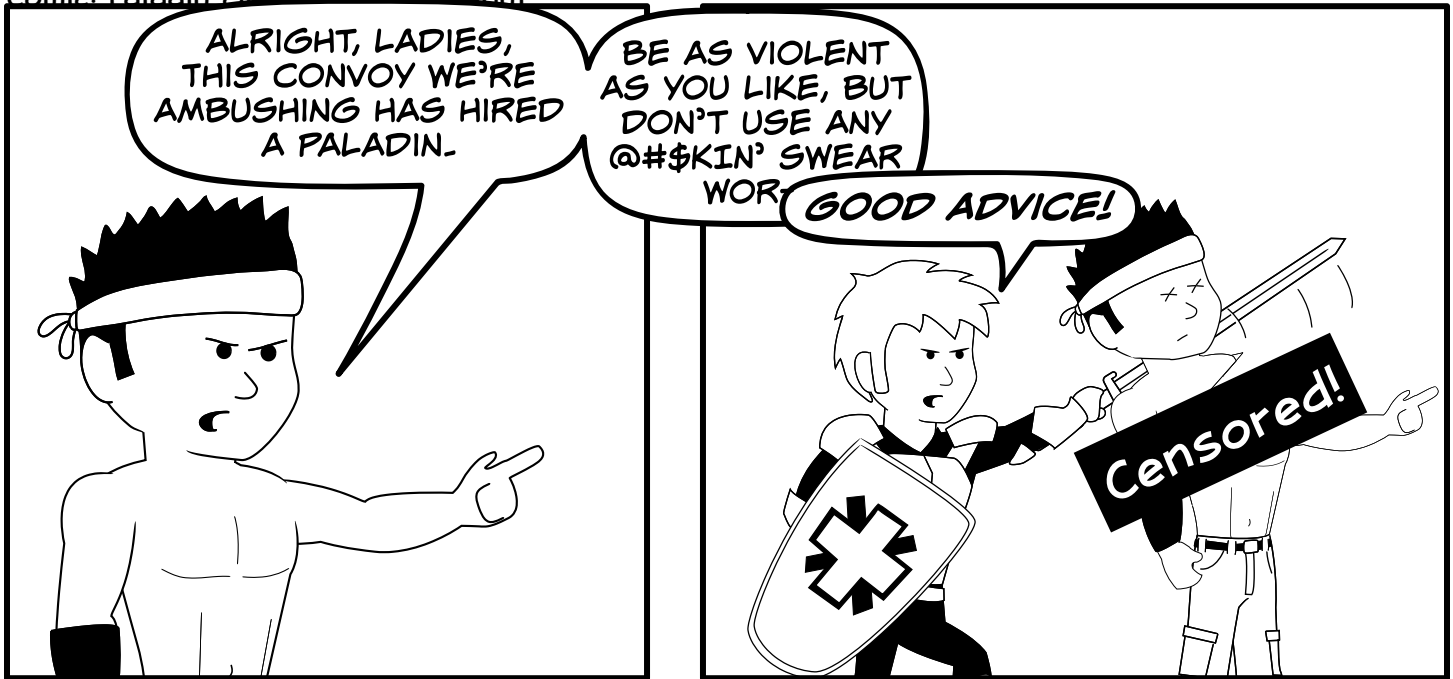
At 5<sup>th</sup> level, the Paladin has the option to replace his mount with one of the following animals: Tiger, Dire Wolf, Rhino, Shark (large), Polar Bear. For the purposes of Paladin mount abilities, this new mount is treated as though it belonged to a Paladin 3 levels lower.

## Lay out Evil

If the Paladin has successfully censored someone, he can try to force them to come to terms with the mistakes they've made in life.

To use this ability, the Paladin must use a full-round action to attempt to grab the target firmly by the shoulders, resolved as a Grapple. Both Paladin and target then make opposing Will Saves as the Paladin attempts to shake some sense into him

Comic: Paladin class ability highlight



through a battle of wills.

If neither party wins by 5 or more, the battle of wills persists for a round, with neither Paladin nor target being able to do anything other than struggle. On either character's turn, roll again, until one or the other succeeds by 5 or more.

If the Paladin comes out ahead, then the target is open to reconsidering their evil ways. The Paladin may then pull the target aside, and attempt to persuade them to try living a different life, and throw aside their evil plans.

At the end of this persuasion attempt (which lasts as long as it takes the Paladin to make his case), the Paladin may make a Diplomacy Check, treating the target as an Ally for the purposes of Diplomacy. For every 5 points beyond the margin by which the Paladin won the battle of wills, he moves up a step on the Relationship ladder for the purposes of this Diplomacy Check. Thus, a Paladin who wins by the opposed check 15 is treated as Intimate for the purposes of Diplomacy. All other factors apply as normal: The Paladin still has to make a reasonable argument for turning away from one's ways, and the target still otherwise resists as normal.

If the Paladin loses the battle of wills, he takes 1 point of strength damage, but maintains the Grapple, and can otherwise reattempt the

maneuver the next round.

## Mount Details

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

Paladin Level	Bonus HD	Natural Armor Bonus	Int	Special
2	+1	+0	5	Empathic Link, Magical Beast
3	+2	+1	5	Improved Strength
4	+2	+2	6	Improved Evasion
5	+2	+3	6	Share Spells
6	+2	+4	7	Share Saving Throws

### Bonus Hit Die (HD)

Extra eight-sided (d8) Hit Dice, each of which gains a Constitution Modifier, as normal. Extra Hit Dice improve the mount's base attack and base save bonuses. A special mount's Base Attack Modifier is equal to that of a Paladin of a level equal to the mount's HD. A mount has good Fortitude and Reflex Saves (treat it as a character whose level equals the animal's HD). The mount gains additional skill points or feats for bonus HD as normal for advancing a creature's Hit Dice. A mount's class skills match the Paladin's, although it only gains 2 +

Intelligence Modifier skill points per hit die.

## Natural Armor Bonus

The number on the table is an improvement to the mount's existing natural armor bonus.

## Intelligence

The mount's Intelligence Ability Score.

## Empathic Link

The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically.

Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

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

## Magical Beast

The mount's type changes to Magical Beast, meaning that spells and abilities that affect animals no longer apply to the mount (such as a Redneck's Huntin' Good ability).

## Improved Strength

The mount gains a +1 to its Strength score

## Improved Evasion

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

## Share Spells

At the paladin's option, he may have any spell he casts on himself also affect his mount.

The mount must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally, the paladin may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A paladin and her

mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

## Share Saving Throws

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

# REDNECK

## Overview

Rednecks are expert outdoorsmen and inconsiderately effective at most things they try.

Unlike other classes who've received formal training, Rednecks are generally self-taught or have informally apprenticed under a relative who was too drunk to tell them to go away.

**HIT DIE:** d8

**SKILL POINTS:** 4 + Intelligence Modifier

## Class Skills

Agility, Animals, Athletics, Awareness, Craft, Intimidate, Knowledge (nature), Stealth, Survival, Use Rope

## Weapon and Armor Proficiencies

Rednecks are proficient with all simple and martial weapons, as well as firearms. They wear light or medium armor, but are not proficient with shields.

## Class Abilities

### Trackin' Good

Rednecks are adept at tracking, whether for dinner or trespassers. Rednecks are used to country living. At 1<sup>st</sup> level, the Redneck gains Track as a bonus feat.

### Bigotry

At 1<sup>st</sup> level, a Redneck may select a type of creature. The Redneck gains a +4 bonus on Bluff, Awareness, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on attack and damage rolls against



such creatures. The Redneck suffers a -4 Diplomacy penalty when dealing with creatures of that type.

The Redneck may select an additional victim of his Bigotry from those given on the table. He may also pick one of the two and gain an additional +2/-2 for that bigotry where appropriate.

If the Redneck chooses to be bigoted against humanoids or outsiders, he must also choose an associated subtype. If a specific creature falls into more than one category, the Redneck's bonuses do not stack; he simply uses whichever bonus is higher.

A Redneck may choose an organization (such as the Rabbitcratic Party) as the subject of his Bigotry.

Alternately, if the Redneck chooses to rise above bigotry, he will suffer a -2 Diplomacy penalty when dealing with bigoted Rednecks, but outsiders will generally admit that he isn't as bad as they'd

LVL	BAM	Fort	Ref	Will	Class Abilities
1	1	2	2	0	Trackin' Good, Bigotry, Hold Mah Beer
2	2	3	3	0	Fightin' Good, Medicinal Alcohol
3	3	3	3	1	Fart Trap, Huntin' Good
4	4	4	4	1	Drivin' License
5	5	4	4	1	Double Bigotry
6	6/1	5	5	2	Fightin' Real Good

expected. At 5<sup>th</sup> level, the unbigoted Redneck will be considered by all to have a humble backwards country charm, and gain a +4 Diplomacy Modifier when dealing with outsiders, and be forgiven his -2 penalty when dealing with other rednecks.

## Hold Mah Beer

They say genius likes to masquerade as stupidity, but regardless of what it may look like it still requires two free hands. To use this ability a Redneck must have a beer in his hand. A Redneck may opt to have another character hold his beer while he attempts to perform “sumthin’ awesome.” Passing a beer is a swift action and the receiving character must be within 6 squares. The Redneck’s next action is treated as either a 1 (result of 1-10 on a d20) or a 20 (11-20). This can only be performed once per encounter (can’t go through all the beer too quickly).

## Fightin’ Good

At 2<sup>nd</sup> level, a Redneck must select one of four combat styles to pursue: archery, gun shootin’, two-weapon combat, or wraslin’ (wrestling). This choice affects the character’s class features but does not restrict his selection of feats or special abilities in any way.

If the Redneck selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat.

If the Redneck selects gun shooting, he is treated as having the Quick Draw feat, even if he does not have the normal prerequisites for that feat.

If the Redneck selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

If the Redneck selects wraslin’, he is treated as having the Improved Grapple feat, even if he does not have the normal prerequisites for that feat.

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

## Medicinal Alcohol

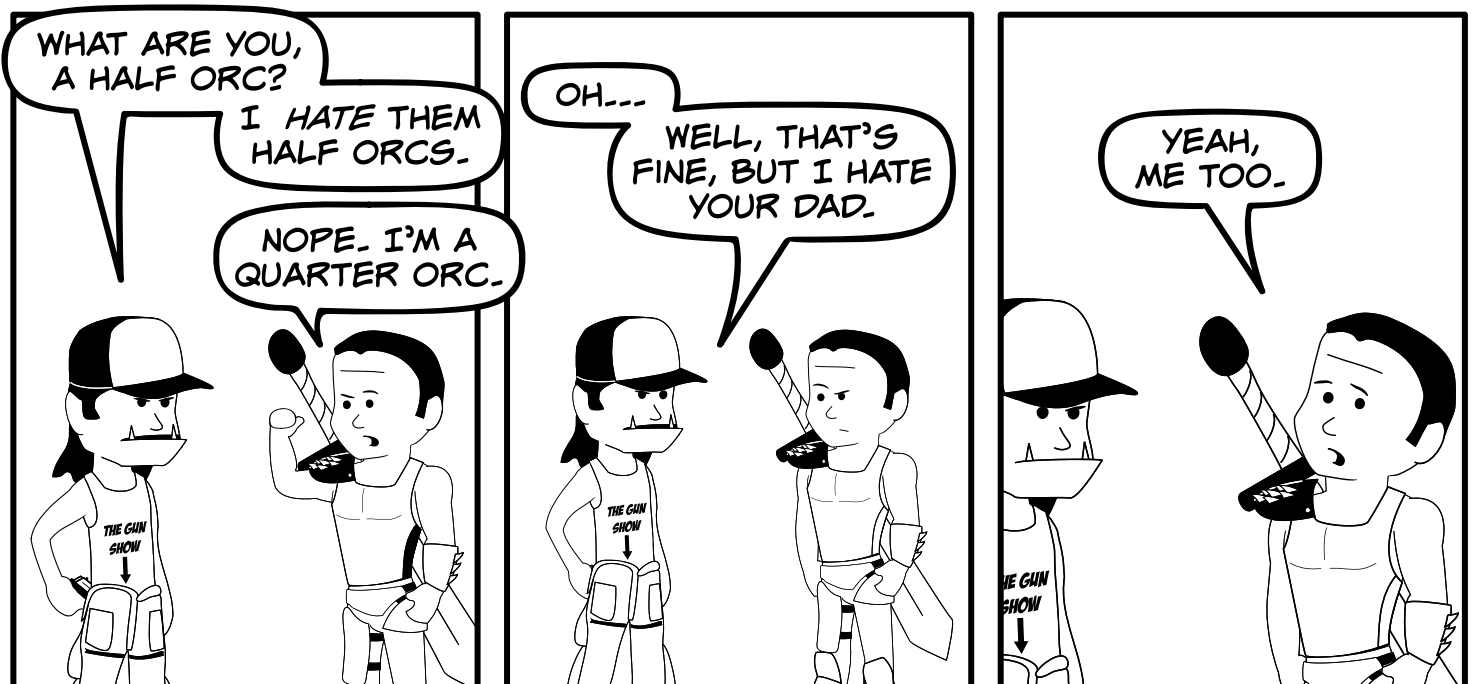
A Redneck’s body is conditioned to optimally process alcohol. Beginning at 2<sup>nd</sup> level, when he finishes his first drink he heals 1d8 points of health. For every drink thereafter he heals 1d6 points of health and takes 1d4 points of wisdom damage. This ability cannot lower the Redneck’s Wisdom below ½ of total wisdom rounded up, although he can continue to draw benefit from additional drinks after reaching that point.

The penalties subside after the number of hours equal to the total number of drinks.

## Fart Trap

For most people, the body is a temple. For the

### Comic: Bigotry



Redneck, it more closely resembles a county fair.

Once per encounter, as a Standard Action, a Redneck can perform a fart-based attack. Any creatures capable of smelling (i.e. not robots) that walk into the affected squares must make a fortitude save of DC 10 + Redneck Level + imaginary Constitution Modifier, or else be immediately stopped and nauseated for 1d4 rounds. Rednecks are immune to the effects of the fart. The fart cloud persists for a number of rounds equal to the redneck's imaginary Constitution Modifier, but a minor breeze (10 mph) will dispel the cloud after 1 round. Farts include:

### **Silent but deadly**

The Redneck farts in a manner undetectable until a creature enters the affected area. It only affects the square the Redneck is occupying and an additional adjacent square.

### **Loud and Proud**

The fart is immediately noticeable and affects any creatures within 2 squares of the source.

## **Huntin' Good**

A Redneck's prowess in combat isn't limited to intelligent creatures. Beginning at 3<sup>rd</sup> level, his skill at tracking and killing wildlife improves. The Redneck gains a +4 bonus on Stealth and Awareness checks when using these skills against animals (including dire ones, but not including Penguins, Seals, and Rabbits), and gains a +2 attack and damage bonus against them.

## **Drivin' License**

At 4<sup>th</sup> level, a Redneck gains a vehicle selected from the following list: tractor, pick-up truck, or four-wheeler. If the campaign takes place wholly or partly in an aquatic environment, the following vehicles may be added to the Redneck's list of options: flat-bottomed boat, motor boat. Only the Redneck has the keys.

## **Fightin' Real Good**

At 6<sup>th</sup> level, a Redneck's aptitude in his chosen combat style improves.

If he selected archery at 2<sup>nd</sup> level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat.

If he selected gun shooting at 2<sup>nd</sup> level, he is

treated as having the Shot on the Run feat, even if he does not have the normal prerequisites for that feat.

If the Redneck selected two-weapon combat at 2<sup>nd</sup> level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat.

If the Redneck selected wraslin' at 2<sup>nd</sup> level, he gains a new combat move: slide bear jawbreaker. If the redneck successfully has someone in a grapple he can attempt a slide bear jawbreaker in place of a pin attempt. If he succeeds on the grapple attempt his victim must make a fortitude save DC 10 plus redneck level plus imaginary con mod or be stunned for 1d4 rounds. The victim is stunned for one round on a successful save. Performing the slide bear jawbreaker, whether it is successful or not, ends the grapple. As before, the benefits of the Redneck's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

# SALARYMAN

## Overview

Salarymen are skilled professionals capable of suppressing their rage until the right moment.

Unlike other classes, Salarymen may rage for additional strength and durability.

**HIT DIE:** d8

**SKILL POINTS:** 4 + Intelligence Modifier per level

## Class Skills

Animals, Athletics, Awareness, Bluff, Craft, Diplomacy, Intimidate, Profession, Use Rope

## Weapons and Armor Proficiencies

A Salaryman is proficient with all simple weapons, a martial weapon of the player's choice, and handguns. He is not proficient with any armor or shields.

## Class Abilities

### Corporate Rage

Salarymen are not fighters by trade, but years of having to deal with the petty politics of the cubicle farm have left them with a nearly insatiable bloodlust.

A Salaryman can fly into a rage in the heat of battle, or just when they feel like it. In a rage, a Salaryman temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will Saves, but he takes a -2 penalty to Armor Class. The increase in Constitution increases the Salaryman's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way



temporary hit points are.) A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution Modifier. A Salaryman may prematurely end his rage. At the end of the rage, the Salaryman loses the rage modifiers and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for one minute.

A Salaryman can fly into a rage only once per encounter.

### Double-Starched Suit

Salarymen rarely need armor or shields at their day-jobs, and so must take advantage of their more mundane street clothes to avoid danger.

Beginning at 1<sup>st</sup> level, a Salaryman may benefit from his overzealous dry-cleaner by getting his suits extra-starched. A Salaryman's suit is treated as armor, granting a maximum bonus to AC equal

LVL	BAM	Fort	Ref	Will	Class Abilities
1	0	0	0	2	Corporate Rage, Double-Starched Suit, Bureaucrat
2	1	0	0	3	Departmental Perk
3	2	1	1	3	Departmental Style
4	2	1	1	4	Anger Management
5	3	1	1	4	Departmental Intern
6	4	2	2	5	Improved Departmental Style

to the Salaryman's level + 1, and costing S\$50 per point of defense bonus. This suit imposes no penalty to skills, and limits the AC bonus from Dexterity to a +4. A Salaryman's suit cannot be enchanted, owing to OSHA regulations (see Section 152.4 of the Workplace Magic Safety Act of 532 T.D.).

If a Salaryman ever takes damage equal to  $\frac{1}{4}$  his current HP from a single attack, his suit is too badly damaged remain fully usable, and his armor bonus drops to 1. Should this happen, the Salaryman gains an additional use of his Rage ability, and must use it immediately.

This use of rage is not subject to the normal restrictions on rage, and may be used even if the Salaryman previously raged in the encounter, in which case the effects of fatigue are also ignored for the duration of the rage. If the Salaryman is currently raging, the duration of his rage is instead increased by a number of rounds equal to 3 + the character's current Constitution Modifier.

A Salaryman may own than one suit at a time.

## Bureaucrat

A Salaryman is a professional first and foremost, and no amount of blood on his loafers will change that. When taking his 1<sup>st</sup> level as a Salaryman, a character chooses a Department. This Department represents the network of associations and training the Salaryman relies upon to perform his day-to-day duties.

Regardless of choice, a Salaryman is always at +3 when making Profession checks to navigate bureaucracies similar to his own. There are four choices available to the Salaryman:

### Government

Whether a life-long pencil-pusher, or a field agent who got bumped to a desk job, Government Salarymen are experts on two things—navigating the regulations surrounding adventurers, and navigating the regulations surrounding where you can and can't take large weapons. As such, a Salaryman who works for the Government will always have the correct paperwork on file so that he and his companions may carry their weapons of choice wherever they please. The only exception to this is when, strictly speaking, he is not dealing with a culture that has paperwork.

A Government Salaryman is considered proficient in the use of Bullet-Proof Vests. These pieces of Light Armor are worth S\$150, grant a +2 Armor bonus to AC, and impose a -1 Armor Check Penalty. Bulletproof vests may be worn over Double-Starched Suits.

## Legal

Legal clerks, legal advisors, and loose cannon attorneys that care more about their clients than the bottom line, Legal Salarymen know a thing or two about the Law—and quite a few more about avoiding its consequences. Once per week, a Salaryman of the Legal profession may automatically make a DC 15 Profession (Legal) check to get an ally or group of allies out of a single charge (common examples include destruction of property, reckless endangerment, reckless driving, and reckless endangerment while driving destroyed property).

## Human Resources

The cogs that keep a well-oiled workplace burning the midnight oil at both ends, HR reps are very bad at metaphors. They are, however, very good at dealing with people. An HR rep gains a +2 insight bonus when using the Awareness skill to tell if he is being lied to, as well as a +2 insight bonus when using the Bluff and Diplomacy Skills.

## Finance

The ship-of-the-line bureaucrat, Finance clerks are your typical Salarymen, with vague job descriptions and even vaguer quarterly goals. As such, these Salarymen tend to have a slightly more diverse skill set, owing to both the requirements of their job, and the fact that they didn't have anything better to do.

Finance clerks gain a bonus feat from the following list: Acrobatic, Agile, Alertness, Animal Affinity, Athletic, Deceitful, Diligent, Great Fortitude, Iron Will, Lightning Reflexes, Magical Aptitude, Negotiator, Nimble Fingers, Self-Sufficient, Stealthy, and Toughness

## Departmental Perk

Being a Salaryman isn't just hard work and senseless violence. Salarymen have connections, know the lingo, and can generally get pretty good deals on things. While the goods may differ based on specialty, all Salarymen draw equal benefit



and garner a 5% per level discount to the relevant items.

### **Government**

A Government Salaryman is able to exploit his contacts in the defense industry, as well as loopholes in possession laws to acquire the hardware he and his allies need. Starting at 2<sup>nd</sup> level, he starts getting a discount on Weapons and Armor. In addition, his field training begins to kick off, and he gains a +2 competence modifier on Athletics checks.

### **Legal**

A Salaryman of the Legal profession is trained to understand the facts of whatever matter is in front of him, and becomes exceptionally good at uncovering them. Starting at 2<sup>nd</sup> level, Legal Salarymen get a discount when paying for research materials, expert consultations, and when bribing informants. In addition, they gain a +2 competence modifier on Awareness checks.

### **Human Resources**

A Salaryman working in HR quickly becomes an expert in not only reading people, but in hiring the best people for the job. Starting at 2<sup>nd</sup> level, HR reps get a discount when paying hired NPCs. In addition, NPCs hired by an HR rep are generally better, gaining a +2 adjustment in the stat relevant to their role.

### **Finance**

Working in the Financial sector gives a Salaryman insight into the inner workings of not only commodities markets, but all the bureaucracies related to them. Starting at 2<sup>nd</sup> level, Finance clerks get a discount when paying for goods not directly tied to combat (i.e. weapons and armor). This includes the raw components needed for a Scientist's inventions. In addition, Finance clerks gain a +2 insight modifier on all Profession (Finance) checks made to navigate bureaucracies.

### **Departmental Style**

A Salaryman needs to be able to take care of himself, and often times can get the company to pay for him to learn to do so. While this tends to limit the sorts of skills that can and cannot be picked up, it also allows for some very unusual talents.

### **Government**

As part of the Government, a Salaryman is expected to protect not only himself, but the records he works with and the people he works for. As such, starting at 3<sup>rd</sup> level, the Salaryman gains a roster of hand-to-hand techniques that makes them deadly, even in an office environment. In addition to gaining the benefits of the Improved Unarmed Strike and Improved Disarm feats, the Salaryman's unarmed damage improves from 1d3 to 1d6.

### **Legal**

After years of effort, the Legal Salaryman finally passes the bar and becomes a full-fledged lawyer. While this largely translates into being able to represent his friends when they get dragged into court on charges that he couldn't just talk them free of, it also provides him access to a few other tricks of the Legal profession. Beginning at 3<sup>rd</sup> level, a Salaryman of the Legal profession may impose a Restraining Order on a single target once per encounter.

This Order prevents the target from coming within 15 feet of the Salaryman for 24 hours (although the target may still address him and make whatever attacks are possible at that range). Should the Salaryman move closer than that to the target, the target is legally compelled to withdraw at the first available opportunity to the 15-foot parameter. Only an opposed Profession (Legal) check can overcome the Restraining Order.

### **Human Resources**

In HR, one of the most valuable traits a Salaryman can pick up is the ability to realistically evaluate others. However, one sometimes needs to be a bit aggressive in doing so. To that end, beginning at 3<sup>rd</sup> level, a Salaryman in Human Resources gains the ability to give an opponent a Performance Review, foregoing damage to instead target an opponent's Imaginary Modifiers. The Salaryman must declare that he is doing this (as well as which score is being targeted) before the attack roll is made, and if he succeeds rolls damage as normal. This damage is then halved (round down) to a minimum of 1, and applied to the relevant stat. The Imaginary Modifier for a score cannot be lowered below zero.

This ability may only be used once every 24 hours on a given target and lasts for 2d6 rounds.

### **Finance**

Finance clerks rarely over-extend themselves to the point that they get sick terribly often. As a result, they usually have a large backlog of sick days. At 3<sup>rd</sup> level, a Salaryman in the Finance department gets 12 Sick Days. A Salaryman can spend one sick day to negate the effects of a disease, poison, or viral spell. This ability does not require an action. The Salaryman simply declares that he is using a sick day instead of rolling a saving throw.

At each level gained thereafter, the Salaryman gains additional Sick Days equal to twice his new level.

If a Salaryman does not use his Sick Days within a year of gaining this ability, banked Sick Days are lost, but he gains a fresh set equal to twice his current level.

### **Anger Management**

Salarymen can learn to deal with and control their anger through counseling, but the canny ones realize that those same techniques can push their anger to new heights. Beginning at 4<sup>th</sup> level, the Salaryman can fly into a rage twice in one encounter. The Salaryman must wait at least one round after the first rage has ended before he can begin a new rage.

Although the effect of fatigue are ignored for the duration, this second rage is weaker than the first, only granting +2 to Strength and Constitution Scores. Additionally, the Salaryman takes a -3 penalty to AC. Otherwise, this second rage is identical to the first one.

At the end of the second rage, the Salaryman is fatigued for 10 minutes.

### **Departmental Intern**

By 5<sup>th</sup> level, Salarymen are either trusted members of their organization, or have so deceived whoever they work for into thinking otherwise that it makes no difference. Regardless, the higher-ups are of the opinion that a Salaryman with that much experience will be a fine mentor for one of the bright young stars of tomorrow, and assign him an Intern to supervise.

Interns are 1<sup>st</sup> level Salarymen of the same department as their mentor. However, instead of possessing the Rage ability, Interns instead possess a special ability related to their department. They are assumed to have 8 HP, and a 10+1i in all six stats.

While in the service of a Salaryman, Interns will generally do whatever is asked of them, even if somewhat questionable or dangerous. If, through misadventure or deliberate action, an Intern dies in the Salaryman's service, there is little consequence. The Salaryman is expected to pay a S\$500 processing fee, and fill out the proper paperwork, and will be assigned a new Intern within 1d6 days.

### **Government**

A Government Intern is usually a field agent in training, and has already passed the necessary checks to be assigned a service piece. This is a d10 handgun with ×3 critical damage. The Intern is trained to provide suppressing fire with this weapon, and may forgo dealing damage with an attack to prevent a target from moving, even he cannot directly see the target (although he still must be able to fire on a location near the target for this to be effective).

### **Legal**

Interns in the Legal profession often minor in magic during college, and are often capable of limited casting. Legal Interns can cast the following spells on their mentor's behalf with a +4 modifier to the Knowledge (Magic) check: Improved Detect Magic, Read Surface Thoughts, Create Illusion (1 sense only), and See Truth. Legal Interns are 1<sup>st</sup> level casters for the purposes of variable effects, and will report information as truthfully as they can.

### **Human Resources**

A Salaryman working in HR understands the balance of the individual versus the collective good and, more importantly, has learned to accept that sometimes sacrifices must be made. As long as an HR Intern is nearby, the HR rep may, if he so chooses, have his Intern take some or all of the damage. This decision may be made after damage is rolled.

### **Finance**

Finance Interns tend to be fairly useless, owing

the their general lack of familiarity with the Salaryman's company and its needs. Thus they are often given more menial tasks to keep them from mucking up the more important work. Sometimes, though, that can be a skill in and of itself. An Intern from the Financial sector gains the ability to use coffee as a weapon, dealing 1d8 of fire damage to a single target.

## Improved Departmental Style

By 6<sup>th</sup> level, the Salaryman is a master of the arts of his native bureaucracy, and nowhere is this better expressed than in his skill at his chosen field's combat style.

### Government

With training and experience, the Government Salaryman's hand-to-hand prowess becomes even more dangerous. At 6<sup>th</sup> level, his unarmed damage improves from 1d6 to 1d8, and he also gains the benefit of the Improved Grapple feat.

### Legal

With experience in the courtroom and on the streets, Salarymen in the Legal field become even more potent with their Lawyer-fu. Starting at 6<sup>th</sup> level, the Legal Salaryman may perform an Objection once per encounter.

Declaring an Objection is an immediate action. When used, the Salaryman interrupts a target's actions, preventing them from completing their current activity and breaking whatever focus they had. A Concentration check can resist this effect, but the DC is equal to 15 + the Salaryman's level + his Charisma Modifier.

### Human Resources

The HR rep has become an expert at the art of debasing a target of all his delusions. At 6<sup>th</sup> level, the HR rep gains two new uses of his Performance Review:

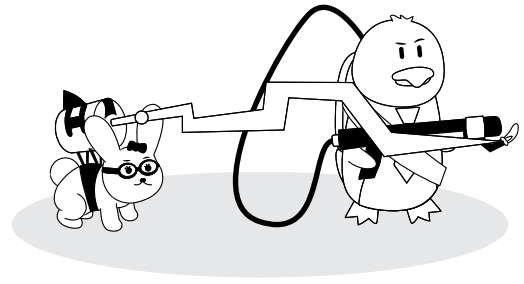
- 1) He may, when declaring the attack, opt to try and target all of the target's stats. The attack is made at -4, but if it succeeds, deals damage as normal to all six stats. Imaginary Modifiers damaged in this way cannot be dropped below zero. This effect lasts for 2d6 rounds.
- 2) If he uses a targeted strike, the damage done to the Imaginary Modifier may drop it below zero, being treated as a penalty to the relevant stats. In addition, the duration of the effect improves to

1d4 minutes.

### Finance

Finance clerks often know more about the company than anyone else. This wide knowledge base provides them with a great deal of insight into the thinking of others. At 6<sup>th</sup> level, a Salaryman in the Finance department gains a modifier equal to half his Salaryman level on Awareness and Diplomacy checks.

# SCIENTIST



## Overview

The Scientist can harness scientific knowledge both to harm and help others.

Unlike other classes that buy or quest for weapons, Scientists can create their own to meet their precisely.

**HIT DIE:** d6

**SKILL POINTS:** 4 + Intelligence Modifier

## Class Skills

Bluff, Concentration, Craft, Knowledge (All skills, taken separately), Mechanics

## Weapon and Armor Proficiencies

Scientists are proficient with all simple weapons, chainsaws, grenades, firearms, flamethrowers, and fire extinguishers, as well as any weapons they create.

Scientists are not proficient with any armor or shields.

## Class Abilities

### Reinvent the Wheel

Through years of school and internships, a Scientist has learned the tricks needed to make various weapons and tools.

Beginning at 1<sup>st</sup> level, Scientists may create Scientific weapons and tools, as according to the Science Crafting rules below.

### Eureka!

When they aren't adventuring or being yelled at by their bosses, Scientists are constantly tinkering

and working on their next gadget.

At 1<sup>st</sup> level and every level thereafter, a Scientist creates a free device.

When determining the maximum Kepler Grade of the device, count the newly gained level.

## All Nighter

Years of procrastination and forgetting deadlines have trained Scientists' bodies to operate even under the worst circumstances. Starting at 3<sup>rd</sup> level, Scientists may choose to forgo sleep for one night in to quickly create a device at the expense of personal rest.

Should a Scientist chose to construct an item over night, he will make an additional mechanics check and apply the result to the item's crafting DC as normal.

A Scientist that stays up all night feels sluggish and takes a -2 penalty on Awareness, Athletics, and Fortitude saving throws.

Likewise, he has enough caffeine coursing through his body to kill a small cat, resulting in a +2 modifier on Initiative and Reflex Saving Throws. If left alone for one round on a comfortable surface, Scientists instantly fall asleep, with no save.

Alternatively, a Scientist may choose to spend multiple nights without rest in order to finish a longer term project. In this case, a Scientist can make two Mechanics checks per day toward the

LVL	BAM	Fort	Ref	Will	Kepler Grade	Class Abilities
1	0	0	0	2	1	Reinvent the Wheel, Eureka
2	1	0	0	3	2	
3	2	1	1	3		All Nighter
4	2	1	1	4	3	
5	3	1	1	4		Techno Jargon
6	4	2	2	5	4	

normal construction of an item. Once started, a Scientist cannot enjoy regular sleep until the device is completed or the project is scrapped.

The exhaustion penalties stack for each day of work.

## Techno Jargon

Most Scientists have been forced to read so many technical manuals that they just sorta skim the first page. A Scientist of 5<sup>th</sup> level or higher may use his Imaginary Intelligence Modifier instead of his Charisma Modifier on social skill checks (Bluff, Diplomacy, Intimidate) to confuse people and coerce agreement with the Scientist's views.

**Table: Crafting Science**

Kepler Grade	Cost	Energy	Craft DC	Battery Capacity
1	25	1	20	8
2	400	3	40	16
3	2000	6	70	24
4	6000	10	100	32
5	12000	15	150	40

## How to design a device:

1. Choose a base device from the steampunk discipline (chainsaw, gun, grenade, tool). The base device determines how your constructed device will function: melee attack, ranged attack, consumable attack, utility item.  
**NOTE:** Chainsaws and guns can only be used by Scientists, tools can be used by anyone but can only be recharged by Scientists, grenades can be used by anyone
2. Determine the properties you'd like the device to have and the device's Kepler Grade. Properties can be applied from multiple disciplines and each add one Kepler Grade to the complexity of the item (healing, fire, light, sound amplification).  
**NOTE:** make sure you have a battery of at least equal Kepler Grade to the item you are making, otherwise you'll probably burn energy too fast.
3. Determine the total cost of the item and the crafting DC using the list provided.  
**NOTE:** Grenades cost ¼ the listed price for a given level and produce 5 grenades per craft.
4. Roll a Mechanics Check to represent one day's work. If you require multiple days to make an item, save the sum total of all the days until that total equals or exceeds the craft DC.

# Science Disciplines

## Steampunk

### Gun

**RANGE:** 100 ft.

**+1 KG:** add one handed property

**+1 KG:** Gun fires unusual ordinance (such as knives). Determine damage that object would do if used in melee, then increase that damage as though making a medium weapon which deals the same damage large.

### Chainsaw

**RANGE:** Melee

**+1 KG:** add one handed property

### Grenade

Target's base Reflex DC 15

**RANGE:** 20 ft.

**+1 KG:** +2 DC or add sticky property

### Fire

Target's base Reflex DC 15 (save to not catch fire)

**RANGE:** 30 ft.

**BASE DAMAGE:** 1d6

**+1 KG:** +2 DC or +2 damage die

## Electric

### Arched Lightning

+2 to attack if target include metal (robot or wearing armor)

**BASE DAMAGE:** 1d6

**+1 KG:** +1 damage die

### Magnets

**KG 1:** minor attraction between small objects

**KG 2:** enemy's sword sticks to their armor

**KG 3:** stick someone to a wall or vehicle

**KG 4:** two enemies are drawn toward each other

### Gauss

Without scope, the range increment is only 20 squares

**BASE DAMAGE:** 1d4

**BASE RANGE:** 40 squares

**+1 KG:** +1 damage or +40 squares

### Gauss Scope

**BASE RANGE:** 40 squares

**+1 KG:** +40 squares

### Sound

- KG 1: make listening device
- KG 2: Change your voice (male/female, pitch, etc)
- KG 3: Flashbang (fort DC 15 or deaf) (can be focused on the infrared or ultraviolet spectrum)

### Radiation

#### X-Rays

- KG 1: see through walls (2 square range)

#### Infrared/Ultraviolet

- KG 1: see infrared or ultraviolet spectrum

#### Light

- KG 1: flashlight out to 4 squares, 2 squares wide

#### Ionizing Radiation

Damage undetectable without a radiation detector

- BASE DAMAGE: 1d4
- +1 KG: +1 damage die

#### Radiation Detector

- KG 1: detect radiation within 1 square of the detector

#### Disintegration

Disintegrates if kills (destroy PC clothes)

- BASE DAMAGE: 1d12
- +1 KG: +1 damage die

### Cosmic

#### Plasma

- BASE DAMAGE: 1d12
- +1 KG: +1 damage die

#### Gravity

- KG 1:  $\times 2$  or  $/ 2$  weight
- KG 2:  $\times 4$  or  $/ 2$  weight
- KG 3:  $\times 8$  or  $/ 8$  weight
- KG 4: mass = yes/no

#### Wormhole (Storage)

Takes 1 full round to access an item in a wormhole

- KG 1: 1 slot item for 5 slots
- KG 2: 1 slot item for 9 slots
- KG 3: 1 slot item for 17 slots
- KG 4: 1 slot item for 25 slots

#### Wormhole (Teleportation)

- KG 1: 2 squares

KG 2: 4 squares

KG 3: 8 squares

KG 4: 16 squares

### Biologic

#### Grow Plants

The basic plant occupies 1 square and threatens the squares around it.

KG 1: plant entangles enemies

Creatures attempting to pass through a square with a plant in it must move at half speed.

If the plant is formed in a square already being occupied by a creature that creature must make a DC 15 Reflex Save to avoid being entangled. Creatures that fail their save can be freed by making a DC 20 Strength Check, spending one round cutting themselves free with a blade, or by setting themselves on fire. With the exception of setting yourself on fire, you must still spend 2 squares of movement to leave the square with the plant.

KG 2: plant trips enemies

Each round the plant can attempt to trip 1 creature passing within 1 square of the plant. Additionally, the plant attempts to trip 1 creature within its reach on its turn. The plant is considered to be a large creature with a +15 total modifier to trip

\*Note: if the plant fails to trip the target the subject cannot attempt to trip the plant.

KG 3: double size of plant

The plant takes up a 2 square area but still only threatens 1 square past that. The plants modifier to trip attempts remains unchanged.

KG 4: plant grapples enemies

Instead of attempting to trip opponents the plant can instead choose to grapple an opponent. Once it succeeds in grappling a creature, it can only maintain 1 grapple at a time but can still make trip attempts. The modifiers for grapple and trip and increased to +20.

#### Acid

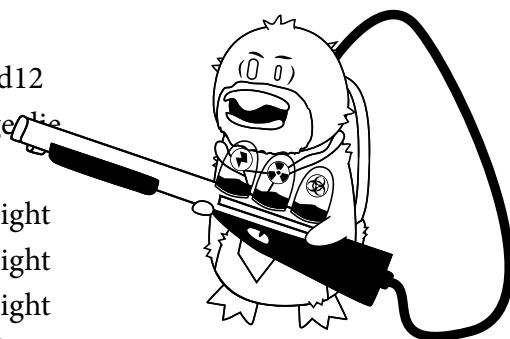
BASE DAMAGE: 1d6 and reduce AC by 2 (effect only applicable once)

+1 KG: +1d6 damage

#### Healing

Base healing: 1d8

+1 KG: +1d8



# Batteries

All scientist items, except grenades, must receive battery power to function. Batteries cost the same as other science components of similar Kepler Grade.

Changing out the battery takes a full round action. The rapid reload feat allows you to swap out a battery as a move action.

All batteries have 7 hit points and a hardness

of 4. When a battery's hit points drop to zero or below, it becomes nonfunctional. A scientist can fix a broken battery with a mechanics science check equal to the amount of hit points needed to restore the battery to full health.

## Battery Types

There are multiple battery variants representing each of the disciplines of science. Each battery Kepler Grade increases capacity size, and all batteries recharge after five minutes of inactivity.

**Table: Battery Types**

Discipline	Engine Name	Description
Combustion	Steam Punk Engine	Makes noise and smokes. Requires S\$5 of coal per day to operate.
Electric	Rechargeable Battery	Doesn't work if wet.
Radiation	Nuclear Reactor	Sets off radiation detectors, concerns about sterility.
Biologic	Power Plant	A large carnivorous plant is used to power your weapons. Must be fed small animals once per week.
Astronomy	Dark Matter Reactor	A large powerful energy source. If damaged at or below 0 hp, can cause all sorts of strange effects to anyone caught within the blast radius. The Pitfall Master rolls a d20 to determine the result. See table.

**Table: Dark Matter Reactor Explosion Effects**

Roll	Effect
1	Party sent back in time.*
2	Party teleported to a different location*
3	Players swap characters
4	Characters swap genders.
5	All characters now have goatees.
6	Characters become a different race
7	Rains kittens for a month
8	Kills everyone.*
9	Party is merged into one super character *
10	Everyone in the blast can now communicate telepathically*
11	All of your equipment is destroyed, everyone is now naked.*
12	Elder God is released.*
13	Everyone now has a stupid f**king accent.*
14	All players must roll a D20. The resulting number is now their age.*
15	The current campaign is now a musical. Players must write and perform their own song.
16	Everyone gains a new feat
17	Go to tvtropes and click "random." Incorporate this trope into the game. If you lack access to the Internet or tvtropes no longer exists, then quickly come up with some effect and go with that.
18	Crazy dream sequence.
19	Roll 2 dice. Both effects happen. If either dice rolls a 19, roll 2 more and those happen as well.
20	Roll 5 D20s, The scientist chooses 1 effect and then the PM chooses 1 effect. Both happen.

\*Can be reverted by a subsequent Dark Matter explosion

# SHAPESHIFTER

## Overview

Shapeshifters physically re-arrange themselves to the surprise of their enemies.

Unlike other classes, Shapeshifters are masters of disguise and surprise.

**HIT DIE:** d8

**SKILLS POINTS:** 4 + Intelligence Modifier

**SPECIES PREREQUISITE:** Robot or Doppelganger

## Class Skills

Agility, Athletics, Awareness, Bluff, Craft, Diplomacy, Intimidate, Mechanics, Perform, Stealth, Survival, Use Rope

## Weapon and Armor Proficiencies

Shapeshifters are proficient with all simple weapons and martial weapons as well as the kukri, kama, nunchaku, sai, and siangham.

Doppelganger Shapeshifters are proficient with no armor or shields.

Robot Shapeshifters are proficient with light armor, but not shields.

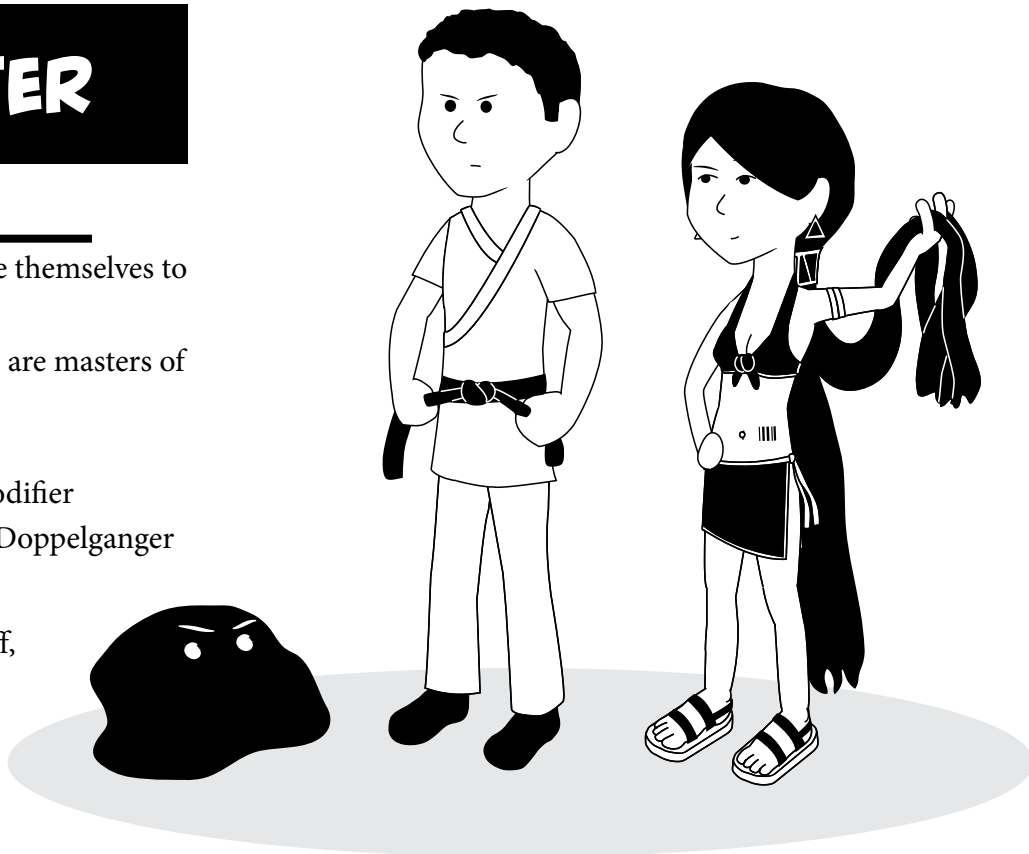
## Class Abilities

### My Body is a Weapon

Shapeshifters gain Improved Unarmed Strike as a bonus feat.

### Transform

Shapeshifters can as a Standard Action as



opposed to a full round action normally required for Doppelgangers. Robots that take levels of shapeshifter can pick an alternate form to transform into (motorcycle, washing machine, stereo, smart car, etc). Robots gain a new alternative form at each new shapeshifter level. These times apply to making weapons as well.

### AC bonus

Shapeshifters gain a flat bonus to their AC from their class level. These bonuses apply to the Shapeshifter's touch AC and when he is flat-footed but not when he's helpless. Additionally:

Doppelgangers add their wisdom modifier to AC as an untyped bonus (applies to touch AC and when the Doppelganger is flat-footed but not when he is helpless).

LVL	BAM	Fort	Ref	Will	AC	Class Abilities
1	1	2	2	0	0	My Body is a Weapon, Transform, AC Bonus, Jack of All Blades
2	2	3	3	0	0	Defensive Blob, Evasion, When Swords Won't Reach
3	3	3	3	1	1	Accelerated Transformation, Special Technique
4	4	4	4	1	1	Master of All Blades, Uncanny Dodge
5	5	4	4	1	2	Dual Wielding, My Body is the Weapon
6	6/1	5	5	2	2	Hyper Speed Transformation, Perfect Form



Robots add their Constitution Modifier to their AC as a natural armor bonus. This bonus stacks with other natural armor bonuses that increase natural armor but not ones that grant natural armor.

## Jack of All Blades

Shapeshifters gain the ability to form any non-masterwork melee weapons (normal weapon proficiencies still apply). Formed weapons turn to ooze or shatter (as appropriate to the Shapeshifter) if they leave contact with the body.

## Defensive Blob

As an immediate action Doppelganger Shapeshifters can assume a pseudo blob form and move up to 2 squares. You may declare that you are using this ability after the attack roll has been made, but you must declare it before you know whether or not the attack connects.

You must still spend an action to assume your previous form.

## Evasion

If the shapeshifter makes a successful reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless Shapeshifter does not gain the benefit of evasion.

## When Swords Won't Reach

Doppelganger Shapeshifters gain the ability to form a light crossbow. This crossbow is the same as one you would find in a store except only the Shapeshifter can use it. Reloading is a free action.

Robot Shapeshifters gain the ability to form a handgun. This handgun is the same as one you would find in a store except irremovable from your arm. Reloading is a free action. Robots have the option of forming a silencer if they choose.

## Accelerated Transformation

This ability decreases the time needed to transform to a Move Action. These times apply to making weapons as well.

## Special Technique

### Doppelganger grab

At 3<sup>rd</sup> level, a Doppelganger shapeshifter gains the ability to initiate a Grapple from a number

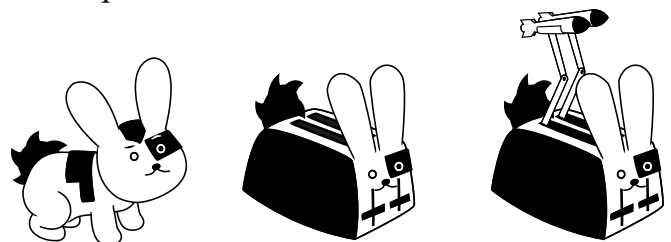
of squares away equal to his Shapeshifter level. Should he succeed on the Grapple, he can drag the victim to him as a move action and tie them up as a Standard Action on his next turn.

As a full attack action, a Doppelganger can attempt to grab a number of targets equal to his Shapeshifter level. Resolve each Grapple attempt separately, and treat them as separate Grapples (thus one target gaining control does not affect the other Grapples). If he has more than one creature grappled at one time, he can choose to either pull them in and tie them up one at a time, in which case resolve as above, or else try to pull everyone in at the same time, but the targets get a chance to gain control of the Grapple if the Doppelganger tries to tie up more than one person at a time. Even attempting this maneuver requires a tremendous expenditure of energy. Once initiated, the Doppelganger cannot attempt additional ranged Grapples until a number of rounds equal to the number of attempted Grapples pass. This cooldown begins the round after the Doppelganger has released his last target (whether they break the grapple or are tied up). Likewise, he cannot initiate more grapples until after this cooldown has transpired.

## Robot Rockets

At 3<sup>rd</sup> level, Robot Doppelgangers gain the ability to fire rockets. As a Standard Action, a Robot can fire 1 rocket, targeting either a square or a creature (ranged touch attack) up to a number a squares away equal to twice his shapeshifter level. Creatures within a 1 square radius of the blast get a Reflex Save (DC 10 + Shapeshifter level + Con modifier) for half damage. Creatures struck by a rocket do not get a save. Rockets deal 2d6 points of fire damage.

Alternately, as a full attack action a robot can fire a number of rockets up to his Shapeshifter level. Exhausted, he cannot fire another rocket for a number of rounds equal to the number of rockets fired. Due to spread, the rockets cannot all target one square.



## Master of All Blades

Shapeshifters can form masterwork melee weapons.

## Uncanny Dodge

A Shapeshifter can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses her Dexterity bonus to AC if immobilized.

## Dual Wielding

Shapeshifters gain the ability to form two ranged weapons simultaneously. Their ability to use these particular weapons is better than normal. The shapeshifter is treated as having the Two-Weapon Fighting feat. This ability only applies to ranged weapons formed by the Shapeshifter.

## My Body is the Weapon

As they advance in level, Shapeshifters gain increasing control of their physical abilities. At 5<sup>th</sup> level, their unarmed damage is improved to 1d8 for medium, 1d6 for small, and 1d4 for tiny.

## Hyper Speed Transformation

Decreases the time needed to transform to a swift action. These times apply to making weapons as well.

## Perfect Form

### Doppelganger Skeletonization

Doppelganger Shapeshifters gain the ability to absorb energy directly from a body. If they can successfully Grapple and tie up an opponent, as a free action they can skeletonize the body. Using this ability ends the Doppelganger's turn, though he may still make an immediate action. If this ability is used on a PC,

the character is knocked unconscious and wakes up sometime later feeling hungry/dehydrated and missing 5 lbs of mass.

If the Doppelganger successfully skeletonizes someone he gets a +2 adjustment to Strength and Constitution scores for 1 hour. Absorbing multiple people within that hour does not improve the bonus but does restart the timer.

## Bigger Robot

Robot Shapeshifters can choose to transform into a large alternative form (4 door sedan, pickup truck, etc.).



# CHAPTER SEVEN

## SKILLS

### What are skills?

Skills determine how inclined your character is toward success at a given task.

For example, Gizmo the Penguin wants to hot-wire Clifford the big Redneck's car. To successfully achieve ignition, Gizmo must first pass a Mechanics skill check. If he succeeds, the car starts, if he fails, it doesn't, and if he epicly fails, it likely starts moving on it's own before Gizmo can grab the steering wheel.

### What is a skill check?

Skills checks are d20 dice rolls modified by skill scores and environmental factors used to determine success or failure at a given task.

### And skill ranks and points?

Skill ranks represent how trained you are in a skill, as opposed to genetic ability.

Depending on your class, what you already know will make it easier to learn more about certain subjects and train those skills. These "class skills" only require one skill point to advance in rank, whereas all other skills require two points.

Your initial skill points are the sum of your class skill points, your species skill points, and your Intelligence modifier. For the specific formula, please refer to Chapter Four: Character Creation.

You may earn more skill points as you play by leveling up, based on your class skill point interval.

## AGILITY

### Overview

Agility is the skill which governs a character's fine motor control. Agility is used any time a character is attempting something which requires quick movements or a fine amount of bodily control.

**KEY ABILITY:** Dexterity

**APPLY ARMOR MODIFIER:** Yes

**REQUIRES TRAINING:** No

**CHECK:** You can perform any number of feats of acrobatic prowess. A successful check lets you move quickly along narrow surfaces, perform a quick roll, or swap drinks at a table. Failure can result in anything from a nasty fall to someone noticing your deft movements.

**ACTION:** Varies, see below for details.

**TRY AGAIN:** Varies, see below for details.

**SPECIAL:** Agility is an omnibus skill, covering a wide range of situations. Rules covering some of the most common ones are presented below.

If you have 5 or more ranks in Agility, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC.

If you have 5 or more ranks in Agility, you gain a +6 dodge bonus to AC when executing the total defense Standard Action instead of the usual +4 dodge bonus to AC.

A character with the Agile feat gets a +2 feat modifier on Agility Checks.

### Balancing

When trying to balance on a narrow surface, a successful check lets you move at half your speed along the surface for 1 round. Difficulty varies per the table below.

**Table: Balance Difficulty**

Narrow Surface	Balance DC <sup>1</sup>	Difficult Surface	Balance DC <sup>1</sup>
7–12 inches wide	10	Uneven flagstone	10 <sup>2</sup>
2–6 inches wide	15	Hewn stone floor	10 <sup>2</sup>
Less than 2 inches wide	20	Sloped or angled floor	10 <sup>2</sup>

<sup>1</sup> Add modifiers from Narrow Surface Modifiers, below, as appropriate.

2 Only if running or charging. Failure by 4 or less means the character can't run or charge, but may otherwise act normally.

**Table: Narrow Surface Modifiers**

Surface	DC Modifier <sup>1</sup>
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2
Moving at full-speed (instead of half)	+5
<sup>1</sup> Add the appropriate modifier to the Balance DC of a narrow surface. These modifiers stack.	

### Being Attacked while Balancing

You are considered flat-footed while balancing, since you can't move to avoid a blow, and thus you lose your Dexterity bonus to AC (if any).

**ACTION:** Not a unique action. Made as part of a move or Standard Action. If multiple actions are taken in the same round, roll for each.

**TRY AGAIN:** Yes, although a failure by 5 or more means you fall, which may delay your next attempt.

### Squeezing Through

**CHECK:** Agility can be used to contort through various restraints and other confined spaces. Most restraints will give a DC for the Agility check as part of their description. For those which do not, use a DC of 20.

Agility may be used in place of an Uncommon Attack check to gain control of a Grapple if and only if the character immediately ends the Grapple.

When trying to squeeze through a space, determine what size a creature would need to be to fit through easily. The DC for the check is equal to 10 + (10 × the number of steps between your size and theirs). For example, an Imp trying to squeeze through a hole meant for a Rabbit would need to make a DC 30 Agility check—Medium and Tiny are two steps distant; 2 times 10 is 20, plus 10 is 30.

**ACTION:** Making an Agility check to escape from rope bindings, manacles, or other restraints (except a grappler) requires 1 minute of work. Escaping from a net or any sort of restraining spell is a full-round action. Escaping from a Grapple is a Standard Action. Squeezing through

a hole takes half a minute per square.

**TRY AGAIN:** Yes. Although the guy grabbing you may object in some cases.

### Sleight of Hand

**CHECK:** Agility is used to handle most parlor tricks, such as making a coin disappear or palming a card. To use Agility in this way, you must have 5 ranks in it. Simple tricks like these are a DC 10 Agility check.

Additionally, you can use Agility to take a fist-sized or smaller object from another person. This use does not require any ranks, but is DC 20 to perform successfully.

Lastly, Agility can be used to attempt to conceal objects on you, such as a light weapon, a coin, or a ring. You get a +2 circumstance modifier to conceal daggers, and a +4 circumstance modifier to conceal a coin-sized object. Baggy clothes grant an additional +2 circumstance modifier. This use is DC 0.

Whether or not you are successful, any observers are entitled to Awareness checks to notice your actions. The DC for this check is equal to the result of your Agility check, and has a -4 circumstance modifier if the observer is not actively trying to notice your activities. If an observer pats you down, they gain a +4 circumstance modifier to find any objects concealed on you.

**ACTION:** Using Agility for this purpose is always a Standard Action. In addition, pulling out an object concealed with this skill is a Standard Action.

**TRY AGAIN:** Yes, but after an initial failure, a second Agility check against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

### Tumbling

You can't use this skill if your speed has been reduced by armor, excess equipment, or loot.

**CHECK:** You can land softly when you fall or tumble past opponents. The DCs for various tasks involving the Agility skill are given on the table below.

**Table: Tumbling DC**

Agility DC	Task
------------	------

15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
20	Tumble through a space occupied by an enemy as a Standard Action. Failure means you stop before entering the enemy-occupied area, and end your action there. Check separately for each opponent. Each additional enemy after the first adds +2 to the Agility DC.
25	Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement. Failure means you stop before entering the enemy-occupied area and end your action there. Check separately for each opponent. Each additional enemy after the first adds +2 to the Agility DC.

When tumbling past an enemy, modify the DCs for terrain as per the rules for balancing above.

**ACTION:** Not a unique action. Made as part of a move or Standard Action. If multiple actions are taken in the same round, roll for each.

**TRY AGAIN:** Yes, but generally requires you to wait a round. You cannot attempt to soften a fall again, whether you succeed or fail.

## Entertaining

**CHECK:** A character with 5 or more ranks in Agility can use it in the same way as the Perform skill to entertain a crowd. Please see the Perform skill for details.

# ANIMALS

## Overview

While most characters have no real reason to work with animals, those who anticipate venturing into the more remote parts of the world recognize that few things handle off-roading better than a horse. The Animals skill covers not only riding mounts, but also caring for animals of all kinds.

**KEY ABILITY:** Intelligence

**CHECK:** Animals is used any time your character deals with a creature of animal intelligence (1 or

2). The two major uses are handling and riding, covered below.

**ACTION:** Varies, see below.

**TRY AGAIN:** Varies, see below

**SPECIAL:** You can use this skill on a creature with an Intelligence score of 1 or 2 that is not an animal, but the DC of any such check increases by 5. Such creatures have the same limit on tricks known as animals do.

If you have the Animal Affinity feat, you get a +2 feat modifier on Animals checks.

## Handling Animals

**Table: Handling Animals Tasks and DC**

Task	Animals DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20 <sup>1</sup>
Train an animal for a general purpose	15 or 20 <sup>1</sup>
Rear a wild animal	15 + HD of animal
<sup>1</sup> See the specific trick or purpose below.	

### Handle an Animal

This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

### "Push" an Animal

To push an animal means to get it to perform a task or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any nonlethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

### Teach an Animal a Trick

You can teach an animal a specific trick with one week of work and a successful Handle Animal check against the indicated DC. An animal with an Intelligence score of 1 can learn a maximum of three tricks, while an animal with an Intelligence

score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

**ATTACK (DC 20):** The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

**COME (DC 15):** The animal comes to you, even if it normally would not do so.

**DEFEND (DC 20):** The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

**DOWN (DC 15):** The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

**FETCH (DC 15):** The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

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

**HEEL (DC 15):** The animal follows you closely, even to places where it normally wouldn't go.

**PERFORM (DC 15):** The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.

**SEEK (DC 15):** The animal moves into an area and looks around for anything that is obviously alive or animate.

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

**TRACK (DC 20):** The animal tracks the scent presented to it. (This requires the animal to have the scent ability)

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

## Train an Animal for a Purpose

Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a preselected set of known tricks that fit into a

common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an Intelligence score of 2.

An animal can be trained for only one general purpose, though if the creature is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer checks than teaching individual tricks does, but no less time.

**COMBAT RIDING (DC 20):** An animal trained to bear a rider into combat knows the tricks attack, come, defend, down, guard, and heel. Training an animal for combat riding takes six weeks. You may also "upgrade" an animal trained for riding to one trained for combat riding by spending three weeks and making a successful DC 20 Handle Animal check. The new general purpose and tricks completely replace the animal's previous purpose and any tricks it once knew. Warhorses and riding dogs are already trained to bear riders into combat, and they don't require any additional training for this purpose.

**FIGHTING (DC 20):** An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.

**GUARDING (DC 20):** An animal trained to guard knows the tricks attack, defend, down, and guard. Training an animal for guarding takes four weeks.

**HEAVY LABOR (DC 15):** An animal trained for heavy labor knows the tricks come and work. Training an animal for heavy labor takes two weeks.

**HUNTING (DC 20):** An animal trained for hunting knows the tricks attack, down, fetch, heel, seek, and track. Training an animal for hunting takes six weeks.

**PERFORMANCE (DC 15):** An animal trained for performance knows the tricks come, fetch, heel, perform, and stay. Training an animal for performance takes five weeks.

**RIDING (DC 15):** An animal trained to bear a rider knows the tricks come, heel, and stay. Training an animal for riding takes three weeks.

**REAR A WILD ANIMAL:** To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as

many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

**ACTION:** Varies. Handling an animal is a move action, while pushing an animal is a full-round action. For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Handle Animal check. If the check fails, your attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

**TRY AGAIN:** Yes, except for rearing an animal.

## Riding

If you attempt to ride a creature that is ill suited as a mount, you take a -5 penalty on your Ride checks.

**CHECK:** Typical riding actions don't require checks. You can saddle, mount, ride, and dismount from a mount without a problem.

**ACTION:** Varies. Mounting or dismounting normally is a move action. Other checks are a move action, a free action, or no action at all, as noted above.

**SPECIAL:** If you are riding bareback, you take a -5 circumstance modifier on Animals checks.

## Riding Checks

The Animals skill is a prerequisite for the feats Mounted Archery, Mounted Combat, Ride-By Attack, Spirited Charge, and Trample.

The following tasks do require checks.

**GUIDE WITH KNEES (DC 5):** You can react instantly to guide your mount with your knees so that you can use both hands in combat. Make your Ride check at the start of your turn. If you fail, you can use only one hand this round because you need to use the other to control your mount.

**STAY IN SADDLE (DC 5):** You can react instantly to try to avoid falling when your mount rears or

bolts unexpectedly or when you take damage. This usage does not take an action.

**FIGHT WITH WARHORSE (DC 10):** If you direct your war-trained mount to attack in battle, you can still make your own attack or attacks normally. This usage is a free action.

**COVER (DC 15):** You can react instantly to drop down and hang alongside your mount, using it as cover. You can't attack or cast spells while using your mount as cover. If you fail your Ride check, you don't get the cover benefit. This usage does not take an action.

**SOFT FALL (DC 15):** You can react instantly to try to take no damage when you fall off a mount—when it is killed or when it falls, for example. If you fail your Ride check, you take 1d6 points of falling damage. This usage does not take an action.

**LEAP (DC 15):** You can get your mount to leap obstacles as part of its movement. Use your Ride modifier or the mount's Jump modifier, whichever is lower, to see how far the creature can jump. If you fail your Ride check, you fall off the mount when it leaps and take the appropriate falling damage (at least 1d6 points). This usage does not take an action, but is part of the mount's movement.

**SPUR MOUNT (DC 15):** You can spur your mount to greater speed with a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round but deals 1 point of damage to the creature. You can use this ability every round, but each consecutive round of additional speed deals twice as much damage to the mount as the previous round (2 points, 4 points, 8 points, and so on).

**CONTROL MOUNT IN BATTLE (DC 20):** As a move action, you can attempt to control a light horse, pony, heavy horse, or other mount not trained for combat riding while in battle. If you fail the Ride check, you can do nothing else in that round. You do not need to roll for warhorses or warponies.

**FAST MOUNT OR DISMOUNT (DC 20 - ARMOR MODIFIER APPLIES):** You can attempt to mount or dismount from a mount of up to one size category larger than yourself as a free action, provided that you still have a move action available that round. If you fail the Ride check, mounting or dismounting is a move action. You can't use fast mount or dismount on a mount more than one size category larger than yourself.

# ATHLETICS

## Overview

Athletics is used when a character needs to perform a feat of physical prowess, such as rock climbing, swimming, or leaping large pits.

**KEY ABILITY:** Strength

**APPLY ARMOR MODIFIER:** Yes

**CHECK:** A successful check allows you to overcome physical obstacles, such as walls or gaps. Failure often means falling or losing ground.

**ACTION:** Almost always part of a move action.

**TRY AGAIN:** Varies, see below for details.

**SPECIAL:** If you have the Athletic feat, you get a +2 feat modifier on Athletics checks.

## Climbing

Climbing is an interesting interaction between players and the environment. We hope you like it.

Table: Climb DC examples

Climb DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against, or a knotted rope, or a rope affected by the rope trick spell.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds, such as a typical wall in a dungeon or ruins.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

Table: Climb DC Modifier Examples

Climb DC Modifier <sup>1</sup>	Example Surface or Activity
-10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).
-5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).
+5	Increase speed to one-half normal

<sup>1</sup>These modifiers are cumulative; use any that apply.

**CHECK:** With a successful Athletics Check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more.

The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

You need both hands free to climb, but you may cling to a wall with one hand while you cast a spell or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your Dexterity bonus to AC (if any). You also can't use a shield while climbing.

## Making Your Own Handholds and Footholds

You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons



in it has a DC of 15. In the same way, a climber with a handaxe or similar implement can cut handholds in an ice wall.

## Catching Yourself When Falling

It's practically impossible to catch yourself on a wall while falling. Make an Athletics Check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

## Catching a Falling Character While Climbing

If someone climbing above you or adjacent to you falls, you can attempt to catch the falling character if he is within your reach. Doing so requires a successful melee touch attack against the falling character (though he can voluntarily forgo any Dexterity bonus to AC if desired). If you hit, you must immediately attempt an Athletics Check (DC = wall's DC + 10). Success indicates that you catch the falling character, but his total weight, including equipment, cannot exceed your heavy load limit or you automatically fall. If you fail your Athletics Check by 4 or less, you fail to stop the character's fall but don't lose your grip on the wall. If you fail by 5 or more, you fail to stop the character's fall and begin falling as well.

**ACTION:** Climbing is part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate Athletics Check. Catching yourself or another falling character doesn't take an action.

**TRY AGAIN:** Yes. However, if you fail an Athletics Check by 5 or more, you fall and will lose all progress, as well as taking damage.

**SPECIAL:** You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your Strength score  $\times 10$  in this manner.

A creature with a climb speed has a +8 species bonus on all climb-related Athletics Checks. The creature must make an Athletics Check to climb any wall or slope with a DC higher than 0, but it always can choose to take 10, even if rushed or threatened while climbing. If a creature with a climb speed chooses an accelerated climb (see above), it moves at double its climb speed (or at its land speed, whichever is slower) and makes

a single Athletics Check at a -5 penalty. Such a creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

## Jumping

**CHECK:** The DC and the distance you can cover vary according to the type of jump you are attempting. When attempting a horizontal jump, the DC is equal to the distance in feet you are trying to cover. For a vertical jump, the DC is equal to 4 times the height in feet you are trying to attain.

Your Athletics Check is modified by your movement prior to the jump. A standing jump has a -10 circumstance modifier to the Athletics Check. For every 10 feet of movement you get before making the jump, adjust the modifier by +5 (meaning, if you get 10 feet of running before the jump, you are at only a -5 on the check).

Distance moved by jumping is counted against your normal maximum movement in a round. If you do not have enough movement, you cannot attempt the jump. You may take more than one move action in attempting a jump, such as using one to build speed, and the second to cover the actual jump. You may even use a second move action to complete a jump arc started in the first action, or to finish moving before attempting a jump. Under no circumstances may you end a round in mid-jump.

If you have ranks in Athletics and you succeed on a check to jump, you land on your feet (when appropriate). If you attempt an Athletics Check untrained, you land prone unless you beat the DC by 5 or more, or are simply jumping straight up and down.

When attempting a horizontal jump, if you fail the check by less than 5, you do not clear the distance, but you can make a DC 15 Reflex Save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 Athletics Check. A similar maneuver can be used to lift yourself after doing a vertical jump.



## VERTICAL REACH

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	½ ft.

There are a few other special cases when attempting to jump.

**HOP UP:** You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 Athletics Check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so disregard any modifiers from movement less than 0 when attempting this.

**JUMPING DOWN:** If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so disregard any modifiers from movement less than 0 when attempting this.

If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did. This can be combined with a successful Agility Check to reduce effective fall

distance by 20 feet.

**ACTION:** Part of movement. A jump must be ended on the turn it was started.

**TRY AGAIN:** Not until you manage to get back to where you started.

**SPECIAL:** If you have the Run feat, you get a +4 bonus on Athletics checks for any jumps made after a running start.

## Swimming

**CHECK:** Make an Athletics Check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action).

If you are underwater, either because you failed an Athletics Check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your Constitution score, but only if you do nothing other than take move actions or free actions. If you take a Standard Action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his breath only half as long as normal.) After that period of time, you must make a DC 10 Constitution Check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the Constitution Check, you begin to drown.

The DC for swimming Athletics Checks depends on the water, as given on the table below.

**Table: Water Swim DC**

Water	Swim DC
Calm water	10
Rough water	15
Stormy water	20 <sup>1</sup>
1 You can't take 10 on a swimming Athletics Check in stormy water, even if you aren't otherwise being threatened or distracted.	

Each hour that you swim, you must make a DC 20 Athletics Check or take 1d6 points of nonlethal damage from fatigue.

**ACTION:** A successful Athletics Check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

**TRY AGAIN:** Yes. If you fail an Athletics Check to swim by more than 5, you must spend a full-round action to surface. Otherwise, you simply stall in the water.

**SPECIAL:** Swimming Athletics Checks are subject to double the normal armor modifier.

If you have the Endurance feat, you get a +4 feat modifier on Athletics checks made to avoid taking nonlethal damage from fatigue.

A creature with a swim speed can move through water at its indicated speed without making swimming Athletics Checks. It gains a +8 species bonus on any swimming Athletics Check to perform a special action or avoid a hazard. The creature always can choose to take 10 on a swimming Athletics Check, even if distracted or endangered when swimming. Such a creature can use the run action while swimming, provided that it swims in a straight line.

## AWARENESS

### Overview

Awareness is used to detect unusual circumstances in the environment around you.

**KEY ABILITY:** Wisdom

**APPLY ARMOR MODIFIER:** No

**REQUIRES TRAINING:** No

**CHECK:** A successful check indicates if something is anomalous in the environment or characters around you. The DC for this check varies depending on what senses are being used, what you are looking for, and how much effort is being made to conceal activity.

**ACTION:** Most Awareness checks are reactions to others' actions, and thus take no action. Searching a 1 square area takes a full-round action, while attempting to discern a character's nature takes a minute of interaction.

**TRY AGAIN:** Yes, although attempting to read a person requires 10 minutes the second time, and cannot be attempted a third time. Detecting a lie does not allow a retry, since the provoking action will have ended at that point.

**SPECIAL:** If you have the Alertness feat, you get a +2 feat modifier on Awareness checks.

## Spotting and Listening

**CHECK:** An Awareness Check is made any time your character is within range to detect something happening. You may also deliberately make such a check, if you are suspicious that something is occurring.

The DC for an Awareness Check to see or hear something unusual is dictated by distance, obstructions, and the effort being made to conceal activities.

**Table: Awareness DC Modifiers**

Awareness DC Modifier	Condition
-20	Activity is inherently loud (concert, pitched battle)
-10	No effort made to conceal sound of activity.
-5	Subject can be heard, but not seen, and is not invisible
+5	Rudimentary effort made to conceal sound of activity (no skills used)
+5	Listening through a door
+15	Listening through a stone wall
Impossible	Seeing through a barrier
+1	Per 10 feet of distance
+5	Observer distracted

The Awareness skill is primarily used in this manner to detect characters who are hiding. Typically, your Awareness Check is opposed by the Stealth Check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful Awareness Check is necessary to notice it (use a base DC of 10 and modify based on Species and other applicable modifiers).

If you are within 30 feet of a speaker you can see, a DC 15 Awareness Check will allow you to read their lips. If successful, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don't know whether you succeeded or missed by 5.

**SPECIAL:** A fascinated creature takes a –4 penalty on Awareness Checks made as reactions. A sleeping character may make Awareness checks at a –10 penalty to hear activities. A successful check awakens the sleeper.

## Searching

**CHECK:** You generally must be within 10 feet of the object or surface to be searched.

The DC for an Awareness Check to search an area is usually 10 to find an object that has not been intentionally concealed. An active effort to conceal something results in an opposed check between your Awareness and whatever skill was used in the concealment (usually Agility, Survival, or Stealth).

Traps and other concealed obstacles will also have their own DCs. The Trapfinding class ability is necessary in order to find any traps above DC 20.

**ACTION:** It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

## Sensing Lies and Reading Others

**CHECK:** A successful Awareness Check lets you avoid being bluffed. You can also use this skill to determine when “something is up” (that is, something odd is going on) or to assess someone’s trustworthiness.

Table: Awareness to sense motive DC

Task	DC
Hunch	20
Sense enchantment	25 or 15
Discern secret message	Varies

### Hunch

This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another’s behavior that something is wrong, such as when you’re talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

### Sense Enchantment

You can tell that someone’s behavior is being influenced by an enchantment effect (by definition, a mind-affecting effect), even if that person isn’t aware of it. The usual DC is 25, but if the target is dominated (see dominate person), the DC is

only 15 because of the limited range of the target’s activities.

## Discern Secret Message

You may use Awareness to detect that a hidden message is being transmitted via the Bluff skill. In this case, your Awareness Check is opposed by the Bluff Check of the character transmitting the message. For each piece of information relating to the message that you are missing, you take a –2 penalty on your Awareness Check. If you succeed by 4 or less, you know that something hidden is being communicated, but you can’t learn anything specific about its content. If you beat the DC by 5 or more, you intercept and understand the message. If you fail by 4 or less, you don’t detect any hidden communication. If you fail by 5 or more, you infer some false information.

## See through Disguise

This use of the skill allows you to pick up that someone is in disguise, opposed by their Bluff Check to craft the disguise. Success by 4 or less only tells you that they are disguised, but provides no clues about the character under the disguise.

A success by 5 or more reveals the species and apparent sex of the disguised character. If you can recognize them by sight, you do.

## Gathering Information

**CHECK:** An evening’s time, a few Snow Dollars for buying drinks and making friends, and a DC 10 Awareness Check will get you a general idea of a city’s major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, or a specific item, or obtain a map, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

**ACTION:** A typical Awareness Check to gather information takes 1d4+1 hours.

**TRY AGAIN:** Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

# BLUFF

## Overview

The hallmark of liars, thieves, conmen, actors, and Shapeshifters, Bluff is used any time your character is attempting to promote a truth that varies from reality.

**KEY ABILITY:** Charisma

**APPLY ARMOR MODIFIER:** No

**REQUIRES TRAINING:** No

**CHECK:** A Bluff Check is opposed by the target's Awareness Check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's Awareness Check for each one.

You use Bluff whether you are speaking or writing. When trying to see through a spoken Bluff, use Awareness. Written Bluffs can be outright lies or forgeries. Written lies are treated as though spoken, but forgeries are opposed by either Awareness (to detect the forgery) or Knowledge (Linguistics) (to trace the source).

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus on its Awareness Check

**Table: Bluff Examples**

Example Circumstances	Awareness Modifier
The target wants to believe you.	-5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

because the bluff demands something risky, and the Awareness Check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful Bluff Check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less) or believes something that you want it to believe. A bluff, however, is not a Mind spell, and will only last as long as you can keep up pretenses.

A bluff requires interaction between you and the target. Creatures unaware of you cannot be bluffed.

## Creating a Disguise

Your Bluff Check result determines how good the disguise is, and it is opposed by others' Awareness Check results. If you don't draw any attention to yourself, others do not get to make Awareness checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their Awareness checks, unless they have reason to suspect someone is in disguise.

You get only one Bluff Check per this use of the skill, even if several people are making Awareness checks against it. The Bluff Check is made secretly, so that you can't be sure how good the result is.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance. Superficial changes, such as hair or clothes are generally believable. More radical changes, such as to your build, are a little harder to accept. Disguises that attempt to pass you off as a member of another species, or as a different sex, tend to be hard to believe.

In addition, if you are attempting to disguise yourself as someone in particular, individuals who

**Table: Familiarity and Awareness**

Familiarity	Viewer's Awareness Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

know whoever you are posing as get additional modifiers to their Awareness rolls (see accompanying table).

Note that disguises do not have to be used solely for infiltration. Actors and costumers also use this skill as part of their trade. For characters who make full outfits, see the Craft skill.

## Feinting in Combat

You can also use Bluff to mislead an opponent in melee combat (so that it can't dodge your next attack effectively). To feint, make a Bluff Check opposed by your target's Awareness Check, but in this case, the target may add its BAM to the roll along with any other applicable modifiers.

If your Bluff Check result exceeds this special Awareness Check result, your target is denied its Dexterity bonus to AC (if any) for the next melee attack you make against it. This attack must be made on or before your next turn.

Feinting in this way against a non-humanoid is difficult because it's harder to read a strange creature's body language; you take a -4 penalty on your Bluff Check. Against a creature of animal Intelligence (1 or 2) it's even harder; you take a -8 penalty. Against a non-intelligent creature, it's impossible.

## Creating a Diversion to Hide

You can use the Bluff skill to help you hide. A successful Bluff Check gives you the momentary diversion you need to attempt a Stealth Check while people are aware of you. Note that you must succeed against all parties in order for this to work.

## Delivering a Secret Message

You can use Bluff to get a message across to another character without others understanding it. The DC is 15 for simple messages, or 20 for complex messages, especially those that rely on getting across new information. Failure by 4 or less means you can't get the message across. Failure by 5 or more means that some false information has been implied or inferred. Anyone listening to the exchange can make an Awareness Check opposed by the Bluff Check you made to transmit in order to intercept your message (see Awareness).

**ACTION:** Varies. A Bluff Check made as part of general interaction always takes at least 1 round

(and is at least a full-round action), but it can take much longer if you try something elaborate. A Bluff Check made to feint in combat or create a diversion to hide is a Standard Action. A Bluff Check made to deliver a secret message doesn't take an action; it is part of normal communication. A Bluff Check to create a disguise requires 1d3×10 minutes of work.

**TRY AGAIN:** Varies. Generally, a failed Bluff Check in social interaction makes the target too suspicious for you to try again in the same circumstances, but you may retry freely on Bluff Checks made to feint in combat. Retries are also allowed when you are trying to send a message, but you may attempt such a retry only once per round.

You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

Each retry carries the same chance of miscommunication.

**SPECIAL:** If you have the Deceitful feat, you get a +2 feat modifier on Bluff Checks.

Magic that alters your form, such as alter self, grants you a +10 circumstantial modifier on Bluff Checks to create a disguise (see the individual spell descriptions). Abilities and spells that allow people to see through illusions (such as See Truth, or a Mind specialist's ability to see through illusions) do not penetrate a mundane disguise, but it can negate the magical component of a magically enhanced one.

Doppelgangers and other Shapeshifters do not get any special modifiers to their Bluff Checks, outside of what they gain from species and class features. However, they may disregard the time given above for putting on a disguise, and instead use the rules of their class or species.

Expert Swordsmen gain additional uses for this skill. See their Class description for details.

# CONCENTRATION

If the Concentration Check succeeds, you may continue with the action as normal. If the check fails, the action automatically fails and is wasted. If

you were in the process of casting a spell, the spell is lost as though you had failed your check by 5. If you were concentrating on an active spell, the spell ends as if you had ceased concentrating on it. If you were directing a spell, the direction fails but the spell remains active. If you were using a Cameraman ability, the effect ends immediately.

**KEY ABILITY:** Constitution

**CHECK:** You must make a Concentration Check whenever you might potentially be distracted (by taking damage, by harsh weather, and so on) while engaged in some action that requires your full attention. The most common instance of this is when casting a spell or using a Cameraman ability.

The table below summarizes various types of distractions that cause you to make a Concentration Check. If the distraction occurs while you are trying to cast a spell, you must add the Tier of the spell you are trying to cast to the appropriate Concentration DC. If more than one type of distraction is present, make a Check for each one; any failed Concentration Check indicates that the task is not completed.

**ACTION:** None. Making a Concentration Check

doesn't take an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

**TRY AGAIN:** Yes, though a success doesn't cancel the effect of a previous failure, such as the loss of a spell you were casting or the disruption of a spell you were concentrating on.

## CRAFT

Like Knowledge, Perform, and Profession, Craft is actually a number of separate skills. You could have several Craft skills, each with its own ranks, each purchased as a separate skill.

A Craft skill is specifically focused on creating something. If nothing is created by the endeavor, it probably falls under the heading of a Profession skill.

**KEY ABILITY:** Intelligence

**APPLY ARMOR MODIFIER:** No

**REQUIRES TRAINING:** No

**CHECK:** You can practice your trade and make a decent living, earning about 5 times your check

**Table: Concentration Check Examples**

Concentration DC <sup>1</sup>	Distraction
10 + damage dealt	Damaged during the action. <sup>2</sup>
10 + half of continuous	Taking continuous damage during the damage last dealt action. <sup>3</sup>
Distracting spell's save DC	Distracted by non-damaging spell. <sup>4</sup>
10	Vigorous motion (on a moving mount, taking a bouncy wagon ride, in a small boat in rough water, belowdecks in a storm-tossed ship).
15	Violent motion (on a galloping horse, taking a very rough wagon ride, in a small boat in rapids, on the deck of a storm-tossed ship).
20	Extraordinarily violent motion (earthquake).
15	Entangled.
20	Grappling
5	Weather is a high wind carrying blinding rain or sleet.
10	Weather is wind-driven hail, dust, or debris.
Distracting spell's save DC	Weather caused by a spell, such as Trailer Park Demon. <sup>4</sup>

1 If you are trying to cast, concentrate on, or direct a spell when the distraction occurs, add the Tier of the spell to the indicated DC.

2 Such as during the casting of a spell with a casting time of 1 round or more, or the execution of an activity that takes more than a single full-round action (such as Disable Device). Also, damage stemming from readied attack made in response to the spell being cast (for spells with a casting time of 1 action) or the action being taken (for activities requiring no more than a full-round action).

3 Such as from being on fire.

4 If the spell allows no save, use the save DC it would have if it did allow a save.

result in Snow Dollars per week of dedicated work. You know how to use the tools of your trade, how to perform the craft's daily tasks, how to supervise untrained helpers, and how to handle common problems. (Untrained laborers and assistants earn an average of S\$20 per day.)

The basic function of the Craft skill, however, is to allow you to make an item of the appropriate type. The DC depends on the complexity of the item to be created. The DC, your check results, and the price of the item determine how long it takes to make a particular item. The item's finished price also determines the cost of raw materials.

If you choose to sell items made in this way, you do not get the normal wages for your work, but instead get 80% of the market value for your item. The rest is lost to taxes and other fees.

All crafts require artisan's tools to give the best chance of success. If improvised tools are used, the check is made with a -2 circumstance modifier. On the other hand, masterwork artisan's tools provide a +2 circumstance modifier on the check.

To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's price. Put the price in Snow Cents.
2. Find the DC from the table below.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft Check representing one week's work. If the check succeeds, multiply your check result by the DC, and multiply by 10.

If the result equals the price of the item in Snow Cents, then you have completed the item. If the result equals double or triple the price of the item, then you've completed the task in one-half or one-third of the time. Other multiples of the DC reduce the time in the same manner. If the result doesn't equal the price, then it represents the progress you've made this week. Record the result and make a new Craft Check for the next week. Each week, you make more progress until your total reaches the price of the item in Snow Dollars.

If you fail a check by 4 or less, you make no progress this week.

If you fail by 5 or more, you ruin half the raw materials and have to pay half the original raw

material cost again.

## Progress by the Day

You can make checks by the day instead of by the week. In this case your progress is calculated as check result  $\times$  DC, although it is still measured in Snow Cents. Use the same rules as above for determine how quickly you complete your work.

## Creating Masterwork Items

You can make a masterwork item—a weapon, suit of armor, shield, or tool that conveys a bonus on its use through its exceptional craftsmanship, not through being magical. To create a masterwork item, you create the masterwork component as if it were a separate item in addition to the standard item. The masterwork component has its own price and a Craft DC of 20. Once both the standard component and the masterwork component are completed, the masterwork item is finished. Note: The cost you pay for the masterwork component is one-third of the given amount, just as it is for the cost in raw materials.

## Repairing Items

Generally, you can repair an item by making checks against the same DC that it took to make the item in the first place. The cost of repairing an item is one-fifth of the item's price.

When you use the Craft skill to make a particular sort of item, the DC for checks involving the creation of that item are typically as given on the following table.

**ACTION:** Does not apply. Craft checks are made by the day or week (see above).

**TRY AGAIN:** Yes, but each time you miss by 5 or more, you ruin half the raw materials and have to pay half the original raw material cost again.

**SPECIAL:** You may voluntarily add +10 to the indicated DC to craft an item. This allows you to create the item more quickly (since you'll be multiplying this higher DC by your Craft Check result to determine progress). You must decide whether to increase the DC before you make each weekly or daily check.



Table: Repairing Items Skill and DC

Item	Craft Skill	Craft DC
Acid	Alchemy	15
Alchemist's fire or smokestick	Alchemy	20
Antitoxin, Sunrod, tanglefoot bag, or thunderstone	Alchemy	25
Armor or shield	Armorsmithing	10 + AC bonus
Longbow or shortbow	Bowmaking	12
Composite longbow or composite shortbow	Bowmaking	15
Composite longbow or composite shortbow with high strength rating	Bowmaking	15 + (2 × rating)
Crossbow	Weaponsmithing	15
Simple melee or thrown weapon	Weaponsmithing	12
Martial melee or thrown weapon	Weaponsmithing	15
Exotic melee or thrown weapon	Weaponsmithing	18
Handgun	Gunsmithing	15
Rifle or Shotgun	Gunsmithing	18
Mechanical trap	Trapmaking	Trap DC
Very simple item (wooden spoon)	Varies	5
Typical item (iron pot)	Varies	10
High-quality item (bell)	Varies	15
Complex or superior item (lock)	Varies	20

## DIPLOMACY

Links: <http://www.giantitp.com/forums/showpost.php?s=7fc4b3278506fb6c35d5493072ff-0b4a&p=9606632&postcount=2> - Thread with Rules info

[Http://www.giantitp.com/OGC.html](http://www.giantitp.com/OGC.html) - Burlew's OGL info

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Use this skill to ask the local baron for assistance, to convince a band of thugs not to attack you, or to talk your way into someplace you aren't supposed to be.

**KEY ABILITY:** Charisma

**APPLY ARMOR MODIFIER:** No

**REQUIRES TRAINING:** No

**CHECK:** You can propose a trade or agreement to another creature with your words; a Diplomacy Check can then persuade them that accepting it is a good idea. Either side of the deal may involve physical goods, money, services, promises, or abstract concepts like "satisfaction." The DC for the Diplomacy Check is based on three factors: who the target is, the relationship between the target and the character making the check, and the risk vs. reward factor of the deal proposed.

## The Target

The base DC for any Diplomacy Check is equal to the 15 + level of the highest-level character in the group that you are trying to influence + the Wisdom modifier of the character in the group with the highest Wisdom. High-level characters are more committed to their views and are less likely to be swayed; high Wisdom characters are more likely to perceive the speaker's real motives and aims. By applying the highest modifiers in any group, a powerful king (for example) might gain benefit from a very wise advisor who listens in court and counsels him accordingly. For this purpose, a number of characters is only a "group" if they are committed to all following the same course of action. Either one NPC is in charge, or they agree to act by consensus. If each member is going to make up their mind on their own, roll separate Diplomacy checks against each.

## The Relationship

Whether they love, hate, or have never met each other, the relationship between two people always influences any request.

## Risk vs. Reward Judgment

The amount of personal benefit must always be weighed against the potential risks for any deal proposed. It is important to remember to consider this adjustment from the point of view of the NPC themselves and what they might value; while S\$10 might be chump change to an adventurer, it may represent several months' earnings for a poor farmer. Likewise, a heroic paladin is unlikely to be persuaded from his tenets for any amount of gold, though he might be convinced that a greater good is served by the proposed deal. When dealing with multiple people at once, always consider the benefits to the person who is in clear command, if any hierarchy exists within the group.

After weighing all three factors, if the Diplomacy Check beats the DC, the subject accepts the proposal, with no changes or with minor (mostly idiosyncratic) changes. If the check fails by 5 or less, the subject does not accept the deal but may, at the PM's option, present a counter-offer that would push the deal up one place on the risk vs. reward list. For example, a counter-offer might make an Even deal Favorable for the subject. The character who made the Diplomacy Check can simply accept the counter-offer, if they choose; no further check will be required. If the check fails by 10 or more, the Diplomacy is over; the subject will entertain no further deals, and may become hostile or take other steps to end the conversation.

**ACTION:** Making a request or proposing a deal generally requires at least 1 full minute. In many situations, this time requirement may greatly increase.

**TRY AGAIN:** If you alter the parameters of the deal you are proposing, you may try to convince the subject that this new deal is even better than the last one. This is essentially how people haggle. As long as you never roll 10 or less than the DC on your Diplomacy Check, you can continue to offer deals.

**HEAL**

**KEY ABILITY:** Wisdom

**APPLY ARMOR MODIFIER:** No

**REQUIRES TRAINING:** No

Table: Relationship Modifiers

Relationship	Diplomacy DC Modifier
Intimate: Someone who with whom you have an implicit trust. Example: A lover or spouse.	-10
Friend: Someone with whom you have a regularly positive personal relationship. Example: A long-time buddy or a sibling.	-7
Ally: Someone on the same team, but with whom you have no relationship. Example: A cleric of the same religion or a knight serving the same king.	-5
Acquaintance (Positive): Someone you have met several times with no particularly negative experiences. Example: The blacksmith that buys your looted equipment regularly.	-2
Just Met: No relationship. Example: A guard at a castle or a traveler on a road.	+0
Acquaintance (Negative): Someone you have met several times with no particularly positive experiences. Example: A town guard that has arrested you for drunkenness once or twice.	+2
Enemy: Someone on an opposed team, with whom you have no personal relationship. Example: A cleric of a philosophically-opposed religion or an Orc bandit who is robbing you.	+5
Personal Foe: Someone with whom you have a regularly antagonistic personal relationship. Example: An evil warlord whom you are attempting to thwart, or a bounty hunter who is tracking you down for your crimes.	+7
Nemesis: Someone who has sworn to do you personal harm. Example: The brother of a man you murdered in cold blood.	+10

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

**ACTION:** Providing first aid, treating a wound, or treating poison is a Standard Action. Treating a disease or providing long-term care requires 8 hours of light activity.

**TRY AGAIN:** Varies. Generally speaking, you can't try a Heal Check again without proof of the

original check's failure. You can always retry a check to provide first aid, assuming the target of the previous attempt is still alive.

**SPECIAL:** A character with the Healer feat gets a +2 feat modifier on Heal Checks.

**Table: Risk vs. Reward**

Balance of Risk vs. Reward	Diplomacy DC Modifier
Fantastic: The reward for accepting the deal is very worthwhile, and the risk is either acceptable or extremely unlikely. The best-case scenario is a virtual guarantee. Example: An offer to pay a lot of gold for something of no value to the subject, such as information that is not a secret.	-10
Favorable: The reward is good, and the risk is tolerable. If all goes according to plan, the deal will end up benefiting the subject. Example: A request to aid the party in battle against a weak goblin tribe in return for a cut of the money and first pick of the magic items.	-5
Even: The reward and risk are more or less even, or the deal involves neither reward nor risk. Example: A request for directions to someplace that is not a secret.	+0
Unfavorable: The reward is not enough compared to the risk involved; even if all goes according to plan, chances are it will end up badly for the subject. Example: A request to free a prisoner the subject is guarding (for which he will probably be fired) in return for a small amount of money.	+5
Horrible: There is no conceivable way the proposed plan could end up with the subject ahead, or the worst-case scenario is guaranteed to occur. Example: A offer to trade a bit of dirty string for a castle.	+10

## First Aid

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

First Aid may also be used to treat the effects of stepping on a caltrop, restoring the character's movement speed (although the damage must be healed normally).

Either use of First Aid is a DC 15 Heal Check.

## Long-Term Care

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

You can tend as many as six patients at a time. You need a few items and supplies (bandages, salves, and so on) that are easy to come by in settled lands. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself. Providing long-term care is a DC 15 Heal Check.

## Treat Poison or Disease

Treating either poisoning or a disease means to tend a single character who has been subjected on one of these conditions and who is continuing to suffer the ongoing effects. Every time the afflicted character makes a saving throw against the condition, you make a Heal Check. The character uses your check result or his saving throw, whichever is higher.

# INTIMIDATE

**KEY ABILITY:** Charisma

**APPLY ARMOR MODIFIER:** No

**REQUIRES TRAINING:** No

**CHECK:** You can change another's behavior with a successful check. Your Intimidate Check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom bonus [if any] + target's modifiers on saves against fear). If you beat your target's check result, you may treat the target as if you successfully persuaded them using the Diplomacy skill, but only for the purpose of actions taken while it remains intimidated. That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. The effect lasts as long as the target remains in your presence, and for 1d6×10 minutes afterward. After this time, the target's relationship with you (as per the Diplomacy skill) shifts to Acquaintance (Negative). If the target already regarded you as such, they are instead treated as an Enemy in future negotiations.

If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

## Demoralize Opponent

You can also use Intimidate to weaken an opponent's resolve in combat. To do so, make an Intimidate Check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a –2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

**ACTION:** Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a Standard Action.

**TRY AGAIN:** Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator, and a retry is futile.

**SPECIAL:** You gain a +4 bonus on your Intimidate Check for every size category that you are larger

than your target. Conversely, you take a –4 penalty on your Intimidate Check for every size category that you are smaller than your target.

A character immune to fear can't be intimidated, nor can non-intelligent creatures.

Expert Swordsmen gain additional uses for this skill. See their class description for details.

# KNOWLEDGE

**KEY ABILITY:** Intelligence

**APPLY ARMOR MODIFIER:** No

**REQUIRES TRAINING:** Yes

**CHECK:** Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

In many cases, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's HD. A successful check allows you to remember a bit of useful information about that monster.

For every 5 points by which your check result exceeds the DC, you recall another piece of useful information.

You may attempt a Knowledge Check untrained. However, you will not know the answer to any question with a DC higher than 10.

**ACTION:** Usually none. In most cases, making a Knowledge Check doesn't take an action—you simply know the answer or you don't.

**TRY AGAIN:** No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place. You may, however, make another attempt the next time you gain a rank in the relevant Knowledge.

## Fields of Knowledge

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Below are listed typical fields of study. This list is by no means exhaustive, and players are encour-

aged to put at least a rank or two into fields of study beyond these.

- Architecture and engineering (buildings, aqueducts, bridges, fortifications)
- Cinematography (film techniques, storyboarding, casting, important films)
- Dungeoneering (aberrations, caverns, oozes, spelunking, ruins)
- Geography (lands, terrain, climate, people)
- History (royalty, wars, colonies, migrations, founding of cities)
- Linguistics (deciphering ancient texts, interpreting foreign languages, analyzing documents)
- Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids, local radio stations, best places to eat)
- Magic (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts) — Also used for casting and identifying spells, and disabling magical traps
- Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
- Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
- Pop Culture (recent movies, important celebrities, popular shows, Internet memes)
- Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)
- Science (current theories, notable scientists, identifying weapons)
- Wraslin' (major promotions, tag teams, movesets, individual wrestlers, classic and recent feuds)

## MECHANICS

**KEY ABILITY:** Intelligence

**APPLY ARMOR MODIFIER:** No

**REQUIRES TRAINING:** Yes

**CHECK:** Mechanics checks are made any time a character is interacting with a complex system, such as a trap or lock. The difficulty of this check depends on what the character wishes to do.

## Disable Device

This check is made secretly, so that you don't know whether or not you have succeeded.

The DC depends on the complexity of the device. The more intricate and complex, the higher the DC. The complexity also affects the amount of time it takes to perform the Mechanics Check. See the accompanying table for more information.

Characters without the Trapfinding class ability cannot attempt to break a trap with a DC higher than 20. This does not restrict the ability to work with other devices.

## Opening a Lock

The DC for opening a lock varies from 20 to 40, depending on the quality of the lock. Used when the goal is to open the lock without damaging later functioning.

Attempting an Mechanics Check to pick a lock without a set of thieves' tools imposes a -2 circumstance modifier on the check, even if a simple tool is employed. If you use masterwork thieves' tools, you gain a +2 circumstance modifier on the check.

## Repair Device

Hands that can break are often hands that can mend. This use of the Mechanics skill has the same DCs as if you were disabling the device. You can only repair a device that has all its working components, or is only missing a couple of easily replaced parts. Multiply the time in the table by 5 when using Mechanics in this way.

**Table: Mechanics Check to disable devices**

Device	Time (in rounds)	Mechanics DC <sup>1</sup>	Example
Simple	1	10	Jam a lock
Tricky	1d4	15	Sabotage a wagon wheel
Difficult	2d4	20	Disarm a trap, reset a trap
Wicked	2d4	25	Disarm a complex trap, cleverly sabotage a clockwork device

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

To repair a device that is more broken than that, see the Craft skill.

## Sabotage

When disabling a device, you may instead rig it to break the next time it is used. Add +5 to the DC of the check when attempting this use of Mechanics. If you also attempt to leave no trace of your activities, the two stack. In addition, double the time needed to disable the device.

If you succeed, the next time this device is used, it will work normally for 1d4 minutes before breaking down. If you fail, you believe the device is broken, but it is not.

**ACTION:** The amount of time needed to disable, repair, or sabotage a device depends on the task, as noted above.

Opening a lock is a full-round action.

**TRY AGAIN:** Yes, although you must have some reason to believe you have failed when dealing with devices. You may retry opening a lock as many times as you are at liberty to do so.

**SPECIAL:** If you have the Nimble Fingers feat, you get a +2 bonus on Mechanics checks.

Scientists gain additional uses for this skill. See their class description for details.

**UNTRAINED:** You cannot pick locks untrained, but you might successfully force them open.

# PERFORM

Like Craft, Knowledge, and Profession, Perform is actually a number of separate skills.

You could have several Perform skills, each with its own ranks, each purchased as a separate skill.

**KEY ABILITY:** Charisma

**APPLY ARMOR MODIFIER:** No

**REQUIRES TRAINING:** Yes

**CHECK:** You can impress audiences with your talent and skill.

A masterwork musical instrument gives you a +2 circumstance modifier on Perform checks that involve its use.

**ACTION:** Varies. Trying to earn money by playing in public requires anywhere from an evening's

Table: Performance DC

DC	Performance
10	Routine performance. Trying to earn money by playing in public is essentially begging. You can earn $S\$1 \times 1d10/\text{day}$ .
15	Enjoyable performance. In a prosperous city, you can earn $S\$10 \times 1d10/\text{day}$ .
20	Great performance. In a prosperous city, you can earn $S\$30 \times 1d10/\text{day}$ . In time, you may be invited to join a professional troupe and may develop a regional reputation.
25	Memorable performance. In a prosperous city, you can earn $S\$50 \times 1d6/\text{day}$ . In time, you may come to the attention of noble patrons and develop a national reputation.
30	Extraordinary performance. In a prosperous city, you can earn $S\$50 \times 3d6/\text{day}$ . In time, you may draw attention from distant potential patrons, or even from beings from other worlds.

work to a full day's performance.

**TRY AGAIN:** Yes. Retries are allowed, but they don't negate previous failures, and an audience that has been unimpressed in the past is likely to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

**SPECIAL:** In addition to using the Perform skill, you can entertain people with sleight of hand, tumbling, tightrope walking, and spells (especially illusions).

## Performance Categories

Each of the nine categories of the Perform skill includes a variety of methods, instruments, or techniques, a small list of which is provided for each category below.

- Act (comedy, drama, mime)
- Comedy (buffoonery, limericks, joke-telling)
- Dance (ballet, waltz, jig)
- Keyboard instruments (harpsichord, piano, pipe organ)
- Oratory (epic, ode, storytelling)
- Percussion instruments (bells, chimes, drums, gong)
- String instruments (fiddle, harp, lute, mandolin)
- Wind instruments (flute, pan pipes, recorder, shawm, trumpet)

- Sing (ballad, chant, melody)

## PROFESSION

Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks, each purchased as a separate skill. While a Craft skill represents ability in creating or making an item, a Profession skill represents an aptitude in a vocation requiring a broader range of less specific knowledge.

**KEY ABILITY:** Wisdom

**APPLY ARMOR MODIFIER:** No

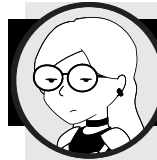
**REQUIRES TRAINING:** Yes

**CHECK:** You can practice your trade and make a decent living, earning about 10 times your Profession check result in Snow Dollars per week of dedicated work. You know how to use the tools of your trade, how to perform the profession's daily tasks, how to supervise helpers, and how to handle common problems.

**ACTION:** Not applicable. A single check generally represents a week of work.

**TRY AGAIN:** Varies. An attempt to use a Profession skill to earn an income cannot be retried. You are stuck with whatever weekly wage your check result brought you. Another check may be made after a week to determine a new income for the next period of time. An attempt to accomplish some specific task can usually be retried.

**UNTRAINED:** Untrained laborers and assistants (that is, characters without any ranks in Profession) earn an average of S\$20 per day.



## EASY MONEY

Craft, Perform, and Profession provide players a low-risk way to earn a respectable amount of money between adventures, or while the Scientist finishes a new chainsaw, and the Cataloguer is retraining spells. It may be tempting to players to hand wave the passage of a year to accumulate an excessive amount of money, but we recommend the Pitfall Master instead offer adventuring opportunities toward obtaining expensive gear.

## STEALTH

Used for infiltration and situations where one does not wish to be observed, Stealth is often used in conjunction with Bluff and Mechanics.

**KEY ABILITY:** Dexterity

**APPLY ARMOR MODIFIER:** Yes

**REQUIRES TRAINING:** No

**CHECK:** Your Stealth check is almost always opposed by the Awareness of anyone who may be able to see or hear you. You can move up to one-half your normal speed at no penalty. When moving at greater than half your normal speed—but still slower than normal speed—you take a -5 circumstantial modifier. Attempting to move at full speed is a -10 circumstantial modifier, and any faster is a -20 circumstantial modifier.

Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, take a -2 circumstantial modifier. When dealing with thick undergrowth or other such surfaces, such as fresh snow, increase this modifier to -5. Note that these penalties only apply if you are trying to remain silent while moving. Note that someone who can hear, but not see you, gains a +5 circumstantial modifier on the check to locate you if you are not invisible.

If you are attempting to remain concealed, note that your size applies a modifier to Stealth as follows: Fine +16, Diminutive +12, Tiny +8, Small

+4, Large -4, Huge -8, Gargantuan -12, Colossal -16. To be properly concealed, you must have cover or concealment appropriate to your size—attempting to “hide” out in the open is impossible without some form of camouflage.

You cannot hide if you are being observed by any member of the group you are attempting to hide from, unless the observer is unable to communicate your position to others. The observer still can keep track of you, however, unless you manage to distract him long enough to change position. See the Bluff skill for more on distracting opponents.

You may attempt to attack from hiding. As a Standard Action, you may pop up and make a single ranged attack. You must then use your move action to duck back into position, although this Stealth check has a -20 circumstantial modifier. You may not return to cover if an enemy is standing within melee range of you.

**ACTION:** None. A Stealth check is included in your movement or other activity, so it is part of another action.

**TRY AGAIN:** Yes, although you must first lose the attention of any observers.

**SPECIAL:** If you have the Stealthy feat, you get a +2 bonus on Stealth checks.

# SURVIVAL

Survival does not allow you to follow difficult tracks unless you are a Redneck or have the Track feat (see the Restriction section below).

**KEY ABILITY:** Wisdom

**APPLY ARMOR MODIFIER:** No

**REQUIRES TRAINING:** No

**CHECK:** You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

**ACTION:** Varies. A single Survival check may represent activity over the course of hours or a full day. A Survival check made to find tracks is at least a full-round action, and it may take even longer.

**TRY AGAIN:** Varies. For getting along in the wild or for gaining the Fortitude Save bonus noted in

Table: Survival DC for Example Tasks

DC	Task
10	Get along in the wild. Move up to one-half your overland speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all Fortitude Saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your Survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your Survival check result exceeds 15, you can predict the weather for one additional day in advance.
Varies	Follow tracks (see the Track feat).

the table above, you make a Survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a Survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed. For finding tracks, you can retry a failed check after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**RESTRICTION:** While anyone can use Survival to find tracks (regardless of the DC), or to follow tracks when the DC for the task is 10 or lower, only a Redneck (or a character with the Track feat) can use Survival to follow tracks when the task has a higher DC.

**SPECIAL:** If you have the Self-Sufficient feat, you get a +2 feat modifier on Survival checks.

# USE MAGIC ITEM

Use this skill to activate magic items.



**KEY ABILITY:** Charisma

**APPLY ARMOR MODIFIER:** No

**REQUIRES TRAINING:** Yes

**CHECK:** You can use this skill to read a spell or to activate a magic item. Use Magic Item lets you use a magic item as if you had the spell ability or class features of another class, as if you were a different species, or as if you were of a different alignment.

You make a Use Magic Item check each time you activate a device such as a wand. If you are using the check to emulate an alignment or some other quality in an ongoing manner, you need to make the relevant Use Magic Item check once per hour.

You must consciously choose which requirement to emulate. That is, you must know what you are trying to emulate when you make a Use Magic Item check for that purpose. The DCs for various tasks involving Use Magic Item checks are summarized on the table below.

**Table: Example Use Magic Item DC**

Task	Use Magic Item DC
Activate blindly	25
Decipher a written spell	25 + spell level
Use a scroll	20 + caster level
Use a wand	20
Emulate a class feature	20
Emulate a species	25
Emulate an alignment	30

## Activate Blindly

Some magic items are activated by special words, thoughts, or actions. You can activate such an item as if you were using the activation word, thought, or action, even when you're not and even if you don't know it. You do have to perform some equivalent activity in order to make the check. That is, you must speak, wave the item around, or otherwise attempt to get it to activate. You get a special +2 bonus on your Use Magic Item check if you've activated the item in question at least once before. If you fail by 9 or less, you can't activate the device. If you fail by 10 or more, you suffer a mishap. A mishap means that magical energy gets released but it doesn't do what you wanted it to do. The default mishaps are that the item affects the

wrong target or that uncontrolled magical energy is released, dealing 2d6 points of damage to you. This mishap is in addition to the chance for a mishap that you normally run when you cast a spell from a scroll that you could not otherwise cast yourself.

## Decipher a Written Spell

This usage works just like deciphering a written spell with the Knowledge (Magic) skill, except that the DC is 5 points higher. Deciphering a written spell requires 1 minute of concentration.

## Emulate a Class Feature

Sometimes you need to use a class feature to activate a magic item. In this case, your effective level in the emulated class equals your Use Magic Item check result minus 20. This skill does not let you actually use the class feature of another class. It just lets you activate items as if you had that class feature. If the class whose feature you are emulating has an alignment requirement, you must meet it, either honestly or by emulating an appropriate alignment with a separate Use Magic Item check (see above).

## Emulate a Species

Some magic items work only for members of certain species, or work better for members of those species. You can use such an item as if you were a species of your choice. You can emulate only one species at a time.

## Use a Scroll

If you are casting a spell from a scroll, you have to decipher it first. Normally, to cast a spell from a scroll, you must have the scroll's spell on your class spell list. Use Magic Item allows you to use a scroll as if you had a particular spell on your class spell list. The DC is equal to 20 + the caster level of the spell you are trying to cast from the scroll. In addition, casting a spell from a scroll requires a minimum score (10 + spell level) in the appropriate ability. If you don't have a sufficient score in that ability, you must emulate the ability score with a separate Use Magic Item check (see above).

This use of the skill also applies to other spell completion magic items.

## Use a Wand

Normally, to use a wand, you must have the wand's spell on your class spell list. This use of the skill allows you to use a wand as if you had a particular spell on your class spell list. This use of the skill also applies to other spell trigger magic items, such as staves.

**ACTION:** None. The Use Magic Item check is made as part of the action (if any) required to activate the magic item.

**TRY AGAIN:** Yes, so long as you don't accidentally blow yourself up.

**SPECIAL:** You cannot take 10 with this skill.

You can't aid another on Use Magic Item checks. Only the user of the item may attempt such a check.

If you have the Magical Aptitude feat, you get a +2 feat modifier on Use Magic Item checks.

# USE ROPE

**KEY ABILITY:** Dexterity

**APPLY ARMOR MODIFIER:** No

**REQUIRES TRAINING:** See below.

**CHECK:** Most tasks with a rope are relatively simple. The DCs for various tasks utilizing this skill are summarized on the table below.

Table: Use Rope DC

Use Rope DC <sup>1</sup>	Task
10	Tie a firm knot
10 <sup>2</sup>	Secure a grappling hook
15	Tie a special knot, such as one that slips, slides slowly, or loosens with a tug
15	Tie a rope around yourself one-handed
15	Splice two ropes together
Varies	Bind a character
<p><sup>1</sup> Add 5 to the DC if you are trying to make the experience pleasurable. Only characters with ranks in this skill may attempt this.</p> <p><sup>2</sup> Add 2 to the DC for every 10 feet the hook is thrown; see below.</p>	

## Secure a Grappling Hook

Securing a grappling hook requires a Use Rope check (DC 10, +2 for every 10 feet of distance the grappling hook is thrown, to a maximum DC of 20 at 50 feet). Failure by 4 or less indicates that the hook fails to catch and falls, allowing you to try again. Failure by 5 or more indicates that the grappling hook initially holds, but comes loose after 1d4 rounds of supporting weight. This check is made secretly, so that you don't know whether the rope will hold your weight.

## Bind a Character

When you bind another character with a rope, any Agility check that the bound character makes is opposed by your Use Rope check.

You get a +10 circumstantial modifier on this check because it is easier to bind someone than to escape from bonds. You don't even make your Use Rope check until someone tries to escape.

**ACTION:** Varies. Throwing a grappling hook is a Standard Action. Tying a knot, tying a special knot, or tying a rope around yourself one-handed is a full-round action. Splicing two ropes together takes 5 minutes. Binding a character takes 1 minute.

**SPECIAL:** If you have the Deft Hands feat, you get a +2 feat modifier on Use Rope checks.

# CHAPTER EIGHT FEATS

## Overview

In this chapter, you will find a list of the feats available to your character.

Some feats are only available to sixth level characters as they continue to adventure. For convenience, these have been listed at the end of the chapter.

## GENERAL FEATS

### Acrobatic

**BENEFIT:** You get a +2 feat modifier on all athletics checks

### Agile

**BENEFIT:** You get a +2 feat modifier on all Agility Checks.

### Alertness

**BENEFIT:** You get a +2 feat modifier on all awareness checks.

### Animal Affinity

**BENEFIT:** You get a +2 feat modifier on all animals checks.

### Armor Proficiency (Heavy)

**PREREQUISITES:** Armor Proficiency (light), Armor Proficiency (medium).

**BENEFIT:** See Armor Proficiency (light).

**NORMAL:** See Armor Proficiency (light).

**SPECIAL:** Expert Swordsmen, Paladins, and Rock Mages automatically have Armor Proficiency (heavy) as a bonus feat. They need not select it.

### Armor Proficiency (Light)

**BENEFIT:** When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Agility,

Athletics, and Stealth Checks.

**NORMAL:** A character who is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

**SPECIAL:** All characters except Mages, Salarymen, Scientists, and Doppelganger Shapeshifters automatically have Armor Proficiency (light) as a bonus feat. They need not select it.

### Armor Proficiency (Medium)

**PREREQUISITE:** Armor Proficiency (light).

**BENEFIT:** See Armor Proficiency (light).

**NORMAL:** See Armor Proficiency (light).

**SPECIAL:** Expert Swordsmen, Paladins, Rednecks, druids, and bards automatically have Armor Proficiency (medium) as a bonus feat. They need not select it.

### Blind-Fight

**BENEFIT:** In melee, every time you miss because of concealment, you can re-roll your miss chance percentile roll one time to see if you actually hit.

An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity feat modifier to Armor Class, and the attacker doesn't get the usual +2 modifier for being invisible. The invisible attacker's feat modifiers do still apply for ranged attacks, however.

You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

**NORMAL:** Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity modifier to AC. The speed reduction for darkness and poor visibility also applies.

**SPECIAL:** The Blind-Fight feat is of no use against a character who is the subject of a blink spell.

Expert swordsmen may select Blind-Fight as one of his even-level bonus feats.

## Burst Fire

**PREREQUISITES:** Wisdom Ability Score of 13, Personal Firearms Proficiency, Base Attack Modifier of +4

**BENEFIT:** When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deal 2 additional dice of damage of the same type as the gun used.

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

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

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

## Camera Shy

**BENEFIT:** When you are the subject of a hostile cameraman ability, you may roll a Will Save or Reflex Save DC equal to 10 plus the level of the ability plus the cameraman's imaginary Charisma Modifier to resist the effect. This save is in addition to any saves you would receive normally.

## Cleave

**PREREQUISITES:** Strength Ability Score of 13, Power Attack feat.

**BENEFIT:** If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same feat modifier as the attack that dropped the previous creature. You can use this ability once per round.

**SPECIAL:** Expert swordsmen may select Cleave as one of his even-level bonus feats.

## Combat Expertise

**PREREQUISITE:** Intelligence Ability Score of 13.

**BENEFIT:** When you use the attack action or the full attack action in melee, you can take a penalty

of as much as -5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your Armor Class. This number may not exceed your Base Attack Modifier. The changes to attack rolls and Armor Class last until your next action.

**NORMAL:** A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attack rolls and gain a +2 dodge bonus to Armor Class.

**SPECIAL:** Expert Swordsmen may select Combat Expertise as one of his even-level bonus feats.

## Deceitful

**BENEFIT:** You get a +2 feat modifier on all Bluff Checks.

## Deft Hands

**BENEFIT:** You get a +2 feat modifier on all use rope checks.

## Diligent

**BENEFIT:** You get a +2 feat modifier on all craft checks for a specific craft. This feat may be taken multiple times. Each time you take the feat, it applies to a new type of craft.

## Dodge

**PREREQUISITE:** Dexterity Ability of 13.

**BENEFIT:** During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action.

A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

**SPECIAL:** Expert Swordsmen may select Dodge as one of his even-level bonus feats.

## Double Tap

**PREREQUISITES:** Dexterity Ability Score of 13, Point Blank Shot feat, Personal Firearms Proficiency.

**BENEFIT:** When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals 1 additional die of damage of the same type as the gun used with a

successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

## Endurance

**BENEFIT:** You gain a +4 bonus on the following checks and saves: Athletics checks made to resist nonlethal damage, Constitution checks made to continue running, Constitution checks made to avoid nonlethal damage from a forced march, Constitution checks made to hold your breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude Saves made to avoid nonlethal damage from hot or cold environments, and Fortitude Saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.

**NORMAL:** A character without this feat who sleeps in medium or heavier armor is automatically fatigued the next day.

**SPECIAL:** Imps automatically gain Endurance as a bonus feat at 1<sup>st</sup> level. They need not select it.

## Exotic Weapon Proficiency

Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.

**PREREQUISITE:** Base Attack Modifier +1 (plus Str 13 for bastard sword or great waraxe).

**BENEFIT:** You make attack rolls with the weapon normally.

**NORMAL:** A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

**SPECIAL:** You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon. Proficiency with the bastard sword or the great waraxe has an additional prerequisite of Str 13. Expert Swordsmen may select Exotic Weapon Proficiency as one of his even-level bonus feats.

## Far Shot

**PREREQUISITE:** Point Blank Shot feat.

**BENEFIT:** When you use a projectile weapon, such as a bow, its range increment increases by one-half (multiply by 1½). When you use a thrown weapon, its range increment is doubled.

**SPECIAL:** Expert Swordsmen may select Far Shot as one of his even-level bonus feats.

## Great Cleave

**PREREQUISITES:** Strength of 13, Cleave feat, Power Attack feat, Base Attack Modifier of +4

**BENEFIT:** This feat works like Cleave, except that there is no limit to the number of times you can use it per round.

**SPECIAL:** Expert Swordsmen may select Great Cleave as one of his even-level bonus feats.

## Great Fortitude

**BENEFIT:** You get a +2 bonus on all Fortitude saving throws.

## Healer

**BENEFIT:** You get a +2 feat modifier on all Heal Checks.

## I'm not a Puppet

**PREREQUISITES:** Robot species

**BENEFIT:** The robot has learned how to love and to imagine. It can now take levels in magic user classes.

## Improved Bull Rush

**PREREQUISITES:** Strength Ability Score of 13, Power Attack feat

**BENEFIT:** When you perform a bull rush you gain a +4 feat modifier on the opposed Uncommon Attack Check you make to push back the defender.

**SPECIAL:** Expert Swordsmen may select Improved Bull Rush as one of his even-level bonus feats.

## Improved Disarm

**PREREQUISITES:** Intelligence Ability Score of 13, Combat Expertise feat

**BENEFIT:** When you perform a disarm attempt you gain a +4 feat modifier on the opposed Uncommon Attack Check you make to disarm your opponent.

**SPECIAL:** Expert swordsmen may select Improved Disarm as one of his even-level bonus feats.

## Improved Feint

**PREREQUISITES:** Int 13, Combat Expertise feat

**BENEFIT:** You can make a Bluff Check to feint in combat as a move action.

**NORMAL:** Feinting in combat is a Standard

Action.

Expert Swordsmen may select Improved Feint as one of his even-level bonus feats.

## Improved Grapple

**PREREQUISITES:** Dexterity Ability Score of 13  
Improved Unarmed Strike feat

**BENEFIT:** You gain a +4 feat modifier on all Uncommon Attack Checks made as part of a Grapple, regardless of whether or not you started it.

**SPECIAL:** Expert swordsmen may select Improved Grapple as one of his even-level bonus feats.

## Improved Initiative

**BENEFIT:** You get a +4 bonus on initiative checks.

**SPECIAL:** Expert Swordsmen may select Improved Initiative as one of his even-level bonus feats.

## Improved Overrun

**PREREQUISITES:** Strength Ability Score of 13,  
Power Attack feat

**BENEFIT:** When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 modifier on your opposed Uncommon Attack Check to knock down your opponent.

**SPECIAL:** Expert swordsmen may select Improved Overrun as one of his even-level bonus feats.

## Improved Shield Bash

**PREREQUISITE:** Shield Proficiency.

**BENEFIT:** When you perform a shield bash, you may still apply the shield's shield bonus to your AC.

**NORMAL:** Without this feat, a character who performs a shield bash loses the shield's shield bonus to AC until his next turn.

**SPECIAL:** Expert Swordsmen may select Improved Shield Bash as one of his even-level bonus feats.

## Improved Sunder

**PREREQUISITES:** Strength Ability Score of 13  
Power Attack feat

**BENEFIT:** You gain a +4 modifier to Uncommon Attack Checks made to attack an object held or carried by another character.

**SPECIAL:** Expert swordsmen may select Improved

Sunder as one of his even-level bonus feats.

## Improved Trip

**PREREQUISITES:** Intelligence Ability Score of 13,  
Combat Expertise feat.

**BENEFIT:** You gain a +4 feat modifier on your Uncommon Attack Check to trip your opponent.

**SPECIAL:** Expert swordsmen may select Improved Trip as one of his even-level bonus feats.

## Improved Two-Weapon Fighting

**PREREQUISITES:** Dexterity Ability Score of 15,  
Two-Weapon Fighting feat, Base Attack Modifier of +6

**BENEFIT:** In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -3 penalty. See the Two-Weapon Fighting special attack.

**SPECIAL:** Expert swordsmen may select Improved Two-Weapon Fighting as one of his even-level bonus feats.

## Improved Unarmed Strike

**BENEFIT:** Your unarmed strikes now deal 1d6 damage for medium creatures, 1d4 for small creatures, and 1d3 for tiny creatures.

**SPECIAL:** Expert swordsmen may select Improved Unarmed Strike as one of his even-level bonus feats.

## Iron Will

**BENEFIT:** You get a +2 feat modifier on all Will saving throws.

## Lightning Reflexes

**BENEFIT:** You get a +2 feat modifier on all Reflex saving throws.

## Magical Aptitude

**BENEFIT:** You get a +2 feat modifier on all Use Magic item checks.

## Manyshot

**PREREQUISITES:** Dex 17, Point Blank Shot, Rapid Shot, base attack modifier +4

**BENEFIT:** As a Standard Action, you may fire two arrows at a single opponent within 30 feet. Both arrows use the same attack roll (with a -4

penalty) to determine success and deal damage normally (but see Special).

Damage reduction and other resistances apply separately against each arrow fired.

**SPECIAL:** Regardless of the number of arrows you fire, you apply precision-based damage only once. If you score a critical hit, only the first arrow fired deals critical damage; all others deal regular damage.

Expert swordsmen may select Manyshot as one of his even-level bonus feats.

A 6<sup>th</sup>-level Redneck who has chosen the archery combat style is treated as having Manyshot even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

## Martial Weapon Proficiency

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

**BENEFIT:** You make attack rolls with the selected weapon normally.

**NORMAL:** When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

**SPECIAL:** Expert Swordsmen, Paladins, Rednecks, and Shapeshifters are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

## Mounted Archery

**PREREQUISITES:** Animals 1 rank, Mounted Combat feat

**BENEFIT:** The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

**SPECIAL:** Expert swordsmen may select Mounted Archery as one of his even-level bonus feats.

## Mounted Combat

**PREREQUISITE:** 1 skill rank in Animals

**BENEFIT:** Once per round when your mount is hit in combat, you may attempt an agility check (as

a reaction) to negate the hit. The hit is negated if your agility check result is greater than the opponent's attack roll. (Essentially, the agility check result becomes the mount's Armor Class if it's higher than the mount's regular AC.)

**SPECIAL:** Expert swordsmen may select Mounted Combat as one of his even-level bonus feats.

## Negotiator

**BENEFIT:** You get a +2 feat modifier on all Diplomacy checks.

## Nimble Fingers

**BENEFIT:** You get a +2 feat modifier on all mechanics checks.

## Personal Firearms Proficiency

**BENEFIT:** The character can fire any personal firearm without penalty.

**NORMAL:** Characters without this feat take a -4 penalty on attack rolls made with personal firearms.

**SPECIAL:** Expert swordsmen may select Personal Firearms Proficiency as one of his even-level bonus feats.

## Point Blank Shot

**BENEFIT:** You get a +1 feat modifier on attack and damage rolls with ranged weapons at ranges of up to 30 feet from the target.

**SPECIAL:** Expert Swordsmen may select Point Blank Shot as one of his even-level bonus feats.

## Power Attack

**PREREQUISITE:** Strength Ability Score of 13.

**BENEFIT:** On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your Base Attack Modifier. The penalty on attacks and bonus on damage apply until your next turn.

**SPECIAL:** If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though

the penalty on attack rolls still applies. (Normally, you treat a double weapon as a one-handed weapon and a light weapon. If you choose to use a double weapon like a two-handed weapon, attacking with only one end of it in a round, you treat it as a two-handed weapon.)

Expert swordsmen may select Power Attack as one of his even-level bonus feats.

## Precise Shot

**PREREQUISITE:** Point Blank Shot feat

**BENEFIT:** You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 modifier on your attack roll.

**SPECIAL:** Expert Swordsmen may select Precise Shot as one of his even-level bonus feats.

## Quick Draw

**PREREQUISITE:** Base Attack Modifier of +1

**BENEFIT:** You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Agility skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

**NORMAL:** Without this feat, you may draw a weapon as a move action, or (if your base attack modifier is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a Standard Action.

**SPECIAL:** Expert swordsmen may select Quick Draw as one of his even-level bonus feats.

## Rapid Reload

**PREREQUISITE:** Weapon Proficiency (any crossbow or gun)

**BENEFIT:** The time required for you to reload your a crossbow or gun is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow or gun). When using feat for hand crossbow or light crossbow, you may fire that weapon as many times in a full attack action as you could attack if you were using a bow.

**NORMAL:** A character without this feat needs a move action to reload a hand or light crossbow, or a full-round action to reload a heavy crossbow.

**SPECIAL:** Expert swordsmen may select Rapid

Reload as one of his even-level bonus feats.

## Rapid Shot

**PREREQUISITES:** Dexterity Ability Score of 13, Point Blank Shot feat

**BENEFIT:** You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack modifier, but each attack you make in that round (the extra one and the normal ones) takes a -2 penalty. You must use the full attack action to use this feat.

You must be able to reload a weapon as a free action, or have more than one shot with it to use it with this feat.

**SPECIAL:** Expert swordsmen may select Rapid Shot as one of his even-level bonus feats. A 2<sup>nd</sup>-level Redneck who has chosen the archery combat style is treated as having Rapid Shot, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

## Redneck Ingenuity

There is no problem that can't be solved with duct tape. It was true when my grandfather said it thirty seconds before his tragic death and it's true now.

**PREREQUISITES:** Redneck Level 1

**BENEFIT:** You gain the ability to duct tape two objects together to use them at the same time. Using this feat requires a roll of duct tape.

**NORMAL:** You can still duct tape things together that make sense. This feat is needed, however, to jury-rig something that really shouldn't work.





## FREING IMAGINATION

To avoid stifling players' imagination, there's not many hard rules around the Redneck Ingenuity feat.

Pitfall Masters, if you can visualize the combination your player wants to create, you should allow it. Embrace the elements of the combination that make the resultant device both effective and impractical.

In general, the main benefit should be the ability to use two things in one action (like a chainsaw and a flamethrower).

## Ride-By Attack

**PREREQUISITES:** 1 skill rank in animals, Mounted Combat feat

**BENEFIT:** When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed.

**SPECIAL:** Expert swordsmen may select Ride-By Attack as one of his even-level bonus feats.

## Run

**BENEFIT:** When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Athletics skill description), you gain a +4 bonus on your Athletics Check. While running, you retain your Dexterity modifier to AC.

**NORMAL:** You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity modifier to AC.

## Self-Sufficient

**BENEFIT:** You get a +2 feat modifier on all Survival checks.

## Shield Proficiency

**BENEFIT:** You can use a shield and take only the standard penalties.

**NORMAL:** When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Animals checks to ride a mount.

**SPECIAL:** Expert Swordsmen and Paladins automatically have Shield Proficiency as a bonus feat. They need not select it.

Cameramen have limited use of shields, and may take this feat to gain the use of all shields.

## Shot On The Run

**PREREQUISITES:** Dexterity Ability Score of 13, Dodge feat, Quick-Draw feat, Point Blank Shot feat, base attack modifier +4.

**BENEFIT:** When using the attack action with a ranged weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

**SPECIAL:** Expert swordsmen may select Shot on the Run as one of his even-level bonus feats.

## Skill Focus

Choose a skill to focus your efforts toward.

**BENEFIT:** You get a +3 feat modifier on all checks involving that skill.

**SPECIAL:** You can gain this feat multiple times, but its effect does not stack. Each time you take the feat, it applies to a different skill.

## Sledgehammerspace

Some people get by with very little. Others just want a little bit of everything.

**BENEFIT:** The character gains an additional 8 slots for his inventory.

## Snatch Arrows

**PREREQUISITES:** Dex 15, Deflect Arrows, Improved Unarmed Strike.

**BENEFIT:** When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

You must have at least one hand free (holding

nothing) to use this feat.

**SPECIAL:** Expert swordsmen may select Snatch Arrows as one of his even-level bonus feats.

## Spirited Charge

**PREREQUISITES:** 1 Skill rank in Animals, Mounted Combat feat, Ride-By Attack feat.

**BENEFIT:** When mounted and using the charge action, you deal double damage with a melee weapon (or triple damage with a lance).

**SPECIAL:** Expert swordsmen may select Spirited Charge as one of his even-level bonus feats.

## Spring Attack

**PREREQUISITES:** Dexterity Ability Score of 13, Dodge feat, Quick-Draw feat, Base Attack Modifier of +4.

**BENEFIT:** When using the attack action with a melee weapon, you can move both before and after the attack, provided that your total distance moved is not greater than your speed. You cannot use this feat if you are wearing heavy armor. You must move at least 5 feet both before and after you make your attack in order to utilize the benefits of Spring Attack.

**SPECIAL:** Expert swordsmen may select Spring Attack as one of his even-level bonus feats.

## Stealthy

**BENEFIT:** You get a +2 feat modifier on all stealth checks.

## Toughness

**BENEFIT:** You gain +3 hit points.

**SPECIAL:** A character may gain this feat multiple times. Its effects stack.

## Tower Shield Proficiency

**PREREQUISITE:** Shield Proficiency.

**BENEFIT:** You can use a tower shield and suffer only the standard penalties.

**NORMAL:** A character who is using a shield with

**Table: Survival DC to track vs. surfaces**

Surface	Survival DC
Very soft ground	5
Soft ground	10
Firm ground	15
Hard ground	20

which he is not proficient takes the shield's armor check penalty on attack rolls and on all skill checks that involve moving, including Animals checks to ride a mount.

**SPECIAL:** Expert Swordsmen automatically have Tower Shield Proficiency as a bonus feat. They need not select it.

## Track

**BENEFIT:** To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

You move at half your normal speed (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The DC depends on the surface and the prevailing conditions, as per on the table.

### Very Soft Ground

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

### Soft Ground

Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.

### Firm Ground

Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.

### Hard Ground

Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most stream beds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

Several modifiers may apply to the Survival check, as given on the table below.

Condition	Survival DC Modifier
Every three creatures in the group being tracked	-1
<b>Size of creature or creatures being tracked<sup>1</sup></b>	
Fine	+8

Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
<b>Poor visibility<sup>2</sup></b>	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5
1 For a group of mixed sizes, apply only the modifier for the largest size category.	
2 Apply only the largest modifier from this category.	

If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

**NORMAL:** Without this feat, you can use the Survival skill to find tracks, but you can follow them only if the DC for the task is 15 or lower. Alternatively, you can use the Search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use Search to follow tracks, even if someone else has already found them.

**SPECIAL:** A Redneck automatically has Track as a bonus feat. He need not select it.

## Trample

**PREREQUISITES:** Animals 1 rank, Mounted Combat.

**BENEFIT:** When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 feat modifier on attack rolls against prone targets.

**SPECIAL:** Expert swordsmen may select Trample

as one of his even-level bonus feats.

## Two-Weapon Defense

**PREREQUISITES:** Dex 15, Two-Weapon Fighting.

**BENEFIT:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield modifier to your AC.

When you are fighting defensively or using the total defense action, this shield modifier increases to +2.

**SPECIAL:** Expert swordsmen may select Two-Weapon Defense as one of his even-level bonus feats.

## Two-Weapon Fighting

**PREREQUISITE:** Dexterity Ability Score of 13

**BENEFIT:** You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See the Two-Weapon Fighting special attack.

**SPECIAL:** Expert swordsmen may select Two-Weapon Fighting as one of his even-level bonus feats.

## Weapon Finesse

**BENEFIT:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**SPECIAL:** Expert swordsmen may select Weapon Finesse as one of his even-level bonus feats. Natural weapons are always considered light weapons.

## Weapon Focus

Choose one type of weapon. You can also choose unarmed strike, uncommon attack, or ranged spells as your weapon for the purposes of this feat.

**PREREQUISITES:** Proficiency with selected weapon, Base Attack Modifier +1.

**BENEFIT:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**SPECIAL:** You can gain this feat multiple times. Its

effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Expert swordsmen may select Weapon Focus as one of his even-level bonus feats.

## Weapon Specialization

Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

**PREREQUISITES:** Proficiency with selected weapon, Weapon Focus with selected weapon, base attack modifier +4

**BENEFIT:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

**SPECIAL:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Expert swordsmen may select Weapon Specialization as one of his even-level bonus feats.

## Whirlwind Attack

**PREREQUISITES:** Dexterity of 13, Intelligence of 13, Combat Expertise feat, Dodge feat, Quick Draw feat, Spring Attack feat, Base Attack Modifier of +4.

**BENEFIT:** When you use the full attack action, you can give up your regular attacks and instead may move up to double your movement (this does not have to be in a straight line). You may make a single melee attack against any opponent along this path who you can reach.

When you use the Whirlwind Attack feat, you also forfeit any extra attacks granted by other feats, spells, or abilities.

**SPECIAL:** A Expert Swordsman may select Whirlwind Attack as one of his even-level bonus feats.

# FEATS PAST THE SIXTH LEVEL

## Ability Training

You spend time honing one of your Abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. There is no immediate

benefit.

**PREREQUISITE:** Character Level 6<sup>th</sup>

**BENEFIT:** Choose one Ability; you qualify for the Ability Advancement feat for that Ability.

**SPECIAL:** You can gain this feat multiple times, its effects do not stack. Each time you take this feat it applies to another ability.

## Ability Advancement

Your training pays off, and one of your Abilities increases.

**PREREQUISITE:** Character Level 6<sup>th</sup>

**BENEFIT:** Choose one Ability. You gain a permanent +2 bonus to that ability.

**SPECIAL:** You can gain this feat multiple times, its effects do not stack. Each time you take this feat it applies to another ability.

## Dust in the Wind

Some Rednecks think there is nothing more satisfying than opening fire on something from his car. Others argue that there is nothing more satisfying than opening fire on something from his plane.

**PREREQUISITES:** Redneck Level 6

**Benefits:** You may replace the vehicle you gained through Drivin' License with a Cropduster.

## Improved Hit Die

Staying healthy is important, and this feat can keep you on your feet.

**PREREQUISITES:** Character Level 6<sup>th</sup>

**BENEFIT:** You are treated as if you had an additional Hit Die in a class you possess for the purposes of effects that depend on character level. You do not gain any other benefits of this additional Hit Die, such as HP, skill points, BAM, saves, class abilities, or bonus feats.

**SPECIAL:** You cannot take this feat consecutively. You must take at least three other feats before you may take it again.

## Open Minded

You are naturally able to reroute your memory, mind, and skill expertise.

**BENEFIT:** You immediately gain an extra 5 skill points. You spend these skill points as normal.

If you spend them on a cross-class skills they count as  $\frac{1}{2}$  ranks. You cannot exceed the normal maximum ranks for your level in any skill.

**SPECIAL:** You can gain this feat multiple times. Each time, you immediately gain another 5 skill points.

# CHAPTER NINE EQUIPMENT

## Overview

This chapter contains information about things characters wear, wield, or work with.

Assume a character owns at least one outfit of normal clothes. Pick any one of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit.

## WEALTH & MONEY

The most stable currency on Pao is the Snow Dollar (abbreviated as S\$), with the Snow Cent (abbreviated S¢) being a distant second (owing its usefulness only for vending machines that take exact change). Other quantities may exist, such as Snow Quarters, Snow Nickels, and Two Snow Dollar bills, but when measuring the value of things, it all boils down to the Snow Dollar and the Snow Cent.

There are one hundred Snow Cents in one Snow Dollar.

[[Currency sidebar]]

Remote locales and distant worlds may (and probably do) use other currencies. Exchange rates are at the discretion of the PM, and should generally be either a whole number of the local currency in exchange for Snow Dollars. It is also acceptable to have a poor exchange rate, requiring the players to hand over more than one S\$ for a single piece of local currency.

Just don't overdo it, unless your players are really into economics.

[[End PM Tip]]

## Trade Goods

Merchants commonly exchange trade goods without using currency. As a means of comparison, some trade goods are detailed below.

**Table: Trade Goods**

Cost	Item
10 S¢	One pound of wheat or iron
15 S¢	One pound of tobacco
20 S¢	One pound of flour
S\$1	One pound of cinnamon
S\$2	One pound of ginger or pepper
S\$4	One square yard of linen
S\$5	One pound of salt or copper
S\$10	One square yard of silk
S\$15	One pound of saffron or cloves
S\$50	One pig, chicken, or goat
S\$500	One cow or ox, or one pound of silver

## Selling Loot

In general, a character can sell something for half its listed price.

Trade goods 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.

## WEAPONS

## Categories

Weapons are grouped into several interlocking sets of categories.

These categories pertain to what training is needed to become proficient in a weapon's use (simple, martial, or exotic), the weapon's usefulness either in close combat (melee) or at a distance (ranged, which includes both thrown and projectile weapons), its relative encumbrance (light, one-handed, or two-handed), and its size (Small, Medium, or Large).

## Simple, Martial, and Exotic Weapons

All classes in this book are proficient with all simple weapons. Shapeshifters, Paladins, and Rednecks are proficient with all simple and all martial weapons. A character who uses a weapon

with which he is not proficient takes a –4 penalty on attack rolls.

## Melee and Ranged Weapons

Melee weapons are used for making melee attacks, though some of them can be thrown as well. Ranged weapons are thrown weapons or projectile weapons that are not effective in melee.

## Reach Weapons

Glaives, guisarmes, lances, longspears, ranseurs, spiked chains, and whips are reach weapons. A reach weapon is a melee weapon that allows its wielder to strike at targets that aren't adjacent to him. Most reach double the wielder's natural reach, meaning that a typical Small or Medium wielder of such a weapon can attack a creature 10 feet away, but not a creature in an adjacent square. A typical Large character wielding a reach weapon of the appropriate size can attack a creature 15 or 20 feet away, but not adjacent creatures or creatures up to 10 feet away.

## Double Weapons

Dire flails, urgroshes, hooked hammers, double axes, quarterstaves, and two-bladed swords are double weapons. A character can fight with both ends of a double weapon as if fighting with two weapons, but he incurs all the normal attack penalties associated with two-weapon combat, just as though the character were wielding a one-handed weapon and a light weapon.

The character can also choose to use a double weapon two handed, attacking with only one end of it. A creature wielding a double weapon in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

## Thrown Weapons

Daggers, clubs, shortspears, spears, darts, javelins, throwing axes, light hammers, tridents, shuriken, and nets are 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: Weapons), but a character who does so takes a –4 penalty on the attack roll. Throwing a light or one-handed weapon

is a Standard Action, while throwing a two-handed weapon is a full-round action. Regardless of the type of weapon, such an attack scores a threat only on a natural roll of 20 and deals double damage on a critical hit. Such a weapon has a range increment of 10 feet.

A character may stack up to 16 thrown weapons of the same type in a single slot in his inventory.

## Projectile Weapons

Light crossbows, slings, heavy crossbows, shortbows, composite shortbows, longbows, composite longbows, hand crossbows, and repeating crossbows are projectile weapons. Most projectile weapons require two 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), or sling bullets (for slings). When using a bow, a character can draw ammunition as a free action; crossbows and slings require an action for reloading. Generally speaking, ammunition that hits its target is destroyed or rendered useless, while normal ammunition that misses has a 50% chance of being destroyed or lost.

A character may stack up to 128 pieces of ammunition of the same type in a single slot in his or inventory

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them (see Masterwork Weapons), and what happens to them after they are thrown.

## Light, One-Handed, and Two-Handed Melee Weapons

This designation is a measure of how much effort it takes to wield a weapon in combat. It indicates whether a melee weapon, when wielded by a character of the weapon's size category, is considered a light weapon, a one-handed weapon, or a two-handed weapon.

## Light Weapons

A light weapon is easier to use in one's off hand than a one-handed weapon is, and can be used while grappling. A light weapon is used in one hand. Add the wielder's Strength bonus (if any) to damage rolls for melee attacks with a light weapon if used in the primary hand, or one-half the wielder's Strength bonus if it's used in the off hand. Using two hands to wield a light weapon gives no advantage on damage; the Strength bonus applies as though the weapon were held in the wielder's primary hand only.

An unarmed strike is always considered a light weapon.

## One-Handed Weapons

A one-handed weapon can be used in either the primary hand or the off hand. Add the wielder's Strength bonus to damage rolls for melee attacks with a one-handed weapon if it's used in the primary hand, or half his Strength bonus if it's used in the off hand. If a one-handed weapon is wielded with two hands during melee combat, add 1½ times the character's Strength bonus to damage rolls.

## Two-Handed Weapons

Two hands are required to use a two-handed melee weapon effectively. Apply 1½ times the character's Strength bonus to damage rolls for melee attacks with such a weapon.

## Improvised Weapons

Sometimes objects not crafted to be weapons nonetheless see use in combat. Because such objects are not designed for this use, any creature that uses one in combat is considered to be non-proficient with it and takes a 4 penalty on attack rolls made with that object. To determine the size category and appropriate damage for an improvised weapon, compare its relative size and damage potential to the weapon list to find a reasonable match. An improvised weapon scores a threat on a natural roll of 20 and deals double damage on a critical hit. An improvised thrown weapon has a range increment of 10 feet.

## Weapon Size

Every weapon has a size category. This designa-

tion indicates the size of the creature for which the weapon was designed.

A weapon's size category isn't the same as its size as an object. Instead, a weapon's size category is keyed to the size of the intended wielder. In general, a light weapon is an object two size categories smaller than the wielder, a one-handed weapon is an object one size category smaller than the wielder, and a two-handed weapon is an object of the same size category as the wielder.

## Inappropriately Sized Weapons

A creature can't make optimum use of a weapon that isn't properly sized for it. A cumulative -2 penalty applies on attack rolls for each size category of difference between the size of its intended wielder and the size of its actual wielder. If the creature isn't proficient with the weapon a -4 non-proficiency penalty also applies.

The measure of how much effort it takes to use a weapon (whether the weapon is designated as a light, one-handed, or two-handed weapon for a particular wielder) is altered by one step for each size category of difference between the wielder's size and the size of the creature for which the weapon was designed. If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

## Weapon Qualities

Here is the format for weapon entries (given as column headings on Table: Weapons, below).

### Cost

This value is the weapon's cost in Snow Dollars (S\$). The cost includes miscellaneous gear that goes with the weapon.

This cost is the same for a Small or Medium version of the weapon. A Large version costs twice the listed price.

### Damage

The Damage columns give the damage dealt by the weapon on a successful hit. The column labeled "Dmg (S)" is for Small weapons. The column labeled "Dmg (M)" is for Medium weapons. If two damage ranges are given then the weapon is a double weapon. Use the second damage figure



given for the double weapon's extra attack. Table: Tiny and Large Weapon Damage gives weapon damage values for weapons of those sizes.

**Table: Medium, Tiny, & Large Weapon Damage**

Medium Weapon Damage	Tiny Weapon Damage	Large Weapon Damage
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

## Critical

The entry in this column notes how the weapon is used with the rules for critical hits. When your character scores a critical hit, roll the damage two, three, or four times, as indicated by its critical multiplier (using all applicable modifiers on each roll), and add all the results together.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

### x2

The weapon deals double damage on a critical hit.

### x3

The weapon deals triple damage on a critical hit.

### x3/x4

One head of this double weapon deals triple damage on a critical hit. The other head deals quadruple damage on a critical hit.

### x4

The weapon deals quadruple damage on a critical hit.

### 19–20/x2

The weapon scores a threat on a natural roll of 19 or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat

range of 19–20.)

### 18–20/x2

The weapon scores a threat on a natural roll of 18, 19, or 20 (instead of just 20) and deals double damage on a critical hit. (The weapon has a threat range of 18–20.)

## Range Increment

Any attack at less than this distance is not penalized for range. However, each full range increment imposes a cumulative –2 penalty on the attack roll. A thrown weapon has a maximum range of five range increments. A projectile weapon can shoot out to ten range increments.

## Type

Weapons are classified according to the type of damage they deal: bludgeoning, piercing, or slashing. Some monsters may be resistant or immune to attacks from certain types of weapons.

Some weapons deal damage of multiple types. If a weapon is of two types, the damage it deals is not half one type and half another; all of it is both types. Therefore, a creature would have to be immune to both types of damage to ignore any of the damage from such a weapon.

In other cases, a weapon can deal either of two types of damage. In a situation when the damage type is significant, the wielder can choose which type of damage to deal with such a weapon.

## Special

Some weapons have special features. See the weapon descriptions for details.

## Weapon Descriptions

Weapons found on Table: Weapons that have special options for the wielder (“you”) are described below. Splash weapons are described under Special Substances and Items.

### Arrows

An arrow used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (critical multiplier  $\times 2$ ). 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.

Table: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Type <sup>1</sup>
<b>Unarmed Attacks</b>						
Gauntlet	S\$2	1d2	1d3	×2	—	Bludgeoning
Unarmed strike	—	1d2	1d3 <sup>2</sup>	×2	—	Bludgeoning
<b>Light Melee Weapons</b>						
Dagger <sup>5</sup>	S\$2	1d3	1d4	19–20/×2	10 ft.	Piercing or slashing
Dagger, punching	S\$2	1d3	1d4	×3	—	Piercing
Gauntlet, spiked	S\$5	1d3	1d4	×2	—	Piercing
Mace, light	S\$5	1d4	1d6	×2	—	Bludgeoning
Sickle	S\$6	1d4	1d6	×2	—	Slashing
<b>One-Handed Melee Weapons</b>						
Club	—	1d4	1d6	×2	10 ft.	Bludgeoning
Mace, heavy	S\$12	1d6	1d8	×2	—	Bludgeoning
Morningstar	S\$20	1d6	1d8	×2	—	Bludgeoning and piercing
Shortspear	S\$2	1d4	1d6	×2	20 ft.	Piercing
<b>Two-Handed Melee Weapons</b>						
Longspear <sup>3</sup>	S\$10	1d6	1d8	×3	—	Piercing
Quarterstaff <sup>4</sup>	—	1d4/1d4	1d6/1d6	×2	—	Bludgeoning
Spear	S\$5	1d6	1d8	×3	20 ft.	Piercing
<b>Ranged Weapons</b>						
Crossbow, heavy	S\$50	1d8	1d10	19–20/×2	120 ft.	Piercing
Bolts, crossbow (10)	S\$5	—	—	—	—	—
Crossbow, light	S\$35	1d6	1d8	19–20/×2	80 ft.	Piercing
Bolts, crossbow (10)	S\$5	—	—	—	—	—
Dart <sup>5</sup>	50 S¢	1d3	1d4	×2	20 ft.	Piercing
Javelin <sup>5</sup>	S\$1	1d4	1d6	×2	30 ft.	Piercing
Sling	—	1d3	1d4	×2	50 ft.	Bludgeoning
Bullets, sling (10)	S\$1	—	—	—	—	—
<b>Martial Weapons</b>						
Light Melee Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Type <sup>1</sup>
Axe, throwing <sup>5</sup>	S\$8	1d4	1d6	×2	10 ft.	Slashing
Hammer, light	S\$3	1d3	1d4	×2	20 ft.	Bludgeoning
Handaxe	S\$6	1d4	1d6	×3	—	Slashing
Kukri	S\$8	1d3	1d4	18–20/×2	—	Slashing
Pick, light	S\$5	1d3	1d4	×4	—	Piercing
Sap	S\$1	1d4 <sup>2</sup>	1d6 <sup>2</sup>	×2	—	Bludgeoning
Shield, light	special	1d2	1d3	×2	—	Bludgeoning
Spiked armor	special	1d4	1d6	×2	—	Piercing
Spiked shield, light	special	1d3	1d4	×2	—	Piercing

Sword, short	S\$10	1d4	1d6	19–20/×2	—	Piercing
<b>One-Handed Melee Weapons</b>						
Battleaxe	S\$15	1d6	1d8	×3	—	Slashing
Flail	S\$8	1d6	1d8	×2	—	Bludgeoning
Longsword	S\$15	1d6	1d8	19–20/×2	—	Slashing
Pick, heavy	S\$8	1d4	1d6	×4	—	Piercing
Rapier	S\$20	1d4	1d6	18–20/×2	—	Piercing
Scimitar	S\$15	1d4	1d6	18–20/×2	—	Slashing
Shield, heavy	special	1d3	1d4	×2	—	Bludgeoning
Spiked shield, heavy	special	1d4	1d6	×2	—	Piercing
Trident	S\$15	1d6	1d8	×2	10 ft.	Piercing
Warhammer	S\$12	1d6	1d8	×3	—	Bludgeoning
<b>Two-Handed Melee Weapons</b>						
Falchion	S\$75	1d6	2d4	18–20/×2	—	Slashing
Glaive <sup>3</sup>	S\$8	1d8	1d10	×3	—	Slashing
Greataxe	S\$20	1d10	1d12	×3	—	Slashing
Greatclub	S\$5	1d8	1d10	×2	—	Bludgeoning
Flail, heavy	S\$15	1d8	1d10	19–20/×2	—	Bludgeoning
Greatsword	S\$50	1d10	2d6	19–20/×2	—	Slashing
Guisarme <sup>3</sup>	S\$10	1d6	2d4	×3	—	Slashing
Halberd	S\$10	1d8	1d10	×3	—	Piercing or slashing
Lance <sup>3</sup>	S\$10	1d6	1d8	×3	—	Piercing
Ranseur <sup>3</sup>	S\$10	1d6	2d4	×3	—	Piercing
Scythe	S\$18	1d6	2d4	×4	—	Piercing or slashing
<b>Ranged Weapons</b>						
Longbow	S\$75	1d6	1d8	×3	100 ft.	Piercing
Arrows (20)	S\$10	—	—	—	—	—
Longbow, composite	S\$100	1d6	1d8	×3	110 ft.	Piercing
Arrows (20)	S\$10	—	—	—	—	—
Shortbow	S\$30	1d4	1d6	×3	60 ft.	Piercing
Arrows (20)	S\$10	—	—	—	—	—
Shortbow, composite	S\$75	1d4	1d6	×3	70 ft.	Piercing
Arrows (20)	S\$10	—	—	—	—	—
<b>Exotic Weapons</b>	<b>Cost</b>	<b>Dmg (S)</b>	<b>Dmg (M)</b>	<b>Critical</b>	<b>Range Increment</b>	<b>Type<sup>1</sup></b>
<b>Light Melee Weapons</b>						
Kama	S\$3	1d4	1d6	×2	—	Slashing
Nunchaku	S\$3	1d4	1d6	×2	—	Bludgeoning
Sai <sup>5</sup>	S\$5	1d3	1d4	×2	10 ft.	Bludgeoning
Siangham	S\$5	1d4	1d6	×2	—	Piercing
<b>One-Handed Melee Weapons</b>						

Sword, bastard	S\$35	1d8	1d10	19–20/×2	—	Slashing
Waraxe, Great	S\$30	1d8	1d10	×3	—	Slashing
Whip <sup>3</sup>	S\$10	1d4	1d6	×2	—	Slashing
<b>Two-Handed Melee Weapons</b>						
Axe, Orc double <sup>4</sup>	S\$60	1d6/1d6	1d8/1d8	×3	—	Slashing
Boom Mic <sup>3</sup>	S\$40	1d6	2d4	18–20/×2	—	Bludgeoning
Chainsaw	S\$50	2d6	3d6	×3	—	Slashing
Chain, spiked <sup>3</sup>	S\$25	1d6	2d4	×2	—	Piercing
Flail, dire <sup>4</sup>	S\$90	1d6/1d6	1d8/1d8	×2	—	Bludgeoning
Hooked Hammer <sup>3</sup>	S\$20	1d6/1d4	1d8/1d6	×3/×4	—	Bludgeoning and piercing
Sword, two-bladed <sup>4</sup>	S\$100	1d6/1d6	1d8/1d8	19–20/×2	—	Slashing
Urgrosh <sup>4</sup>	S\$50	1d6/1d4	1d8/1d6	×3	—	Slashing or piercing
<b>Ranged Weapons</b>						
Bolas <sup>5</sup>	S\$5	1d3 <sup>2</sup>	1d4 <sup>2</sup>	×2	10 ft.	Bludgeoning
Crossbow, hand	S\$100	1d3	1d4	19–20/×2	30 ft.	Piercing
Bolts (10)	S\$10	—	—	—	—	—
Crossbow, repeating heavy	S\$400	1d8	1d10	19–20/×2	120 ft.	Piercing
Bolts (5)	S\$5	—	—	—	—	—
Bolt Casing	S\$3	—	—	—	—	—
Crossbow, repeating light	S\$250	1d6	1d8	19–20/×2	80 ft.	Piercing
Bolts (5)	S\$5	—	—	—	—	—
Bolt Casing	S\$3	—	—	—	—	—
Fire Extinguisher	S\$40	2d4	2d4	—	See text.	Cold
Flamethrower <sup>6</sup>	S\$100	3d6	3d6	—	30 ft.	Fire
Flamethrower fuel	S\$20	—	—	—	—	—
Frag Grenade (3)	S\$30	4d6	4d6	10 ft.	—	Slashing
Net <sup>5</sup>	S\$20	—	—	10 ft.	—	—
Shuriken <sup>5</sup> (5)	S\$10	1	1d2	×2	10 ft.	Piercing
<p>1 When two types are given, the weapon is both types if the entry specifies “and,” or either type (player’s choice at time of attack) if the entry specifies “or.”</p> <p>2 The weapon deals nonlethal damage rather than lethal damage.</p> <p>3 Reach weapon.</p> <p>4 Double weapon.</p> <p>5 Thrown Weapon</p> <p>6 See text for special rules</p>						

## Axe, Orc Double

An Orc double axe is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon.

A creature wielding an Orc double axe in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

## Bolas

You can use this weapon to make a ranged trip attack against an opponent. Use your Dexterity Modifier rather than your Strength on the Grapple check.

## Bolts

A crossbow bolt used as a melee weapon is treated as a light improvised weapon (–4 penalty on attack rolls) and deals damage as a dagger of its size (Crit  $\times 2$ ). 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.

## Boom Mic

A boom mic has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

## 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 opponents 10 feet away with it. In addition, unlike most other weapons with reach, it can be used against an adjacent foe.

You can make trip attacks with the chain. When using a spiked chain, you get a +2 bonus on opposed Grapple checks made to Disarm, Trip, or perform similar special attacks.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a spiked chain sized

for you, even though it isn't a light weapon for you.

## Chainsaw

When used to make Sunder attempts, you get a +4 bonus on the opposed Uncommon Attack roll. In addition, you may ignore 5 points of hardness when calculating damage to the object.

## Crossbow, Hand

You can draw a hand crossbow back by hand.

You can shoot, but not load, a hand crossbow with one 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 two light weapons.

## Crossbow, Heavy

You draw a heavy crossbow back by turning a small winch. Loading a heavy crossbow is a full-round action.

Normally, operating a heavy crossbow requires two hands. However, you can shoot, but not load, a heavy crossbow with one hand at a –4 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 two 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 two hands. However, you can shoot, but not load, a light crossbow with one 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 two 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 free action). Loading a new case of 5 bolts is a full-round action.

You can fire a repeating crossbow with one 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 two hands in order to use the reloading lever, and you must use two hands to load a new case of bolts.

## Dagger

You get a +2 bonus on Agility checks made to conceal a dagger on your body (see the Agility skill).

## Fire Extinguisher

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out any fire (magical, mundane, or scientific) in a 10-foot-by-10-foot area as a move action. No attack roll is necessary, but proficiency is still required to use one in combat. Any creature caught in the area gets a DC 10 Reflex Save, taking half damage on success.

A fire extinguisher contains enough material for two uses, and cannot be reloaded. You may use a fire extinguisher as a two-handed melee weapon with a -4 circumstance modifier that deals 1d3 bludgeoning damage, even when it is empty.

## Flamethrower

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, but proficiency is still required to use one properly. Any creature caught in the line of flame can make a Reflex Save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex Save.

A flamethrower's backpack has hardness 5 and 5 hit points. When worn, the backpack has an AC equal to 9 + the wearer's Dexterity modifier + the wearer's dodge modifier. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex Save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a

single creature or object can be doused or smothered as a full-round action. Characters may put themselves out as a full-round action requiring a DC 15 Reflex Save. Rolling on the ground grants a +2 circumstance modifier to this save. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

A flamethrower can fire 10 times before its fuel supply is depleted.

## Flail, Dire

A dire flail is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a dire flail in one hand can't use it as a double weapon— only one end of the weapon can be used in any given round.

You can also use this weapon to make trip attacks. When using a dire flail, you get a +2 bonus on opposed Grapple checks made to disarm, trip, or perform similar special attacks.

## Flail or Heavy Flail

You can also use this weapon to make trip attacks. When using a flail, you get a +2 bonus on opposed Grapple checks made to disarm, trip, or perform similar special attacks.

## Frag Grenade

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes. Anyone within 10 feet of the blast may succeed on a DC 15 Reflex Save to take half damage.

## Gauntlet

This metal glove lets you deal lethal damage rather than nonlethal damage with unarmed strikes. A strike with a gauntlet is otherwise considered an unarmed attack. The cost and weight given are for a single gauntlet. Medium and heavy armors (except breastplate) come with gauntlets.

## Gauntlet, Spiked

Your opponent cannot use a disarm action to disarm you of spiked gauntlets. The cost and weight given are for a single gauntlet. An attack with a spiked gauntlet is considered an armed

attack.

## Glaive

A glaive has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

## Guisarme

A guisarme has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

You can use a guisarme to make trip attacks.

## Halberd

If you use a ready action to set a halberd against a charge, you deal double damage on a successful hit against a charging character.

You can use a halberd to make trip attacks.

**Hooked Hammer:** A hooked hammer is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. The hammer's blunt head is a bludgeoning weapon that deals 1d6 points of damage (Crit ×3). Its hook is a piercing weapon that deals 1d4 points of damage (Crit ×4). You can use either head as the primary weapon. The other head is the offhand weapon. A creature wielding a hooked hammer in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

You can use a hooked hammer to make trip attacks.

## Javelin

Since it is not designed for melee, you are treated as non-proficient with it and take a -4 penalty on attack rolls if you use a javelin as a melee weapon.

**Kama:** You can use a kama to make trip attacks.

**Lance:** A lance deals double damage when used from the back of a charging mount. It has reach, so you can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

While mounted, you can wield a lance with one hand.

## Longbow

You need at least two hands to use a bow, regardless of its size. 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 two hands to use a bow, regardless of its size. 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 modifier of +0 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 S\$100 to its cost.

For purposes of weapon proficiency and similar feats, a composite longbow is treated as if it were a longbow.

## Longspear

A longspear has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

## Net

A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength Check while holding it, the entangled creature can

move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a DC 15 Concentration check or be unable to cast the spell.

An entangled creature can escape with a DC 20 Agility check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength Check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a non-proficient one to do so.

## Nunchaku

With a nunchaku, you get a +2 bonus on opposed Grapple checks made to Disarm an enemy.

## Quarterstaff

A quarterstaff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a quarterstaff in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

## Ranseur

A ranseur has reach. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

With a ranseur, you get a +2 bonus on opposed Grapple checks made to Disarm an opponent.

## Rapier

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a rapier sized for you, even though it isn't a light weapon for you. You can't wield a rapier in two hands in order to apply 1½ times your Strength bonus to damage.

## Sai

With a sai, you get a +4 bonus on opposed Grapple checks made to Disarm an enemy.

## Scythe

A scythe can be used to make trip attacks.

## 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 two hands to use a bow, regardless of its size. 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 two hands to use a bow, regardless of its size. 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 shortbow 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 S\$75 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.

## Shuriken

A shuriken can't be used as a melee weapon.

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing



them, crafting masterwork or otherwise special versions of them, what happens to them after they are thrown, and stacking.

## Sickle

A sickle can be used to make trip attacks.

## 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 one hand. Loading a sling is a move action that requires two 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 damage as if the weapon were designed for a creature one size category smaller than you and you take a –1 penalty on attack rolls.

## Spear

A spear can be thrown. If you use a ready 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 in a grapple or as a separate attack. See Armor for details.

## Spiked Shield, Heavy or Light

You can bash with a spiked shield instead of using it for defense. See Armor for details.

## Strike, Unarmed

A Medium character deals 1d3 points of nonlethal damage with an unarmed strike. A Small character deals 1d2 points of nonlethal damage. A character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon. Therefore, you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an unarmed strike.

## Sword, Bastard

A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

## Sword, Two-Bladed

A two-bladed sword is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A creature wielding a two-bladed sword in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

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

An urgrosh is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light 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. The other is the off-hand weapon. A creature wielding an urgrosh in one hand can't use it as a double weapon—only one end of the weapon can be used in any given round.

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, Great

A great waraxe is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium character can use a great waraxe two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.

## Whip

The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes).

When using a whip, you get a +2 bonus on opposed Grapple checks made to Disarm, Trip, or use similar special attacks against an opponent.

You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon for you.

## Rabbit Weapons

Unlike other species, Rabbits lack things like "thumbs" and "leverage" with which to attack. While this means they cannot use normal weapons, that does not make them less deadly. While most Rabbits prefer to take cover in the face of danger, there are those who take up arms. Or, we guess, helms in most of the cases below.

Qualities are as normal for other weapons. A Rabbit who is proficient with Simple or Martial weapons from his class is also proficient with Rabbit weapons of the same type.

A Rabbit Expert Swordsman can wield Rabbit weapons of a larger size. To determine damage, consult the Medium, Tiny, and Large Weapons table, find the appropriate dice for a Medium weapon, and then cross-reference the weapons table to find the equivalent damage for a Small weapon.

Table: Rabbit Weapons

Name	Damage	Critical	Range	Type	Cost
<b>Simple Rabbit Weapons</b>					
Claws	1d3	18-20/x2	—	Slashing	\$S10
Crossbow	1d8	19-20/x2	100 ft.	Piercing	\$S35
<b>Rabbit Martial Weapons</b>					
Helmet	1d4	x3	—	Bludgeoning	\$S15
Bladed Helmet	1d4	19-20/x2	—	Slashing	\$S25
Pointy Helmet	1d4	18-20/x2	—	Piercing and bludgeoning	\$S25

## Claws

Claws fit over the forepaws, and a Rabbit may wear two. Treat as light weapons for the purposes of Two-Weapon Fighting and Weapon Finesse, but as one-handed weapons for the purposes of damage.

## Crossbow

Due to the need of a Rabbit to flip onto his back to manipulate the weapon, Rabbit Crossbows require a full-round action to reload. Rapid Reload affects this time as normal

## Helmets

All helmets are fit over a Rabbit's head. If used in combination with Two-Weapon Fighting, a Helmet is always considered the primary "hand", and the Rabbit may only use one claw as his "off-hand" attack. Apply Strength-and-a-half for attacks made with helmets.

## Guns

Guns are described by a number of statistics, as shown on Table: Handguns and Table: Rifles. Most of these are as standard, however guns require a few additional statistics.

## Rate of Fire

Some ranged weapons have a rate of fire of 1, which simply means they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semiautomatic, and automatic.

## Single Shot

A weapon with the single shot rate of fire

requires the user to manually operate the action (the mechanism that feeds and cocks the weapon) between each shot. Pump shotguns and bolt-action rifles are examples of firearms with single shot rates of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or other ability that normally allow more than one shot per attack.

### **Semiautomatic (S)**

Most firearms have the semiautomatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but the Double Tap feat allows characters armed with semiautomatic weapons to fire two shots in rapid succession, getting in more than one shot per attack.

### **Automatic (A)**

Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on autofire. See the Autofire special attack in Chapter 3: Combat

### **Magazine**

The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity. How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, has an unlimited capacity; for this reason the entry does not also have a number.

### **Box**

A box magazine is any type of magazine that can be removed and reloaded separately from the weapon.

### **Cylinder**

A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader. Using a speed loader is

much like inserting a box magazine into a weapon. Without a speed loader, a firearm with a cylinder magazine must be loaded by hand.

### **Internal**

Some weapons keep their ammunition in an internal space, which must be loaded by hand. This is the case with most shotguns, as well as some rifles.

### **Linked**

Some machine guns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

### **Ammo**

Cost in Snow Dollars for enough bullets to fill the magazine. The purchase price of the gun includes three magazines' worth of ammunition.

### **Reloading Firearms**

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action.

Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Handguns can be used one-handed, although both hands must be free to reload. A handgun held with both hands grants a +2 competence modifier on the attack roll.

Longarms must be held two-handed. Due to the stability needed to fire one, Longarms grant a +2 competence modifier to attack rolls.

### **Sawed-Off Shotgun**

This is a 12-gauge, double-barreled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

Table: Handguns

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Cost	Ammo
.22 revolver <sup>1</sup>	2d4	20	Piercing	20 ft.	S	6 cyl.	\$S140	\$S3
.32 autoloader <sup>1</sup>	2d4	20	Piercing	30 ft.	S	7 box	\$S275	\$S5
9mm machine pistol (Foot-note 2)	2d6	20	Piercing	30 ft.	S,A	20 box	\$S360	\$S10
.357 revolver	2d6	20	Piercing	40 ft.	S	6 cyl.	\$S250	\$S5
.45 autoloader	2d6	20	Piercing	30 ft.	S	7 box	\$S300	\$S5
.44 magnum revolver	2d8	19–20/×2	Piercing	30 ft.	S	6 cyl.	\$S350	\$S10
.50 autoloader	2d8	×3	Piercing	40 ft.	S	8 box	\$S400	\$S20

1 Grants a +2 circumstance modifier to Agility checks to conceal on one's person

2 Characters with the Burst Fire feat only fire 3 bullets when firing a short burst.

If this weapon is fully-loaded, a character can fire both barrels at once. The character receives a -2 penalty on the attack but deals +1 die of damage with a successful hit. Attacking this way uses both shotgun shells.

## Masterwork Weapons

A masterwork weapon is a finely crafted version of a normal weapon. Wielding it provides a +1 enhancement modifier on attack rolls.

You can't add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (see the Craft skill). The masterwork quality adds \$S300 to the cost of a normal weapon (or \$S6 to the cost of a single unit

of ammunition). Adding the masterwork quality to a double weapon costs twice the normal increase (\$S600).

Masterwork ammunition is damaged (effectively destroyed) when used. The enhancement bonus of masterwork ammunition does not stack with any enhancement bonus of the projectile weapon firing it.

All magic weapons are automatically considered to be of masterwork quality. The enhancement bonus granted by the masterwork quality doesn't stack with the enhancement bonus provided by the weapon's magic.

Even though some types of armor and shields

Table: Longarms

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Cost	Ammo
9mm submachine gun <sup>1 2</sup>	2d6	20	Piercing	40 ft.	S, A	20 box	\$S360	\$S15
7.62mm assault rifle <sup>1</sup>	2d8	20	Piercing	70 ft.	S, A	30 box	\$S700	\$S15
12-gauge shotgun	2d8	20	Piercing	30 ft.	S	5 box	\$S325	\$S10
Sawed-off shotgun (12-gauge shotgun) <sup>1 3</sup>	2d8	20	Piercing	10 ft.	S	2 int.	\$S300	\$S3
10-gauge shotgun	2d10	20	Piercing	30 ft.	S	5 int.	\$S350	\$S15
Machine Gun	2d10	20	Piercing	100 ft.	A	Linked	\$S2,100	\$S45
.444 hunting rifle	2d10	×3	Piercing	90 ft.	S	6 int.	\$S750	\$S10
.50 sniper rifle	2d12	×4	Piercing	120 ft.	S	11 box	\$S1,600	\$S40

1 Characters with the Burst Fire feat only fire 3 bullets when firing a short burst.

2 Can be used one-handed with -4 circumstance modifier.

3 See text.

can be used as weapons, you can't create a masterwork version of such an item that confers an enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.

# ARMOR

## Armor Qualities

To wear heavier armor effectively, a character can select the Armor Proficiency feats, but most classes are automatically proficient with the armors that work best for them.

Armor and shields can take damage from some types of attacks.

Here is the format for armor entries (given as column headings on Table: Armor and Shields, below).

### Cost

The cost of the armor for Small or Medium humanoid creatures. See Armor for Unusual Creatures, below, for armor prices for other creatures.

### Armor/Shield Bonus

Each armor grants an armor bonus to AC, while shields grant a shield bonus to AC. The armor bonus from a suit of armor doesn't stack with other effects or items that grant an armor bonus. Similarly, the shield bonus from a shield doesn't stack with other effects that grant a shield bonus.

### Maximum Dex Bonus

This number is the maximum Dexterity bonus to AC that this type of armor allows. Heavier armors limit mobility, reducing the wearer's ability to dodge blows. This restriction doesn't affect any other Dexterity-related abilities.

Even if a character's Dexterity bonus to AC drops to 0 because of armor, this situation does not count as losing a Dexterity bonus to AC.

Your character's encumbrance (the amount of gear he carries) may also restrict the maximum Dexterity bonus that can be applied to his Armor Class.

### Shields

Shields do not affect a character's maximum Dexterity bonus.

### Armor Check Penalty

Any armor heavier than leather hurts a character's ability to use some skills. An armor check penalty number is the penalty that applies to Athletics, Stealth, and Agility Checks by a character wearing a certain kind of armor. Double the normal armor check penalty is applied to Athletics Checks. A character's encumbrance (the amount of gear carried, including armor) may also apply an armor check penalty.

### Shields

If a character is wearing armor and using a shield, both armor check penalties apply.

### Non-proficient with Armor Worn

A character who wears armor and/or uses a shield with which he is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for non-proficiency with armor stacks with the penalty for non-proficiency with shields.

### Speed

Medium or heavy armor slows the wearer down. The number on Table: Armor and Shields is the character's speed while wearing the armor.

### Shields

Shields do not affect a character's speed.

### Weight

This column gives the weight of the armor sized for a Medium wearer. Armor fitted for Small characters weighs half as much, and armor for Large characters weighs twice as much.

See Table: Armor and Shields.

## Armor Descriptions

Any special benefits or accessories to the types of armor found on Table: Armor and Shields are described below.

### Armor Spikes

You can have spikes added to your armor, which allow you to deal extra piercing damage (see Table: Weapons) on a successful grapple attack. The spikes count as a martial weapon. If you are not proficient with them, you take a -4 penalty on grapple checks when you try to use them. You

Table: Armor and Shields

can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (You can't also make an attack with armor spikes if you have already made an attack with another off-hand weapon, and vice versa.)

An enhancement bonus to a suit of armor does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

### Banded Mail

The suit includes gauntlets.

Armor	Cost	Armor/ Shield Bonus	Maximum Dexterity Bonus	Armor Check Penalty	(30 ft.)	(20 ft.)
<b>Light armor</b>						
Padded	S\$5	+1	+8	0	30 ft.	20 ft.
Leather	S\$10	+2	+6	0	30 ft.	20 ft.
Studded leather	S\$25	+3	+5	-1	30 ft.	20 ft.
Chain shirt	S\$100	+4	+4	-2	30 ft.	20 ft.
<b>Medium armor</b>						
Hide	S\$15	+3	+4	-3	20 ft.	15 ft.
Scale mail	S\$50	+4	+3	-4	20 ft.	15 ft.
Chainmail	S\$150	+5	+2	-5	20 ft.	15 ft.
Breastplate	S\$200	+5	+3	-4	20 ft.	15 ft.
<b>Heavy Armor</b>						
Splint mail	S\$200	+6	+0	-7	20 ft. <sup>1</sup>	15 ft. <sup>1</sup>
Banded mail	S\$250	+6	+1	-6	20 ft. <sup>1</sup>	15 ft. <sup>1</sup>
Abamantite	S\$600	+7	+0	-7	20 ft. <sup>1</sup>	15 ft. <sup>1</sup>
Full plate	S\$1,500	+8	+1	-6	20 ft. <sup>1</sup>	15 ft. <sup>1</sup>
<b>Shields</b>						
Buckler	S\$15	+1	—	-1	—	—
Shield, light wooden	S\$3	+1	—	-1	—	—
Shield, light steel	S\$9	+1	—	-1	—	—
Shield, heavy wooden	S\$7	+2	—	-2	—	—
Shield, heavy steel	S\$20	+2	—	-2	—	—
Shield, tower	S\$30	+4 <sup>2</sup>	+2	-10	—	—
<b>Extras</b>						
Armor spikes	+S\$50	—	—	—	—	—
Gauntlet, locked	S\$8	—	—	Special	—	—
Shield spikes	+S\$10	—	—	—	—	—

<sup>1</sup> When running in heavy armor, you move only triple your speed, not quadruple.

<sup>2</sup> A tower shield can instead grant you cover. See the description.

## Breastplate

It comes with a helmet and greaves.

## 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 (whether you are using an off-hand weapon or using your off hand to help wield a two-handed weapon), but you take a -1 penalty on attack rolls while doing so. This penalty stacks with those that may apply for fighting with your off hand and for fighting with two weapons. In any case, if you use a weapon in your off hand, you don't get the buckler's AC bonus for the rest of the round.

You can't bash someone with a buckler.

## Chain Shirt

A chain shirt comes with a steel cap.

## Chainmail

The suit includes gauntlets.

## Full Plate

The suit includes gauntlets, heavy leather boots, a visored helmet, and a thick layer of padding that is worn underneath the armor. Each suit of full plate must be individually fitted to its owner by a master armorsmith, although a captured suit can be resized to fit a new owner at a cost of from S\$200 to S\$800 (roll 2d4×100).

## Gauntlet, Locked

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 on any roll made to keep from being disarmed in combat. Removing a weapon from a locked gauntlet or attaching a weapon to a locked gauntlet is a full-round 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 casting spells or employing skills.

Like a normal gauntlet, a locked gauntlet lets you deal lethal damage rather than nonlethal damage with an unarmed strike.

## Abamantite

Composed of a duct tape composite, the suit exposes the stomach of the wearer and includes gauntlets.

## Scale Mail

The suit includes gauntlets.

## Shield, Heavy, Wooden or Steel

You strap a shield to your forearm and grip it with your hand. A heavy shield is so heavy that you can't use your shield hand for anything else.

### Wooden or Steel

Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

### Shield Bash Attacks

You can bash an opponent with a heavy shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a heavy shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement 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, Light, Wooden or Steel

You strap a 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.

### Wooden or Steel

Wooden and steel shields offer the same basic protection, though they respond differently to special attacks.

### Shield Bash Attacks

You can bash an opponent with a light shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a light shield is a martial bludgeoning weapon.

For the purpose of penalties on attack rolls, treat a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement 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, Tower

This massive wooden shield is nearly as tall as you are. In most situations, it provides the indicated shield bonus to your AC. However, you can instead use it as total cover, though you must give up your attacks to do so. The shield does not, however, provide cover against targeted spells; a spellcaster can cast a spell on you by targeting the shield you are holding. You cannot bash with a tower shield, 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.

### 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 as if the shield were designed for a creature one size category larger than you. 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).

An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

### Splint Mail

The suit includes gauntlets.

## Armor for Unusual Creatures

Armor and shields for unusually big creatures, unusually little creatures, and non-humanoid creatures have different costs and weights from those given on Table: Armor and Shields. Refer to the appropriate line on the table below and apply the multipliers to cost and weight for the armor

type in question.

## Masterwork Armor

Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1.

A masterwork suit of armor or shield costs an extra \$150 over and above the normal cost for that type of armor or shield.

The masterwork quality of a suit of armor or shield never provides a bonus on attack or damage rolls, even if the armor or shield is used as a weapon.

All magic armors and shields are automatically considered to be of masterwork quality.

You can't add the masterwork quality to armor or a shield after it is created; it must be crafted as a masterwork item.

## Donning and Removing Armor

The time required to don armor depends on its type; see Table: Donning Armor.

### Don

This column tells how long it takes a character to put the armor on. (One minute is 10 rounds.) Readyng (strapping on) a shield is only a move action.

Table: Armor for Unusual Creatures

Size	Humanoid		Non-humanoid	
	Cost	Weight	Cost	Weight
Tiny or smaller <sup>1</sup>	×1/2	×1/10	×1	×1/10
Small	×1	×1/2	×2	×1/2
Medium	×1	×1	×2	×1
Large	×2	×2	×4	×2
Huge	×4	×5	×8	×5
Gargantuan	×8	×8	×16	×8
Colossal	×16	×12	×32	×12

<sup>1</sup> Divide armor bonus by 2.



Table: Time to Don Armor

Armor Type	Don	Don Hastily	Remove
Shield (any)	1 move action	n/a	1 move action
Padded, leather, hide, studded leather, or chain shirt	1 minute	5 rounds	1 minute <sup>1</sup>
Breastplate, scale mail, chainmail, banded mail, or splint mail	4 minutes <sup>1</sup>	1 minute	1 minute <sup>1</sup>
Half-plate or full plate	4 minutes <sup>2</sup>	4 minutes <sup>1</sup>	1d4 + 1 minutes <sup>1</sup>
<p>1 If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.</p> <p>2 The wearer must have help to don this armor. Without help, it can be donned only hastily.</p>			

## Don Hastily

This column tells how long it takes to put the armor on in a hurry. The armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal.

## Remove

This column tells how long it takes to get the armor off. Loosing a shield (removing it from the arm and dropping it) is only a move action.

# GOODS & SERVICES

All of the goods listed below may be stacked up to 8 units in a character's inventory, unless otherwise noted.

Adventuring Gear	
Item	Cost
Backpack (empty)	S\$2
Barrel (empty)	S\$10
Basket (empty)	S\$5
Battery (per 1/10 KG up to 1 KG)	S\$5
Battery (per 1/10 KG between 1 KG and 2 KG)	S\$15
Battery (per 1/10 KG between 2 KG and 3 KG)	S\$30
Bedroll	S\$1
Bell	S\$1
Blanket, winter	S\$5
Block and tackle	S\$5
Bottle, wine, glass	S\$2
Bucket (empty)	S\$5
Caltrops	S\$1
Candle	10 S¢
Canvas (sq. yd.)	S\$1
Case, map or scroll	S\$1
Chain (10 ft.)	S\$15
Chalk, 1 piece	10 S¢
Chest (empty)	S\$5
Cigarettes (per pack)	S\$8
Crowbar	S\$10
Duct tape (1 roll)	S\$5
Firewood (per day)	10 S¢
Fishhook	1 S¢
Fishing net, 25 sq. ft.	S\$10
Flashlight, Heavy	S\$25
Flask (empty)	S\$3
Grappling hook	S\$15
Hammer	S\$5
Ink (1 oz. vial)	S\$4
Inkpen	S\$1
Jug, clay	S\$3

Ladder, 10-foot	S\$50
Lamp, portable	S\$15
Lantern, hooded	S\$7
Lighter	S\$1
Lock	
Very simple	S\$20
Average	S\$40
Good	S\$80
Amazing	S\$150
Manacles	S\$15
Manacles, masterwork	S\$50
Mirror, small steel	S\$10
Mug/Tankard, clay	2 S¢
Oil (1-pint flask)	S\$5
Paper (sheet)	1 S¢
Parchment (sheet)	2 S¢
Pick, miner's	S\$3
Pitcher, clay	S\$2
Piton	25 S¢
Pole, 10-foot	S\$10
Pot, iron	S\$5
Pouch, belt (empty)	S\$1
Ram, portable	S\$10
Rations, trail (per day)	S\$5
Rope, hempen (50 ft.)	S\$10
Rope, silk (50 ft.)	S\$25
Sack (empty)	S\$1
Sealing wax	S\$1
Sewing needle	5 S¢
Signal whistle	S\$8
Signet ring	S\$15
Sledge	S\$10
Soap (per lb.)	S\$5
Spade or shovel	S\$12
Spyglass	S\$100
Tent	S\$30
Torch	10 S¢
Vial, ink or potion	50 S¢
Waterskin	S\$7
Whetstone	2 S¢
Special Substances and Items	
Item	Cost
Acid (flask)	S\$10

Alchemist's fire (flask)	S\$20
Antitoxin (vial)	S\$50
Everburning torch	S\$110
Glowstick	2 S¢
Holy water (flask)	S\$25
Matchbook (50 ct.)	S\$3
Smokestick	S\$20
Tanglefoot bag	S\$50
Thunderstone	S\$30
<b>Tools and Skill Kits</b>	
<b>Item</b>	<b>Cost</b>
Chemist's lab, home	S\$500
Artisan's tools	S\$5
Artisan's tools, masterwork	S\$55
Climber's kit	S\$80
Disguise kit	S\$50
Healer's kit	S\$50
Holly and mistletoe	—
Holy symbol, wooden	S\$1
Holy symbol, silver	S\$25
Hourglass	S\$25
Magnifying glass	S\$10
Musical instrument, common	S\$50
Musical instrument, masterwork	S\$200
Scale, merchant's	S\$2
Spell component pouch	S\$5
Thieves' tools	S\$30
Thieves' tools, masterwork	S\$100
Tool, masterwork	S\$50
<b>Clothing</b>	
<b>Item</b>	<b>Cost</b>
Artisan's outfit	S\$10
Cleric's vestments	S\$15
Cold weather outfit	S\$30
Courtier's outfit	S\$30
Entertainer's outfit	S\$10
Explorer's outfit	S\$10
Monk's outfit	S\$5
Noble's outfit	S\$75
Peasant's outfit	S\$1
Royal outfit	S\$200
Scholar's outfit	S\$5

Traveler's outfit	S\$10
<b>Food, Drink, and Lodging</b>	
<b>Item</b>	<b>Cost</b>
Ale	
Gallon	S\$10
Mug	S\$4
Banquet (per person)	S\$10
Beer (12 pk.)	S\$15
Beer Hat	S\$35
Bread, per loaf	S\$2
Cheese, hunk of	S\$1
Inn stay (per day)	
Good	S\$50
Common	S\$30
Poor	S\$15
<b>Meals (per day)</b>	
Good	S\$20
Common	S\$10
Poor	S\$5
Meat, chunk of	S\$3
<b>Wine</b>	
Common (pitcher)	S\$12
Fine (bottle)	S\$45
<b>Mounts and Related Gear</b>	
<b>Item</b>	<b>Cost</b>
Barding	
Medium creature	×2
Large creature	×4
Bit and bridle	S\$2
Dog, guard	S\$25
Dog, riding	S\$150
Donkey or mule	S\$80
Feed (per day)	5 S¢
<b>Horse</b>	
Horse, heavy	S\$200
Horse, light	S\$75
Pony	S\$60
Warhorse, heavy	S\$400
Warhorse, light	S\$150
Warpony	S\$100
<b>Saddle</b>	
Military	S\$20

Pack	S\$5
Riding	S\$10
<b>Saddle, Exotic</b>	
Military	S\$60
Pack	S\$15
Riding	S\$30
Saddlebags	S\$4
Stabling (per day)	S\$5
<b>Transport</b>	
<b>Item</b>	<b>Cost</b>
Airship Ticket	S\$25/100 miles
Carriage	S\$100
Cart	S\$15
Galley	S\$300,000
Keelboat	S\$30,000
Longship	S\$100,000
Rowboat	S\$50
Oar	S\$2
Sailing ship	S\$100,000
Sled	S\$20
Wagon	S\$35
Warship	S\$250,000
<b>Spellcasting and Services</b>	
<b>Service</b>	<b>Cost</b>
Bus Ticket	S\$15/50 miles
Coach cab	3 S¢ per mile
Hireling, trained	S\$40 per day
Hireling, untrained	S\$20 per day
Messenger	5 S¢ per mile
Road or gate toll	75 S¢
Ship's passage	S\$1 per mile
Spell, 1 <sup>st</sup> Tier	S\$1 × Caster level1
Spell, 2 <sup>nd</sup> Tier	S\$2 × Caster level1
Spell, 3 <sup>rd</sup> Tier	S\$5 × Caster level1
Spell, 4 <sup>th</sup> Tier	S\$15 × Caster level1
1 See spell description for additional costs. If the additional costs put the spell's total cost above S\$3,000, that spell is not generally available.	

## Adventuring Gear

A few of the pieces of adventuring gear found on Table: Goods and Services are described below, along with any special benefits they confer on the user (“you”).

### Batteries

Can be used to power electronic devices, including scientist tools. To buy a battery of a particular KG, you must pay for all steps between (so, a 1.2 KG battery would cost S\$50 to get to 1 KG, and S\$30 for the 0.2 KG beyond that, for a total of S\$80).

### Beer

Twelve 10-oz. cans of beer. You can drink a number of cans equal to your Constitution Modifier without penalty. Drinking beyond that point deals 1 point of damage to Dexterity, Intelligence, and Wisdom per can. This damage is recovered at rate of 1 per hour. For every three cans consumed, all Imaginary Modifiers go up by 1. If any of your Ability Scores are reduced to 0 by drinking, you may pass out, get sick, or wander off in a drunken haze. Exact consequences are at your Pitfall Master’s discretion.

One can of beer is equivalent to a glass of wine or a shot of hard liquor.

### Beer Hat

The bear holds 2 beers, allowing the wearer to drink as a free action without use of his hands.

### Caltrops

A caltrop is a four-pronged iron spike crafted so that one 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 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (Base Attack Modifier +0) against the creature. For this attack, the creature’s shield, armor, and deflection bonuses do not count. If the creature is wearing shoes or other footwear, it gets a +2 armor bonus to AC. If the caltrops succeed on the attack, the

creature has stepped on one. The caltrop deals 1 point of damage, and the creature’s speed is reduced by one-half 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 half speed or slower can pick its way through a bed of caltrops with no trouble.

Caltrops may not be effective against unusual opponents.

### Candle

A candle dimly illuminates a 5-foot radius and burns for 1 hour.

### Cigarettes

WARNING: Smoking Causes Lung Cancer, Heart Disease, Emphysema, And May Complicate Pregnancy.

### Chain

Chain has hardness 10 and 5 hit points. It can be burst with a DC 26 Strength Check.

### Crowbar

A crowbar grants a +2 Circumstance Modifier on Strength Checks where it provides mechanical advantage. If used in combat, treat a crowbar as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of its size.

### Duct Tape

Duct tape is a ribbon of bendable plastic with cotton thread affixed to its adhesive side for additional strength. The obverse side is a reflective silver color.

### Flashlight, Heavy

A heavy flashlight provides clear illumination in a 60-foot cone and shadowy illumination in a 120-foot cone. It takes a 0.2 KG battery to power, and lasts for 48 hours of use. You can carry a heavy flashlight in one hand. If used in combat, treat a heavy flashlight as a one-handed improvised weapon that deals bludgeoning damage equal to that of a club of one size category smaller.

### Grappling Hook

Throwing a grappling hook successfully requires

a Use Rope check (DC 10, +2 per 10 feet of distance thrown).

## Hammer

If a hammer is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a spiked gauntlet of its size.

## Ink

This is black ink. You can buy ink in other colors, but it costs twice as much and looks silly on formal documents.

## Jug, Clay

This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

## Lamp, Common

A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

## Lantern, Hooded

A hooded lantern clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot radius. It burns for 6 hours on a pint of oil. You can carry a hooded lantern in one hand.

## Lighter

Lighting a torch with a lighter is a full-round action, and lighting any other fire with takes at least that long. The exception is cigarettes, which can be lit as an immediate action if it would look cool.

## 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 Agility Skill to slip free (DC 30, or DC 35 for masterwork manacles). Breaking the manacles requires a Strength Check (DC 26, or DC 28 for masterwork manacles). Manacles have hardness 10 and 10 hit points.

Most manacles have locks; add the cost of the

lock you want to the cost of the manacles.

For the same cost, you can buy child-size manacles.

For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

## 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, 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 feet 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 Circumstance Modifier on Strength Checks made to break open a door and it allows a second person to help you without having to roll, increasing your bonus by 2.

## Rope, Hempen

This rope has 2 hit points and can be burst with a DC 23 Strength Check.

## Rope, Silk

This rope has 4 hit points and can be burst with a DC 24 Strength Check. It is so supple that it provides a +2 Circumstance Modifier on Use Rope Checks.

## Spyglass

Objects viewed through a spyglass are magnified to twice their size.

## Torch

A torch burns for 1 hour, clearly illuminating a 20-foot radius and providing shadowy illumination out to a 40 foot radius. If a torch is used in combat, treat it as a one-handed improvised weapon that deals bludgeoning damage equal to that of a gauntlet of its size, 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.

## Special Substances & Items

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Any of these substances except for the ever-burning torch and holy water can be made by a character with the Craft (alchemy) skill.

### Acid

You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet 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 touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet 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. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex Save. 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 alchemical bonus on Fortitude saving throws against poison for 1 hour.

### Glowstick

This chemical light provides illumination out 5 feet, and shadowy illumination out another 5 feet. They can be triggered one-handed, and last one hour.

### Holy Water

Holy water damages undead creatures and evil

outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. 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 touch attack.

A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

### Match

The alchemical substance on the end of this small, wooden stick ignites when struck against a rough surface. Creating a flame with a match is much faster than creating a flame with a lighter (or a magnifying glass) and tinder. Lighting a torch with a match is a Standard Action (rather than a full-round action), and lighting any other fire with one is at least a Standard Action.

Matches may only be bought in matchbooks.

### Smokestick

This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10 foot cube (treat the effect as a fog cloud spell, 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.

### Sunrod

This 1-foot long, gold-tipped, iron rod glows brightly when struck. It clearly illuminates a 30-foot radius and provides shadowy illumination in a 60-foot 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 touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entan-

gled creature takes a –2 penalty on attack rolls and a –4 penalty to Dexterity and must make a DC 15 Reflex Save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex Save 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 Strength Check or by dealing 15 points of damage to the goo with a slashing weapon. 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 creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

## Thunderstone

You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude Save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a –4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

## Tools and Skill Kits

### Chemist's Lab, Home

A chemist's lab always has the perfect tool for making alchemical items, so it provides a +2 Circumstance Modifier on Craft (alchemy) checks. It has no bearing on the costs related to the Craft

(alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

### 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 masterwork artisan's tools are the perfect tools for the job, so you get a +2 Circumstance Modifier on Craft checks made with them.

### Climber's Kit

This is the perfect tool for climbing and gives you a +2 Circumstance Modifier on Athletics Checks.

### Disguise Kit

The kit is the perfect tool for disguise and provides a +2 Circumstance Modifier on Bluff Checks. A disguise kit is exhausted after ten uses.

### Healer's Kit

It is the perfect tool for healing and provides a +2 Circumstance Modifier on Heal checks. A healer's kit is exhausted after ten uses.

### Holy Symbol, Silver or Wooden

A holy symbol focuses positive energy. A Paladin uses it as the focus for his spells and as a tool for turning undead. Each order has its own holy symbol.

### Unholy Symbols

An unholy symbol is like a holy symbol except that it focuses negative energy and is used by cultists.

### 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 a full-round action. A magnifying glass grants a +2 Circumstance Modifier on Awareness checks involving any



item that is small or highly detailed.

### **Musical Instrument, Common or Masterwork**

A masterwork instrument grants a +2 Circumstance Modifier on Perform checks involving its use.

### **Scale, Merchant's**

A scale grants a +2 Circumstance Modifier on checks involving items that are valued by weight, including anything made of precious metals.

### **Spell Component Pouch**

A spellcaster with a spell component pouch is assumed to have all the material components and focuses needed for spellcasting, except for those components that have a specific cost, divine focuses, and focuses that wouldn't fit in a pouch.

### **Thieves' Tools**

This kit contains the tools you need to use the Mechanics skills for lock-picking. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on lock-picking Mechanics Checks.

### **Thieves' Tools, Masterwork**

This kit contains extra tools and tools of better make, which grant a +2 Circumstance Modifier on lock-picking Mechanics Checks.

### **Tool, Masterwork**

This well-made item is the perfect tool for the job. It grants a +2 Circumstance Modifier on a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

## **Clothing**

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### **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 clothes 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 Circumstance Modifier on Fortitude saving throws 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), you look like an out-of-place commoner.

### **Entertainer's Outfit**

This set of flashy, perhaps even 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).

### **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 S\$100).

### Peasant's Outfit

This set of clothes consists of a loose shirt and baggy breeches, or a loose shirt and skirt or overdress. Cloth wrappings are used for shoes.

### Royal Outfit

This is just the clothing, not the royal scepter, crown, ring, and other accouterments. 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.

## Food, Drink, & Lodging

### Inn

Good accommodations consist of a private room with two beds, a bath tub with massage jets, and keycard access to a fitness center, a swimming pool with ample sunbathing areas, and a hot tub. Wireless Internet is an additional S\$10 per night.

Common accommodations consist of a private room with two beds and a bathroom. Free wireless Internet is included. The swimming pool is not deep enough to accommodate diving.

Poor accommodations have one bed per room, a poorly maintained bathroom with sporadic access to hot water. There's a dead fox in the pool.

### 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.

## Mounts and their Gear

### Barding, Medium Creature 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: Armor and Shields.

Armor for a horse (a Large non-humanoid creature) costs four times as much as armor for a human (a Medium humanoid creature) and also weighs twice as much as the armor found on Table: Armor and Shields (see Armor for Unusual Creatures). 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: Barding's Effect on Speed**

Armor	Speed		
Base Speed	(40 ft.)	(50 ft.)	(60 ft.)
Medium	30 ft.	35 ft.	40 ft.
Heavy	30 ft. <sup>1</sup>	35 ft. <sup>1</sup>	40 ft. <sup>1</sup>

<sup>1</sup> A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Flying mounts can't fly in medium or heavy barding.

Removing and fitting barding takes five times as long as the figures given on Table: 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 Human, Imp, or Quarter-Orc. A pony is smaller than a horse and is a suitable mount for an Elf, Rabbit, or Penguin.

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 Circumstance Modifier on Animals 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.

## Saddle, Riding

The standard riding saddle supports a rider.

## Transportation

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### Airship Ticket

Airships fly at around 25 miles an hour. Airships fly around-the-clock, and so cover 600 miles in a day if flying non-stop.

### Carriage

This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

## Cart

This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

## Galley

This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For \$8,000 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.

## Keelboat

This 50 – to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen 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-foot-long ship with forty 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 – to 12-foot-long boat holds two or three Medium passengers. It moves about 1½ miles per hour.

## Sailing Ship

This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two 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, two 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 vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

## Warship

This 100-foot-long ship has a single mast, although 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 2-½ miles per hour when being rowed or under sail.

## Spellcasting and Services

Sometimes the best solution for a problem is to hire someone else to take care of it.

### Bus Ticket

The price given is for a bus that runs between major cities. You may bring one carry-on bag, and two checked bags.

### Coach Cab

The price given is for a ride in a vehicle that transports people (and light cargo) between towns. Within a town, the price of a cab usually costs S\$1 per minute with a S\$3 minimum. If used as part of a high-speed pursuit, it is considered good form to tip the driver 20%.

### Hireling, Trained

The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay. PCs cannot be hired in this manner, as the company tends to go with someone with more professional lackey experience. Also, because the unions tend to complain.

### Hireling, Untrained

The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

## 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 half 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 ships do not specialize in passengers, but many have the capability 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.

## Spell

The indicated amount is how much it costs to get a spellcaster to cast a spell for you. This cost assumes that you can go to the spellcaster and have the spell cast at his convenience. If you want to bring the spellcaster somewhere to cast a spell you need to negotiate with him, and the default answer is no.

The cost given is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of that component to the cost of the spell.

If the spell has a focus component, add 1/10 the cost of that focus to the cost of the spell. If the spell has an XP cost, add S\$5 per XP lost.

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 two 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 large town to be

reasonably assured of finding a spellcaster with a PDA and network connection (and thus the ability to cast whatever 1<sup>st</sup> Tier spell you may need). Casters capable of casting most 2<sup>nd</sup> Tier spells tend to gravitate to small cities. A large city is necessary to guarantee success in finding someone able and willing to cast 3<sup>rd</sup> Tier spells for you. Only in a metropolis are you likely to find a caster able to use 4<sup>th</sup> Tier spells for hire.

One exception to the above guidelines are if you need a 1<sup>st</sup> or 2<sup>nd</sup> Tier Body spell cast. Most towns larger than one street and a general store will have a 1<sup>st</sup> level Body specialist or Paladin available.

A second exception is in Jacquiland, where Internet access is much more scarce. Treat local casters as Cataloguers, and note that there is a 50% chance they will have the spell desired prepared. If they do not, it will take the standard re-training time as per the Cataloguer rules.

## PERSONAL AND RENTAL VEHICLES

### Overview

Vehicles are described by a number of statistics, as shown on Table: Vehicles.

### Crew

The standard number of crew. In most cases, only one person is needed to drive the vehicle; other crew members serve as gunners or copilots.

### Passengers (Pass)

The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 2 items.

### Cargo Capacity (Cargo)

The amount of cargo the vehicle is designed to carry. This functions like Hammerspace, holding a set number of objects or object stacks. Many vehicles can carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. A passenger takes up two slots of cargo.

### Initiative (Init)

The modifier added to the driver's or pilot's initiative check when operating the vehicle.

### Maneuver

The modifier added to any Agility checks attempted with the vehicle.

### Top Speed

The maximum number of squares the vehicle can cover in 1 round at character scale (with the number of squares at chase scale in parentheses). This is the fastest the vehicle can move.

### AC

The vehicle's Armor Class when stationary.

### Hardness

The vehicle's hardness. Subtract this number from any damage dealt to the vehicle.

### Hit Points (HP)

The vehicle's full normal hit points.

### Size

Vehicle size categories are defined differently from the size categories for weapons and other objects.

### Cost

The price of the vehicle in Snow Dollars

### Buying Used

You can find most vehicles used at the PM's discretion, in almost any state or condition. This provides a discount on the purchase price. For every 10% you knock off, apply a -1 modifier to the initiative and Agility modifiers the vehicle provides. You cannot get a vehicle for less than 10% of the original value.

Used Vehicles may be repaired with Mechanics. Base DC is 15 + (2 for every step above one you try to improve the vehicle's performance). Making repairs costs 5% of the vehicle's Cost in parts and requires a day of work.

### Cars

Most new civilian cars include such standard features as air conditioning, air bags, anti-lock

Table: Automobiles

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	AC	Hardness	HP	Size	Cost
<b>Civilian Cars</b>											
Coupe	1	4	2	-1	-1	185 (18)	9	5	30	L	\$S\$25,000
Luxury Sedan	1	4	3	-2	+0	280 (28)	8	5	34	H	\$S\$32,000
Police Cruiser	1	5	4	-2	-1	220 (22)	8	5	34	H	\$S\$30,000
Sedan	1	4	2	-1	-1	220 (22)	9	5	30	L	\$S\$27,500
Sports Car	1	1	1	-2	+1	360 (36)	8	5	34	H	\$S\$37,000
Station Wagon	1	4	2	-2	+0	185 (18)	8	5	32	H	\$S\$28,000
<b>Civilian Motorcycles</b>											
Dirt bike	1	1	0	+0	+2	165 (16)	10	5	18	M	\$S\$20,000
Motorcycle	1	1	0	-1	+1	275 (27)	9	5	22	L	\$S\$22,500
<b>Civilian Trucks</b>											
HMMWV	1	3	8	-2	-2	140 (14)	8	5	38	H	\$S\$35,000
Minivan	1	4	3	-2	-2	195 (19)	8	5	34	H	\$S\$28,000
Pickup Truck	1	2	14	-2	-2	175 (17)	8	5	36	H	\$S\$27,500
SUV	1	8	4	-2	-2	175 (17)	8	5	38	H	\$S\$30,000
<b>Aquatic Vehicles</b>											
Flat-Bottom Boat	1	4	4	-4	-4	40 (4)	8	3	24	H	\$S\$15,000
Jet-ski	1	1	0	-1	+1	105 (10)	9	5	22	L	\$S\$24,000
Motorboat	1	5	16	-2	-2	55 (5)	8	5	28	H	\$S\$28,000
Yacht	1	3	16	-4	-4	80 (8)	6	5	40	G	\$S\$32,000
<b>Other Civilian Vehicles</b>											
4-wheeler	1	0	5	-1	+1	95 (9)	9	5	22	L	\$S\$23,000
Airship	6	24	48	-6	-4	80 (8)	4	5	28 (×10)	C	\$S\$100,000
Armored truck	2	0	28	-2	-2	175 (17)	8	10	36	H	\$S\$34,000
City Bus	1	39	8	-4	-4	120 (12)	6	5	48	G	\$S\$150,000
Crop Duster	1	3	1	-4	-4	210 (21)	6	5	30	G	\$S\$36,000
Limousine	1	7	4	-4	-4	195 (19)	6	5	38	G	\$S\$37,000
Moving truck	1	2	240	-4	-4	165 (16)	6	5	44	G	\$S\$70,000

brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often also include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. In general, these luxury amenities can be added to a non-luxury car with an increase of \$S\$1,000 to \$S\$4,000 in cost (roll 1d4 to determine). You may not add luxury amenities to a used vehicle unless it has been fully restored.

Unless otherwise noted, civilian cars provide

three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduced to one-half or even one-quarter cover).

### Coupe

A two-door family coupe, this car is two squares wide, four squares long, and perfect for heroes on a budget.

### Luxury Sedan

This is a four-door luxury sedan equipped with a

powerful 5.5-liter, 349-horsepower engine. It is two squares wide and four squares long.

Characters seen driving a luxury sedan gain a +2 circumstance modifier on any Charisma-based check made to impress anyone impressed by status.

## Police Cruiser

Equipped with a 4.6-liter, 220-horsepower engine, large, and durable, it is the workhorse police car. This one available for purchase is slower than one in service (in-service vehicles usually have a top speed of 280), and does not bear any police department's markings. The Police Cruiser is two squares wide and four squares long.

Characters seen driving one of these vehicles get a +1 circumstance modifier to Intimidate checks. If this car is marked as a police vehicle for whatever reason, this improves to a +4 modifier. Note that vehicles improperly marked run a 50% chance of being noticed and investigated by the local authorities whenever they are on the road.

## Sedan

This is an inexpensive four-door family sedan. It is two squares wide and three squares long.

## Sports Car

This is a top-of-the-line exotic sports car—a two-door coupe equipped with a standard 6.0-liter, 550-horsepower engine. The sports car is two squares wide and three squares long.

Characters seen driving a sports car gain a +2 circumstance modifier on any Charisma-based check made to impress anyone impressed by status.

## Station Wagon

This is a four-door station wagon. It is two squares wide and three squares long.

## Bikes

Unlike getting into a car, mounting a motorcycle or dirt bike is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

## Motorcycle

This huge motorcycle sports a 1,450cc engine. It's designed to look cool and compete for space on the roads with automobiles. It is one square wide

and two squares long.

## Dirt Bike

A classic motor bike, this is very similar to the motorcycle used by motorized cavalry scouts. The dirt bike is one square wide and two squares long.

## Trucks

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars.

Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, provides only one-half cover.

## High Mobility Multipurpose Wheeled Vehicle

The four-door HMMWV is a civilian version of the military's all-terrain utility vehicle. It comes equipped with a powerful 6.5-liter, 195-horsepower diesel engine. This vehicle is decked out like a luxury vehicle inside, but is every bit as rugged as the military version.

The HMMWV can be configured in a variety of ways by a dedicated gearhead, however. Such modifications can convert into a two-door pickup, a four-door pickup with a short bed, and a completely enclosed, SUV like body with a hatchback and four doors. Most such owners will strip out the luxury accessories of the civilian version, equip it with puncture-resistant tires, and improve the storage capacity. Increase the cost for a vehicle like this by S\$10,000, but give it four more storage slots, and +5 hardness (+4 on the tires).

A HMMWV is two squares wide and four squares long.

## SUV

One of the largest vehicles on the market, the SUV is a four-door truck equipped with a standard 6.0-liter, 320-horsepower engine. It is two squares wide and four squares long.

## Minivan

The minivan comes equipped with two conventional doors up front, sliding doors on the side, and a rear hatch-style door. It is two squares wide and four squares long.

## Pickup Truck

This two-door pickup truck has a 4.2-liter, 202-horsepower engine. The pickup truck is two squares wide and four squares long.

## Civilian Aquatic Vehicles

Piloting a water vehicle is covered by the Agility skill.

### Motorboat

This is a large runabout—a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading it requires a paved boat ramp and 10 minutes of work. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit. This boat is two squares wide and four squares long.

### Yacht

This cabin cruiser is a large boat with two internal diesel engines. It comes equipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit. This boat is three squares wide and six squares long.

### Jet ski

This is a two-seat watercraft that propels itself with a powerful jet of water. The jet ski is one square wide and two squares long, and provides no cover for its riders.

### Flat-Bottom Boat

This boat is really more of a glorified raft with an engine of some sort strapped to it, and some rudimentary efforts at seating and storage. It provides one-half cover against attacks from the water-line, and no cover from attacks from above. This boat is two squares wide and three squares long.

## Other Civilian Vehicles

A few types of vehicles don't fit neatly into the categories covered above. Many of these (such as the armored truck and the limousine) are usually custom built, so the model name isn't specified as

it is with most other vehicles in this section. The description and stats reflect a typical model.

### 4-wheeler

This all-terrain vehicle is something like a four-wheeled motorcycle. It is one square wide and two squares long. It provides no cover for its riders.

### Airships

Airships are rigid frames with air sacs mounted on the exterior, allowing them to float. They are almost always the most direct route between two points, if not the fastest in all cases. The standard airship is equipped with a medium machine gun, and can comfortably accommodate 24 passengers (plus crew) for up to a month. Due to its compartmentalized nature, it must take its HP in damage 10 times in order to be disabled. Airships provide total cover to all passengers, and nine-tenths cover to whoever mans the machine gun. Airships have Poor maneuverability while in flight, except they can hover.

The gondola of an airship is three squares wide and eight squares long. The hull is usually over 75 squares long, and about 20 to 30 squares wide depending on the fullness of the air sacs. Passengers, engines, and cargo are housed in structures inside the rigid structure of the hull.

### Armored Truck

Used to transport money between businesses and financial institutions, armored trucks are designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. The armored truck is two squares wide and four squares long. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tires.

### City Bus

This is a typical city bus. It has a door at the front and a second door about halfway down the right-hand side. This vehicle is two squares wide and eight squares long. It provides three-quarters cover for crew and passengers.

### Crop Duster

This common single-engine propeller plane is relatively inexpensive. A Crop Duster is seven



squares wide (including wings; fuselage is one square wide) and six squares long. It provides three-quarters cover for crew and passengers. Crop Dusters have Average maneuverability in flight.

## **Limousine**

A limousine is a big, comfortable car. The statistics given are for a moderate-sized vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small refrigerators. A partition divides the front seat from the rest of the vehicle. A limousine is two squares wide and five squares long. It provides three-quarters cover for its occupants.

Renting a limousine for an evening costs anywhere from S\$400 to S\$1000 depending on service used.

Characters seen riding in a limousine gain a +2 circumstance modifier on any Charisma-based check made to impress anyone impressed by status. Characters seen driving, however, get a -2 circumstance modifier on those same checks.

## **Moving Truck**

This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available as rentals. A moving truck is two squares wide and five squares long. It provides three-quarters cover for occupants in the cab and full cover for any in the back.

# CHAPTER TEN

## MAGIC AND SPELL SCHOOLS

### Overview

In this chapter, you'll learn the history of magic on Pao, and the specialization schools of modern magic.

This chapter also contains a list of spells divided by school and tier.

### History of Magic

In the distant past, magic's tendency to spiral out of control destroyed civilizations, left half the Old World desert, and gave rise to a Vampire stranglehold on the New World. Very little is known about ancient magic, as its power and volatility ruined the same civilizations it built. Records and knowledge of ancient magic were sometimes lost or hidden, but often destroyed.

Taboos around the practice of any magic were only overcome centuries after the Collapse when a less volatile system of channeling magical power was discovered in the small shoe-making village of Roam. With arbitrary seeming systems of rules that governed its practice and effectiveness, modern magic was slowly adopted across the Old World, and gave rise to centuries of peaceful unity across the continent, a veritable Pax Romana.

While the Roaman Empire's attempt to reclaim the New World from the Vampires eventually led to its splintering, the Roaman system of modern magic has outlasted the Empire by centuries. Regular people appreciate the convenience that magic's practical applications lend their daily lives. Politicians appreciate that even a lifetime of studying modern magic won't allow one man to destroy a SWAT team, let alone an army.

### Ancient Magic Today

Practice of true ancient magic is negligible today, limited to a few cults and art collectors tapping into the power of artifacts that survived the Collapse. Practitioners of ancient magic generally apply it to manipulation, corruption, destruction, or death.

Possession of sealed, or inactive, artifacts of

ancient magic is legal, and most such known artifacts are displayed in museums and private collections.

The actual practice of ancient magic is not only looked down upon, but actually illegal. Cataloguers and Paladins hold the line against the encroachment of such dark forces. Catalogers take an academic approach and immerse themselves in knowledge to more effectively seal ancient artifacts and survive their effects, while Paladins hit the gym, eat an insane amount of protein, and smash any physical manifestations of ancient magic into gooey bits.

### Modern Magic

Playable characters have access to modern magic, which is broken into several disciplines known as "Spell Schools." Each school has four tiers of spells, with first tier spells the easiest to master, and fourth tier spells the most difficult.

#### Spell Name

**CASTING DC:** How hard it is to cast

**CASTING TIME:** How long it takes to cast

**COOLDOWN:** How long until it can be cast again

**RANGE:** How far the spell can be cast

**TARGET:** Who/what the spell hits

**DURATION:** How long the spell lasts

**SAVING THROW:** How a target can avoid effects

**SPELL RESISTANCE:** Effectiveness of spell resistance

This text will tell you what a spell does, and any other information needed to cast it.

A single spell may have multiple uses, and it is recommended that players familiarize themselves with the entirety of the entries for any available spells.

*Text in italics is goofy flavor text, because we like adding jokes wherever possible.*

# AIR

## Overview

### Specialization Bonus:

#### Weatherman

Air Mages have attained such mastery of weather that they may ignore all penalties caused by weather effects, whether naturally occurring or created by magic.

## Tier One Air Spells

### Detect Current

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Personal

**TARGET:** Personal

**DURATION:** Concentration

**SAVING THROW:** None

**SPELL RESISTANCE:** None

This spell allows the caster to sense the flow of an air current from up to one mile away. Additionally, the caster may adjust the flow of air in his immediate area.

Possible manipulations include, but are not limited to: doubling or halving the speed of a flow within a 5 square radius, or altering the direction of a flow within a 5 square radius by up to 10 degrees.

*Wind is a pretty incredible thing. It can send boats across the globe and mess up your hair on school photo day, but if you can control the wind, you're pretty incredible too. Also you might be able to have a decent school photo for once.*

### Extend Breath

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** Creature

**DURATION:** 10 minutes

**SAVING THROW:** None

**SPELL RESISTANCE:** None

This spell affects the target in two ways. First, the target can hold its breath for twice as many rounds as normal. Second, the target can choose to exhale gases other than carbon dioxide (such as helium). Gases are limited to those that can be formed from Hydrogen, Helium, Carbon, Nitrogen, and Oxygen.

*Extend Breath was originally invented for use at LAN parties, so that even if your stinking friends won't use deodorant, you don't have to smell them.*

### Fog Cloud

**CASTING DC:** Standard

**CASTING TIME:** 1 full round

**COOLDOWN:** Standard

**RANGE:** 1 square per level

**AREA:** 2 square radius sphere

**DURATION:** 1 minute

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The caster summons a cloud of fog that hampers vision. The center of the fog can be placed up to 1 square away per caster level. The total area covered is a 2 square radius per caster level. The air mage specialization allows the caster of this spell alone to be unaffected by the effects but not other specialized air mages. Creatures within the cloud have concealment within 1 square while anything past 1 square is completely obscured by the cloud. A minor breeze (10 mph) blows the cloud away after 1 round.

*Fog provides cover from arrows on open ground. It doesn't provide cover from cars on the freeway.*

### Icarus Wings

**CASTING DC:** Standard

**CASTING TIME:** Immediate

**COOLDOWN:** Standard

**RANGE:** Personal (emanation)

**AREA:** 3 square radius sphere

**DURATION:** 1 round per caster level

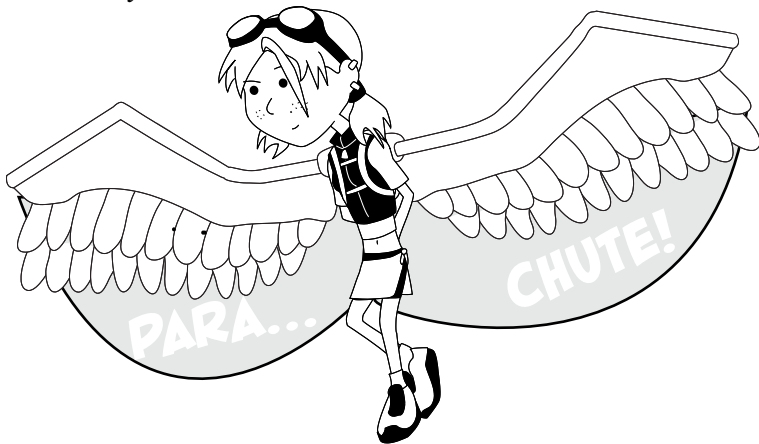
**SAVING THROW:** None

**SPELL RESISTANCE:** None

Creatures within the target area fall only at a rate

of 1 square per round.

*Just don't fly too close to the sun. They aren't tested for that.*



### Magic Hand

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 2 squares per caster level  
**EFFECT:** 1 ghostly hand  
**DURATION:** Concentration (See text)  
**SAVING THROW:** Fortitude Half (See text)  
**SPELL RESISTANCE:** Yes (See text)

The caster forms a ghostly hand that can be used to manipulate the environment at range. The hand can manipulate up to 5 pounds at once. The caster may choose to exhaust the duration of the spell by making a ranged touch attack. The attack deals 1d6 +1 per caster level damage and ends the spell.

*High five? Why not higher five?*

### Run Like the Wind

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Touch  
**TARGET:** Creature  
**DURATION:** 10 minutes  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

The move speed of the target is increased by two squares. This boost only affects base land speed.

*This spell is prohibited from use by professional athletes. It's really amazing what shows up on a*

*urine drug screen.*

### Wind Dancer

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Touch  
**TARGET:** Creature  
**DURATION:** 1 round per level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The target receives a +2 deflection bonus to AC.

*It's hard to hit the wind... or is it easy to hit the wind? I can't remember, but it seems like the wind would be a fairly easy target. Regardless, this spell makes you harder to hit, and in that sense, makes the wind easier to hit. Whiff!*

## Tier Two Air Spells

### Boost Dexterity

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Touch  
**TARGET:** Creature  
**DURATION:** 1 minute per level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The target's Dexterity is boosted by 4.

*Finally, I can eat with chopsticks! I'll never get cheese puff dust on my fingers again, or need to use magic hand to funnel them into my mouth!*

### Fresh Air Bubble

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Personal (emanation)  
**AREA:** 1 square radius per caster level  
**DURATION:** 1 round per caster level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster fills the area with fresh air. Creatures within the area of the spell can breath normally,

even in a vacuum.

*Got a room that smells like redneck farts?  
KNOCK IT OUT! With Fresh Air Bubble you  
can finally breathe easy, no matter how pro-  
foundly smelly your allies are.*

### Message

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Line of Sight  
**TARGET:** Creature  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster mouths a message that is transmitted at the speed of light to the target.

The message cannot be audibly intercepted, but those nearby may read the caster's lips if they are aware.

The message cannot transcend language barriers. The caster can speak 25 words per casting.

The target cannot speak back in the same manner, but may react to anything said in the message appropriately.

*This spell was invented by students to bypass  
magically enforced silence. They aren't very good  
students.*

### Silence

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 2 squares per level  
**AREA:** 1 square radius per level  
**DURATION:** 1 round per level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster creates an area in which no sounds can be generated or enter. Spell casting is impossible within the area and sound-based abilities are ineffective.

*Silence was invented by elementary school teachers to shut their students up during class, and not by alchemists as is commonly believed.*

## Tier Three Air Spells

### Fly

**CASTING DC:** Standard  
**CASTING TIME:** 1 full round  
**COOLDOWN:** Standard  
**RANGE:** 1 square per level  
**TARGET:** Creature  
**DURATION:** 1 minute  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

The caster confers limited flight to the target. Targets have a fly speed of 12 squares with average maneuverability. With the exception of limitations imposed by their flight maneuverability, the target may act normally under the effects of this spell.

*Pilots generally have to go through years of training before they are allowed to fly, but sure, let's just let everybody be airborne.*

### Gust

**CASTING DC:** Standard  
**CASTING TIME:** 1 full round  
**COOLDOWN:** Standard  
**RANGE:** 12 squares  
**AREA:** 2 square wide line extending out from the caster  
**DURATION:** Concentration + 1 round  
**SAVING THROW:** Fortitude or Reflex negates  
**SPELL RESISTANCE:** None

The caster creates a steady gust of wind. The windspeed may range from 10 mph to 50 mph (caster's choice). Creatures in the area of the burst must make a Fortitude Save or a Reflex Save to withstand the blast or duck to the side. Creatures that fail their save are thrown back 1d4 squares and take 1d6 points of damage per square they are thrown. Creatures medium sized or smaller cannot move against winds moving 50 mph. This spell also recreates any effects one would expect a severe wind to have.

*Hahaha, there goes your senior portfolio blowing down the street!*

### Vacuum

**CASTING DC:** Standard

**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 2 square per level  
**AREA:** 1 square radius per level sphere  
**DURATION:** Concentration + 3 rounds  
**SAVING THROW:** Fortitude Half (See text)  
**SPELL RESISTANCE:** None

The caster forces the air out of a designated area.

Creatures within the area are free to move in and out as they wish. While inside the area, creatures must hold their breath. Creatures that remain in the area for more than 5 rounds must pass Fortitude Saves each round after that, or else take 1d4 points of damage per round of exposure (a successful save halves the damage). Once a creature has held its breath for as long as it can, it must make Fortitude Saves per the suffocation rules.

Inanimate objects under pressure will explode.

*Nature abhors a vacuum. So does my dog, but in that sense, are dogs not a part of nature?*

**COOLDOWN:** 1 Minute  
**RANGE:** 1 square per caster level  
**AREA:** 2 square radius  
**DURATION:** 1 minute  
**SAVING THROW:** Reflex negates (See text)  
**SPELL RESISTANCE:** Yes

The caster summons a miniature twister 4 squares tall and 3 squares across at the top. As a Standard Action, the caster can move the twister up to 4 squares per round and can pick up 1 large, 2 medium, or 3 small creatures or objects.

Creatures inside the twister take 8d4 points of damage each round, while creatures adjacent to it take half damage. If there is room inside the twister, creatures adjacent to it must pass a Reflex Save or else be sucked inside. If the twister enters the square of a creature, the Reflex Save DC is increased by 5. The caster may as a free action eject an item from the twister. The ejected item or creature flies 2d4 squares away in the direction of the caster's choice and falls prone.

While inside the twister, creatures may attempt a DC 25 Agility or Athletics skill check as a Standard Action to free themselves. Freed creatures land 2 squares away in a random direction. Cooldown begins after the spell ends.

*I don't know why, but trailer parks are like lightning rods for this spell.*

## Tier Four Air Spells

### I am Wind

**CASTING DC:** Standard  
**CASTING TIME:** 1 minute  
**COOLDOWN:** Standard  
**RANGE:** 5 squares  
**TARGET:** Creature per caster level  
**DURATION:** 1 hour per level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster confers the freedom of flight upon self and allies. While the spell is active, targets may choose from a fly speed of 2 squares with perfect maneuverability, or 120 squares (60 mph) with poor maneuverability. Any hostile actions taken while flying end the spell immediately, though targets may be attacked without risk of falling. Spell cooldown begins upon activation.

*Third star on the left, and straight on till you see the billboards for the exotic animal dancing club.*

### Trailer Park Demon

**CASTING DC:** Standard  
**CASTING TIME:** 1 full round

## BODY

### Overview

Body Mages know more about physiology than anyone else wants to hear about—or at least they think they do.

### Specialization bonus: Personal Trainer

Body Mages always roll max health for their mage class levels. Additionally, the Body Mage may select a party member and act as their personal trainer. That party member can re-roll their hit die gained from leveling until they get a result at or above half.

## Tier One Body Spells

### Alter Weight

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 1 square per level

**TARGET:** 1 creature

Duration 1 minute per level

**SAVING THROW:** Fortitude Negates

**SPELL RESISTANCE:** Yes

The caster forces the weight of the target to double or halve for the duration of the spell. Additionally, the sudden increase in weight may cause the target to lose balance (DC 15 Agility Skill Check) or cause a structure to collapse below it.

*Lose ten pounds in six seconds or your money back!*

### Common Cold

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 2 squares per level

**TARGET:** 1 creature

**DURATION:** 72 hours

**SAVING THROW:** Fortitude Negates

**SPELL RESISTANCE:** Yes

The target must pass a Fortitude Save, or else be turned into a disease zombie for 72 hours. Disease zombies are mindless and think only of coughing on and scratching other people. People who come into direct contact with a disease zombie must also pass a Fortitude Save, or else be infected.

*Make sure you get your flu shot. Once you get turned into a zombie you'll never forget to again.*

### Cure

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** 1 creature

**DURATION:** Instantaneous

**SAVING THROW:** Fortitude Half (see text)

**SPELL RESISTANCE:** Yes (see text)

The caster channels positive energy to heal a creature's HP 1d8 per two caster levels plus 1 point per caster level. For example, a 3<sup>rd</sup> level caster cures 2d8 + 3 HP.

This spell may also be used offensively against disease zombies. A disease zombie affected by this spell takes equivalent damage (Fortitude Save for half). If a disease zombie is reduced to zero hit points by this spell, it is cured of the zombie disease.

*Many years back, several preachers cured the sick claiming that they were healing people with the power of the all loving Human God. They were later proven to be frauds who were just using magic. They ended up going nutty and forming a polygamist cult. Not that I'm jealous....*

### Dextromethorphan/Acetaminophen/Diphenhydramine

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** 1 Infected Creature

**DURATION:** Instantaneous (See Text)

**SAVING THROW:** Fortitude Negates (See Text)

**SPELL RESISTANCE:** Yes

The caster forcefully cures an infected disease zombie. Only sentient disease zombies are entitled to a Fortitude Save to negate the effect.

Disease zombies affected by this spell are cured, but knocked unconscious for 1d6 + 2 hours. Only the intervention of a deity can wake someone up before that.

*High school kids are notorious for using this spell recreationally for the sedating effect.*

### Lactic Acid/Increase Oxygen

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 1 square per level

**TARGET:** 1 creature

**DURATION:** 1 minute per level

**SAVING THROW:** Fortitude Negates (see text)

**SPELL RESISTANCE:** Yes (see text)

The caster either increases or decreases the target's ability to perform physical work. The target either has its movespeed decreased by two squares and can only run for half as long as normal, or has its movespeed increased by 1 square and can run for twice as long as normal.

*Oh, man, I'm so full of energy! Anyone wanna wrestle?!*

## Spirit of the Monkey

**CASTING DC:** Standard

**CASTING TIME:** Swift

**COOLDOWN:** Standard

**RANGE:** 3 squares per level

**DURATION:** 1 round (see text)

**SAVING THROW:** Fortitude Negates

**SPELL RESISTANCE:** Yes

The caster summons a small orb that can be thrown as a Standard Action. During flight, the orb transmutes itself into a wad of monkey poo.

If the caster succeeds on a ranged touch attack against the target, the target must make a Fortitude Save, or else be blinded for 1 round.

On a successful Fortitude Save, the target still suffers a -2 to Diplomacy Skill Checks until bathing.

*I'm sorry, sir, but you'll need to wash up before we can seat you.  
Your face smells of the remains of the remains of the day.*

## Steroids

**CASTING DC:**  
Standard

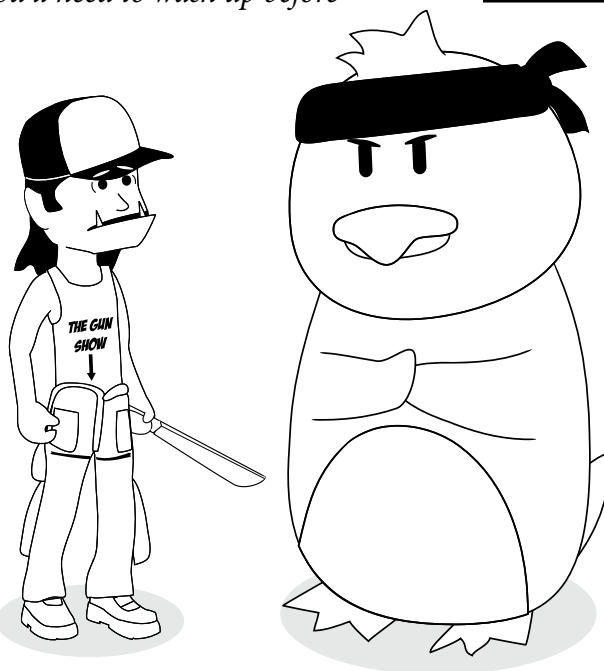
**CASTING TIME:**  
Standard

**COOLDOWN:**  
Standard

**RANGE:** 1 square  
per level

**TARGET:** 1 creature

**DURATION:** 1  
round per level



**SAVING THROW:** Fortitude Negates

**SPELL RESISTANCE:** Yes

The caster alters the chemical balance of the target to increase physical fitness. The target of the spell gains a +1 bonus on attack and damage rolls per 2 caster level and a +4 bonus on Fortitude Saves and constitution checks. Additionally, the target takes a -2 penalty on knowledge magic checks, concentration checks, and junk shrivelage.

*I'm so buff, that I'm in the buff—to better allow you to see how buff I am. Stop looking at that! Sure it shrunk, but the rest of me is ripped.*

## Throwing Punches

**CASTING DC:** Standard

**CASTING TIME:** 1 swift action

**COOLDOWN:** 1 round

**RANGE:** Touch

**TARGET:** 1 creature

**DURATION:** 1 round

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The caster gains a bonus on unarmed attack and damage rolls equal to caster level.

*It's not the throwing of punches that mages struggle with, it's the taking of them.*

## Tier Two Body Spells

### Alter Size

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** 1 creature

**DURATION:** 1 minute

**SAVING THROW:** None

**SPELL RESISTANCE:** None

Increase or decrease the size of the target by one size category.

If an increase, the target gains a +2 bonus on intimidation checks against bears.

*Step right up! It's the biggest penguin you have ever seen!*



## Cold Blooded

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 1 square per level

**TARGET:** 1 creature

**DURATION:** 1 minute per level

**SAVING THROW:** Fortitude Negates

**SPELL RESISTANCE:** Yes

The target takes double damage from fire and cold attacks.

*Finally, you can get revenge on that lizard of a frat guys you dated last year.*

## Cripple Immune System

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 1 square per level

**TARGET:** 1 creature

**DURATION:** 24 hours (see text)

**SAVING THROW:** Fortitude Negates

**SPELL RESISTANCE:** Yes

On a failed save, the target's immune system is weakened severely. The target suffers a -5 penalty on all disease-related saving throws and the base duration of a subsequent zombie state will have a minimum of 1 week.

*You probably wanna make sure you do a good job washing your hands for the next few weeks.*

## Flu

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 1 square per level

**TARGET:** 1 creature

**DURATION:** 1 round per level (see text)

**SAVING THROW:** Fortitude Negates

**SPELL RESISTANCE:** Yes

The target must pass a Fortitude Save, or else catch the flu.

Creatures affected by the flu take 1d6 points of damage each round they are afflicted. At the end

of the duration, the target must make another Fortitude Save or be turned into a zombie. The DC of the second Fortitude Save is increased by 1 for every 3 points of damage the target suffered as a result of this spell.

*Side effects include nausea, vomiting and diarrhea, but it's not like you'll care—you're a zombie.*

## Spirit of the Panda

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** 1 creature

**DURATION:** 1 minute per level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The target's Constitution is increased by 4.

*Most people know pandas like to eat bamboo, but most don't know that they can really take a punch too. Don't believe me? Go punch a panda and tell me how it worked out for you.*

## Tier Three Body Spells

### De-buff

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 3 squares per level

**TARGET:** 1 creature

**DURATION:** Instantaneous

**SAVING THROW:** Will Negates

**SPELL RESISTANCE:** Yes

The target must pass a Will Save, or else lose 1d4 active buffs. The caster may choose which buffs are deactivated.

*That'll buff right out.*

### Influence-za

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 1 square per level

**TARGET:** 1 disease zombie per level, no two of which can be more than 6 squares apart.

**DURATION:** 1 day per level

**SAVING THROW:** Will Negates (see text)

**SPELL RESISTANCE:** Yes

The caster attempts to gain control over disease zombies. Only sentient disease zombies get a save to resist the effect. The caster gains total control over the zombies' actions. If a zombie is cured or is healed naturally before this spell ends, it is no longer under the effects of this spell.

*I don't have to pay delivery fees if the pizza guy is a zombie.*

## Restoration

**CASTING DC:** Standard

**CASTING TIME:** 1 full round action

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** 1 creature

**DURATION:** Instantaneous

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The caster channels positive energy into the creature to restore 1d4 points of ability damage to 1 stat.

*Rubs some dirt on it and get back into the fight.*

## Swine Flu

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** 1 creature

**DURATION:** Instantaneous

**SAVING THROW:** Fortitude negates

**SPELL RESISTANCE:** Yes

This spell functions like common cold except that the effect is permanent until the target receives magical healing.

*It's just like the real swine flu example it turns you into a zombie and lasts until you are magically healed. But other than those 2 things it is identical to swine flu. Oh, and I guess swine flu is transferred through respiratory droplets and*

*this one is transferred by biting, but other than those 3 things it is identical to the swine flu.*

## Transformation

**CASTING DC:** Standard

**CASTING TIME:** 1 swift action

**COOLDOWN:** Standard

**RANGE:** Personal

**TARGET:** Personal

**DURATION:** 1 round per level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The caster gains a +6 bonus to strength and constitution (this bonus does not stack with other effects that boost strength and constitution). Additionally, the caster loses the ability to cast spells or use magic or science items. The caster can choose to end the spell prematurely.

*They say, "don't bring a knife to a gunfight." Fortunately these guns are with me all the time.*

## Vaccination

**CASTING DC:** Standard

**CASTING TIME:** 1 full round action

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** 1 creature

**DURATION:**

**SAVING THROW:** Fortitude Negates (see text)

**SPELL RESISTANCE:** Yes (see text)

You confer upon the target a +5 bonus against disease related spells. Additionally, if the target is already afflicted by a disease they can re-roll their Fortitude Save to resist the effect.

*It's more fun to be on the giving end than the receiving end of this spell.*

## Tier Four Body Spells

### LEECHES!

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 3 squares per level

**AREA:** 1 square radius per level

**DURATION:** 1 round per level

**SAVING THROW:** Reflex Half

**SPELL RESISTANCE:** Yes

The caster summons and throws a handful of leeches toward the target area. Anyone caught in the area is entitled to a Reflex Save. Failure means they are covered in 3d4 leeches. Each round at the beginning of the caster's turn each creature afflicted by leeches takes 1d4 points of damage per leech stuck to them. The leeches can be burned off with fire. Robots and Doppelgangers are immune to this attack.

*Trust me, this is good for your pores.*

## Quarantine

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**AREA:** 3 square radius per caster level

**DURATION:** 1 hour per level

**SAVING THROW:** Will Negates (see text)

**SPELL RESISTANCE:** Yes

The caster wards an area against disease. Non-sentient disease zombies cannot pass through the perimeter of the spell. Sentient disease zombies are entitled to a Will Save before attempting to enter. The cooldown begins when the spell is cast.

*Now if only someone would make a variant for door to door salesmen.*

# FIRE

## Overview

Fire magic can be used to create and control flames for bands' stage shows, filming movies, or lighting restaurants.

Most fire mages learn their craft as firemen, extinguishing flames, getting in shape, and saving lives.

## Specialization Bonus

Fire-axe proficiency, d6 hit die for mage levels

## Tier One Fire Spells

### Control Temperature

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** Creature

**DURATION:** 1 hour

**SAVING THROW:** None

**SPELL RESISTANCE:** None

Target is unaffected by changes in environmental temperature, but still vulnerable to freezing spells and lava.

*Control Temperature was originally created to make chainmail bikinis a viable option in the winter months. It has been considered one of the greatest achievements of the magic community and is linked to a 95% reduction in frostbite.*

### Detect Heat

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Personal

**AREA:** 12 square cone

**DURATION:** Concentration

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The caster achieves visual perception of heat emissions from all objects within sight. While detect heat is active, the caster can readily recognize very sharp changes/differences in heat (example, a person in a walk-in freezer). If the caster focuses for 3 rounds on an area, more subtle/gradual heat differences become apparent (Individual silhouettes in a crowd of people).

*Initially marketed as "night vision," this spell was frequently confused with "knight vision" (a lack of peripheral vision from wearing a jousting helmet).*

### Fire Alarm

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**AREA:** 20 square radius area

**DURATION:** 1 hour per caster level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The caster marks an area such that a chosen trigger will sound an alarm. The trigger is determined at the time of casting and can be as vague or specific as the caster desires. Once the trigger has occurred, the spell emanates a loud screech or a telepathic signal to be sent directly to the caster (caster's choice made at the time the spell is cast). A caster can only have one such alarm active at any given time.

*Don't worry, this spell won't be on the final exam due to its penchant for clearing out exam centers.*

## Flare

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 3 squares per level

**AREA:** 1 square per level radius

**DURATION:** Instantaneous

**SAVING THROW:** Fort (Negate)

**SPELL RESISTANCE:** Yes

Produces a bright flash at range. As the bolt flies it leaves behind a trail of brilliant light. Any creature caught in the resultant blast must make a Fortitude Save, or else be blinded for 1 round.

*Caution: Do not aim directly at self or rescue helicopter.*

## Light

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Personal or Object Touched

**AREA:** 60 ft cone

**DURATION:** 1 minute per level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

## Eye Beams

The caster's eyes light up and radiate light cones extending out 12 squares. Blinking or closing one's

eyes will interrupt the spell, but not end it. The light radiated is equal in intensity to one torch per eye.

## Glowing Object

The caster makes a held object glow with the same relative intensity as a candle, although the light radiated extends out to 6 squares. The object may be covered to conceal this light. The light radiated is equal in intensity to a torch.

*Light was initially conceived as a utility spell to help caster find their cars in crowded parking lots. Unfortunately, once everyone started casting it, finding your own car was like finding a flaming needle in a flaming haystack. The haystack burns with the intensity of a candle and hurts as much to look directly into.*

## Spark

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 1 square per caster level

**TARGET:** Creature or unattended object

**DURATION:** Instantaneous

**SAVING THROW:** Reflex negates

**SPELL RESISTANCE:** Yes

With a snap of fingers, the caster alters the entropy of the universe to set the target ablaze. Creatures targeted by the spell need to make a Reflex Save, or else come aflame. All the normal rules for being on fire apply except that the DC to extinguish the fire is the save DC of the spell.

*Got a light?*

## Tier Two Fire Spells

---

### Boost Charisma

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** Creature

**DURATION:** 1 minute per level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The target's charisma is boosted by 4.

*This spell will make people want to play with you like a pyromaniac wants to play with fire.*

## Fire Resistance

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Personal

**TARGET:** Yourself

**DURATION:** 1 Minute per Level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The caster's tolerance to fire is magically augmented. The caster gains fire resistance of 5 per caster level. For every 5 damage absorbed by this spell, the save DCs of your spells increases by 1.

Bonuses to DCs last for 1 minute. Taking additional fire damage within a minute does not refresh the timer.

*The firefighters union spent over eight million snow dollars lobbying the government to keep a building version of this spell locked up in legislative hell.*

## Firearms

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** Creature

**DURATION:** 1 round per level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

What's scarier than a giant man about to beat you?

A giant man about to beat you up with flaming arms.

The arms of the target of this spell come ablaze. The target may deal an extra 1d6 fire damage with unarmed attacks. Additionally, if the target is successful on a grapple check, the subject of the grapple is set on fire with no save. The target of the spell is immune to damage resulting from arm-located fires or grappling opponents who are also on fire. For the purposes of this spell, Giddy Up! does not qualify as a grapple.

*Firearms was originally devised as a means of cooking meals on the go. It is banned by most offices after the great cubicle fire of '87.*

## Intensify Flame

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Line of Sight

**TARGET:** Active flame

**DURATION:** See text

**SAVING THROW:** None

**SPELL RESISTANCE:** None

Fires targeted deal double damage but last half as long.

*For the busy pyromaniac.*

## Ladder Up!

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Personal

**TARGET:** Personal

**DURATION:** 1 rounds per level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

You gain a climb speed equal to your movement speed.

*Selected by Firefighters Monthly as the second best spell for getting a cat out of a tree. First best was flare.*

## Tier Three Fire Spells

---

### Firewall

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** See text

**AREA:** See text

**DURATION:** 1 rounds per Level

**SAVING THROW:** Reflex half

**SPELL RESISTANCE:** Yes

### Line of fire

The caster creates a placeable wall within 2

squares per level. The wall takes up 1 square per caster level and is 5 ft tall. Creatures adjacent to the wall take 1d6 points of fire damage while creatures that pass through the wall take 1d6 points of fire damage per caster level.

### Ring of fire

Creates a circular shield in the squares around the caster that follows him. Move speed is half normal while the spell is up. Creatures adjacent to the caster take damage as though they had passed through the wall.

*Particularly useful for keeping very homeless/religious people from sitting next to you on the trolley.*

### Suppress Fire

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 2 squares per caster level  
**VOLUME:** 2 cubes per caster level  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster suppresses and extinguishes all flames within 2 square cubes per caster level. When attempting to extinguish another fire Mage's work, the caster must make a caster level check against the save DC of the spell used to create the fire.

*Commonly used by firefighters, this spell was invented by the very religious/homeless to facilitate bothering people on the trolley.*

### Volcanic Smoke

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 3 squares per level  
**AREA:** 1 square radius per caster level  
**DURATION:** 1 rounds per level  
**SAVING THROW:** See text  
**SPELL RESISTANCE:** Yes

The caster fires a pyroclastic blast at a square. Creatures caught in the radius of the blast must make a Fortitude Save to avoid being nauseated and a Fortitude Save to avoid being blinded.

Nausea and blindness last for a number of rounds equal to your caster level.

*If you or a loved one were occupationally exposed to volcanic smoke and have been diagnosed with mesothelioma, call the law offices of Billy Esquire, Attorney for Hire—or just go find a third level body mage.*

## Tier 4 Fire Spells

### Quad Heat

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 20 squares  
**AREA:** 4 square radius sphere  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex (See text)  
**SPELL RESISTANCE:** Yes

The caster fires a small ball of magical energy at a square. Upon impact, the ball explodes, dealing damage to all creatures and objects in the area. Creatures are entitled to a Reflex Save. On a failed save, the creature takes 2d4 fire damage, 2d4 magnetic (electric) damage, 2d4 friction (bludgeoning) damage, 2d4 radiation damage, and is flung to the edge of the blast radius (roll a d8 to determine direction—North is 1, and go clockwise from there) and lands prone. On a successful save, the creature takes half damage and remains in its square. If the target has evasion, and makes its save it takes no damage, but is still moved to the edge of the blast radius (target's choice).

*They say a watched pot never boils. With this spell you'll get to see one sublimate.*

# MATHEMAGIC

## Overview

Overview text

### Specialization Bonus:

#### Doctoral Thesis

Mathemages gain special bonuses when casting Mathemagic spells.

## Tier One Mathemagic

### Bell Curve

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 2 squares per caster level  
**TARGET:** Creature  
**DURATION:** 1 minute  
**SAVING THROW:** Will negates  
**SPELL RESISTANCE:** Yes  
**THESIS:** 10 minutes

Target must pass a Will Save, or else substitute rolling 3d6 instead of 1d20.

As a result, targets cannot roll an epic win or an epic failure.

*C's make degrees. Hopefully they can beat AC too.*

### F.O.I.L.

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Line of Sight  
**TARGET:** 2 creatures no more than 6 squares apart  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates  
**SPELL RESISTANCE:** Yes  
**THESIS:** +2 save DC

Swaps two targets' initiative orders. Targets are entitled to a Will Save to negate spell effects. If one saves and the other does not, the one who fails moves to the same initiative count as the one who passed, resolving the actual order as though both targets had rolled the same on initiative.

*Now you too can cut in line in the space time continuum.*

### Improved Detect Magic

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Personal  
**AREA:** 12 square cone

**DURATION:** 1 minute  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None  
**THESIS:** Duration 1 hour

All mages may detect the presence of magic, but mathemages are trained to recognize magical properties.

While active, the caster immediately identifies spells that are active or being cast within the range of this spell and the caster level of the casters.

The caster does not need to concentrate to maintain improved detect magic.

*You could say I have a nose for magic. It really isn't applicable to this spell, but I'm the magic finding guy and not the metaphormaturge.*

### Misdirection

**CASTING DC:** Standard  
**CASTING TIME:** Late Action  
**COOLDOWN:** Standard  
**RANGE:** Line of Sight  
**TARGET:** 1 spell as it is being cast  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None  
**THESIS:** Spells can be redirected up to 2 squares per caster level

As an immediate action, the caster changes the final target of a spell.

The caster moves the spell's target square a number of squares up to his caster level. Spells can only be moved forward, left, or right (not diagonally or backwards).

Misdirection does not work if the spell was cast by a mage higher level than yourself.

*Whoops, you missed. Missed again.*

### Pop Quiz

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard +1 round  
**RANGE:** 2 squares per caster level  
**TARGET:** Creature  
**DURATION:** See text

**SAVING THROW:** See text

**SPELL RESISTANCE:** Yes

**THESIS:** +2 to DC

The target must make an Intelligence check with DC equal to the caster's imaginary Intelligence, or else be stunned for 1 round. If the target fails the check by 5 or more, the duration is 1d4 rounds. The same target cannot be affected by the same caster by this spell more than once per encounter.

*Everyone hates pop quizzes, especially in the middle of a chainsaw fight.*

## Sine Wave

**CASTING DC:** Standard

**CASTING TIME:** Immediate

**COOLDOWN:** Standard

**RANGE:** Line of Sight

**TARGET:** Creature

**DURATION:** 1 minute per level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

**THESIS:** 10 minutes per level

The target's weapon damage is limited to one point above or below the average damage value for the weapon (half the maximum of each die × the number of dice rolled). This spell only affects damage that is considered a natural part of the weapons range (i.e. if it could be multiplied in a critical hit).

*I hate to go on a tangent, but I hear they make you get a cosigner before you can learn this spell.*

## Tier Two Mathemagic

### Animate Object

**CASTING DC:** Standard

**CASTING TIME:** 1 full round

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** 1 mundane object

**DURATION:** 1 hour per caster level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

**THESIS:** 1 day per caster level

The caster bestows temporary sentience onto an

object. The target is aware of itself and can communicate verbally using a language known to the caster. Objects are limited in their capabilities both by the three laws of animated objects as well as physical construction (ex. a door cannot move off its hinges but a chair can walk around).

*They had to make this spell 3 laws compliant after all those chairs started killing people. Turns out they don't like being sat on all the time.*

### Boost Intelligence

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** Creature

**DURATION:** 1 minute per level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

**THESIS:** 1 hour per level (self only)

The target's intelligence is boosted by 4.

*They say the average human only uses 10% of their brain. Welcome to the 11%.*

### Knock

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 1 square per level

**TARGET:** 1 locked door

**DURATION:** Instantaneous

**SAVING THROW:** None

**SPELL RESISTANCE:** None

**THESIS:** Swift action cast

Caster can unlock any door.

*Knock knock. Who's there?*

### Office Hours

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** Creature

**DURATION:** 1 hour

**SAVING THROW:** None



**SPELL RESISTANCE:** None

**THESIS:** Mathemage only

The caster allows the target of the spell to use one of their imaginary ability scores in place of their regular ability score for a particular stat.

Imaginary ability scores are calculated for all six abilities as follows:  $(2 \times \text{Imaginary Modifier}) + (\text{normal score} / 3)$ . Derive modifiers normally. Imaginary ability scores do not have Imaginary Modifiers.

*I keep 13 hours a day open for office hours. Unfortunately for my students, the world is my office, so best of luck finding me.*

### See Truth

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Personal

**TARGET:** Personal

**DURATION:** 1 minute per caster level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

**THESIS:** Duration 1 hour per caster level

Caster can see through illusions and other magically enhanced falsehoods.

*They used to make a red pill for this, but it caused a lot of aneurysms, so this spell is pretty much the only option left on the market.*

### Suppress Effect

**CASTING DC:** Standard

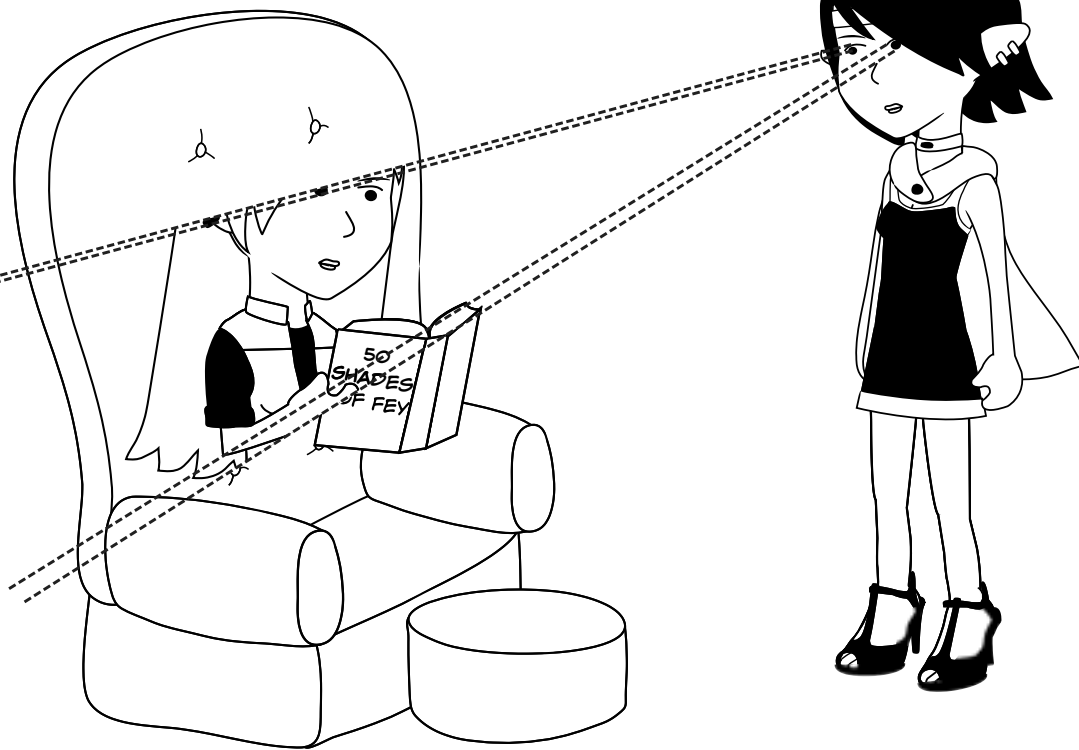
**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** Magic item

**DURATION:** See text



**SAVING THROW:** None

**SPELL RESISTANCE:** None

**THESIS:** 30 seconds to suppress

The caster focuses energy into a magical item to temporarily suppress its powers. The caster must concentrate on the item for 1 minute. At the end of that time, the magic item is considered suppressed and cannot be activated for a number of hours equal to caster level. A successful DC 20 use magic device check ends the suppression effect prematurely.

*“Finally I got that necklace I stole from that cult to stop speaking gibberish and causing me to dream about being eaten by a gigantic snake. I wish it would stop bleeding though, I really think that’s going to hurt its trade value.”*

—Aaron Hedges, professional cult Thief

## Tier Three Mathemagic

### Credit by Examination

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Personal

**TARGET:** Personal

**DURATION:** 1 minute

**SAVING THROW:** None

**SPELL RESISTANCE:** None

**THESIS:** Duration 1 hour

Caster gains spell resistance equal to 1 per 2 caster levels.

*I hope I can test out of remedial Mathemagic. I hear that the teachers don't really teach because everyone in the class is an idiot.*

## Exam Notes

**CASTING DC:** Standard

**CASTING TIME:** Swift Action

**COOLDOWN:** Standard

**RANGE:** Personal

**TARGET:** Personal

**DURATION:** 1 minute

**SAVING THROW:** None

**SPELL RESISTANCE:** None

**THESIS:** Bonus is 2 per caster level

Spells cast against creatures with spell resistance negate up to 1 point of spell resistance per caster level minimum 0 spell resistance (this spell cannot reduce the casting DC to less than the normal DC to cast the spell).

*Don't worry this won't be on the exam. \*Wink\**

## Seal Magic

**CASTING DC:** Standard

**CASTING TIME:** See text

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** 1 suppressed magic item

**DURATION:** See text

**SAVING THROW:** None

**SPELL RESISTANCE:** None

**THESIS:** Time needed to seal is ½ listed time.

The caster focus on a suppressed magic item, and after a minute the item's effects are temporarily sealed.

The caster can remove any personally created seals with ease. Otherwise, a seal may only be removed with a successful DC 25 Use Magic Item check.

If the caster is not the one who suppressed the item initially, it takes 10 minutes to seal the item.

The seals last for a number of days equal to caster level.

The caster may choose to spend an hour sealing the item then the seal is permanent until removed.

*Sealing is 85% less difficult than throwing whatever demonic artifact you have into a volcano.*

## Your Technique Sucks

**CASTING DC:** Standard

**CASTING TIME:** Late Action

**COOLDOWN:** 1 round

**RANGE:** Line of Sight

**TARGET:** 1 spell as it is being cast

**DURATION:** Instantaneous

**SAVING THROW:** None

**SPELL RESISTANCE:** None

**THESIS:** Mathemage Only

The caster manipulates a target spell such that it is in some way inhibited. The same applied anti-meta magic ability cannot be used more than once per encounter. The anti-meta magic abilities last as long as the spell lasts.

This spell is countered by and counters the spell My Technique Rules, but only if the appropriate trait is applied (such as Minimize Spell opposing Maximize Spell).

The caster of the spell targeted by this effect is entitled to a Will Save to resist.

Available anti-meta magic abilities include:

### Minimize Spell

All die rolls associated with the spell are considered to be 1.

### Half Spell

The spell's area is reduced by ½.

### Reduce Spell

The spell's effective Tier for the purposes of DC is 1.

### Shrunken spell

The range of the spell is reduced to personal.

### Shorten Spell

The duration of the spell is reduced to instanta-

neous.

### Scream spell

The caster must scream out his own name as well as the name of the spell he's casting.

### Seizure spell

The caster must flail his arms about wildly.

### Slow Spell

If a spell has a casting time of 1 standard action it now takes 1 full round action and goes off on the next turn. If a spell takes 1 full round or longer it now takes twice as long.

*When you learn how to not blow yourself up with spells while yelling and flailing about like an idiot being a mage is going to be a lot more fun.*

## Tier Four Mathemagic

### You Forgot to Carry the One

**CASTING DC:** Standard

**CASTING TIME:** Late Action

**COOLDOWN:** 1 round

**RANGE:** Line of Sight

**TARGET:** 1 spell as it is being cast

**DURATION:** Instantaneous

**SAVING THROW:** Will Negates (See text)

**SPELL RESISTANCE:** Yes

**THESIS:** Mathemage Only

The caster nullifies a spell as it is being cast. Success means the spell is canceled out and goes on cooldown. The caster may attempt a Will Save to keep the spell.

If the opposing spell caster fails this first Will Save, he must then make a Will Save or lose the ability to cast spells for 1d4 rounds.

*Sit down. Shut up. I am about to school you.*

## MIND

### Overview

#### Specialization Bonus:

#### Detect shoddy illusion

Mind specialists can trivially see through illusions created by lower-level casters.

## Tier One Mind Spells

### Cause Fear

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 2 square per level

**TARGET:** Creature per caster level no two of which can be more than 30 ft apart

**DURATION:** Instantaneous (See text)

**SAVING THROW:** Will Negates

**SPELL RESISTANCE:** Yes

Creatures that fail a Will Save are considered shaken and take a -2 penalty on attack rolls, skill checks, and saving throws. Creatures that fail their save by more than 5 are considered frightened and try to flee from the source of their fear. Frightened creatures are also considered shaken. These effects last for 1 minute. Creatures that make their save cannot be affected by the same spell cast by the same caster for 24 hours.

*BOO!*

### Charm Person

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 1 square per level

**TARGET:** Creature

**DURATION:** 1 hour

**SAVING THROW:** Will Negates

**SPELL RESISTANCE:** Yes

The caster renders the subject helpful and friendly towards him on a failed save. If the subject recognizes the caster as a threat before the spell is cast he gains a +5 on the saving throw. Creatures under the effects of the spell view the caster as a dear friend and are willing to believe whatever the caster says within reason. Obviously harmful or suicidal suggestions are ignored but otherwise the subject will believe what caster says at face value. You cannot issue orders to the subject but you can make suggestions that the subject will seriously consider. Subjects already under the effects of a charm person cast by the same caster take a -5 penalty on subsequent saves. Once someone has

saved against this spell they cannot be affected by the same spell from the same caster for 24 hours.

*“Dear College of Mind Magic,*

*I think this spell is broken or something. I tried it on like 50 chicks at this party and everyone laughed. Any help would be appreciated.”*

*—Gettin’ No Booty Rudy*

## Create Illusion

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 2 squares per caster level

**AREA:** 1 square cube per level

**DURATION:** 1 minute per level

**SAVING THROW:** Will Negate (disbelief if interacted with)

**SPELL RESISTANCE:** Yes (if interacted with)

The caster forms an illusionary figment. The illusion can affect 1 of the 5 major senses per Tier of the Mind School the caster may access.

*Dear College of Mind Magic,*

*Disregard my previous letter. I’ve found a work-around by making my own girlfriend and she’s more realistic than any of those real women too. Thanks!*

*—Gettin’ Booty Rudy*

## Opposite Day

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 1 square per level

**TARGET:** Creature

**DURATION:** 1 minute per caster level

**SAVING THROW:** Will Negates

**SPELL RESISTANCE:** Yes

The caster forces the target to pass a Will Save, or else speak the opposite of what they mean to say. The target is unaware that they are speaking the opposite of what they mean unless they can deduce it other people’s reactions.

*Thanks a lot, guys, I love it when you cast this spell on me when I’m trying to explain the pos-*

*itive effects of infant labor on society. Oh, what the hell? The spell is over! I’m not going to kick you guys’ butts.*

## Read Surface Thoughts

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Personal

**AREA:** 6 square cone

**DURATION:** 1 minute

**SAVING THROW:** Will Negates

**SPELL RESISTANCE:** Yes

The caster can read the surface thoughts of creatures within the area. Creatures that fail a Will Save are unaware that someone is probing their thoughts.

*“Read my thoughts, will you? Well I’m going to think about the crazy photos I saw on the Internet last night!”*

*—Anonymous*

## Sleep

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 1 square per caster level

**AREA:** 4 square radius sphere

**DURATION:** Instantaneous

**SAVING THROW:** Will Negates

**SPELL RESISTANCE:** Yes

The caster cause creatures within the target area to fall asleep. This spell affects a number of creatures with total hit die less than or equal to your caster level. Creatures closest to the center of the spell area are affected first. Creatures that fail their Will Save fall asleep. Scientists that have been up all night that have equal to or fewer hit die than that remaining in the spell do not get a save.

*Even the loudest children on public transportation aren’t that loud when they are sleeping.*

## Tier Two Mind Spells

### Boost Wisdom

**CASTING DC:** Standard

**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Touch  
**TARGET:** Creature  
**DURATION:** 1 minute per level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

Boost target's Wisdom by 4.

*"A fool thinks himself to be wise, but a wise man knows this spell."*

—Some Wiseguy

## Invisibility

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 2 square radius  
**TARGET:** Creature per caster level  
**DURATION:** 10 minutes per level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster shrouds the targets in magic, vanishing them from sight.

Invisible creatures cannot be detected by mundane means, nor do they cast shadows or convey scent. Objects held by the subject that were not on the target's person when the spell was cast, as well as objects that lose contact with the subject are visible.

Once the spell has been cast, the targets remain invisible regardless of how far they move from the caster.

If an invisible creature initiates direct hostile action against another creature the invisibility ends immediately (the difference between stabbing someone with a knife and cutting the rope holding up a chandelier over someone).

*"I always have the mage cast this spell on my armor before battle. That way my enemy's sword bouncing off my unseen armor is the second most surprising thing he sees."*

—The Nekkid Orc

## Brains over Brawn

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 1 square per level  
**TARGET:** Creature  
**DURATION:** 1 minutes per level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

Target must use its Intelligence modifier in place of its Strength Modifier on any rolls that require strength.

*Nerds rule! Jocks droll! Unless drooling uses the strength stat. Then nerds would be better at that too!*

## Charm Monster

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 1 square per level  
**TARGET:** Creature  
**DURATION:** 1 hour  
**SAVING THROW:** Will Negates  
**SPELL RESISTANCE:** Yes

The caster causes a creature to be not hostile toward the caster. The creature still regards all other creatures normally, including the caster's allies. The creature will not take hostile action toward the caster unless the caster takes a hostile action against the creature.

*"Finally a way to charm a monster without spending money on a date!"*

—Ugly Men Lovers Quarterly

## Spell Trigger

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** See text  
**TARGET:** See text  
**DURATION:** 1 day per level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster can cast another mind spell on a delay and establish circumstances that will trigger the spell. The caster picks where the spell is centered and what events will cause the spell to activate (these circumstances can be as vague or specific as the caster desires). Creatures affected by spells that target a single creature gain a +2 on saves against the spell. The caster chooses all the details of the second spell at the time of casting. In the case of spells like dominate person that require some form of command, the caster leaves a 10 word message that is transmitted to the affected creature.

*Rube Goldberg has nothing on this.*

## Tier Three Mind Spells

### Hand is Quicker than the Eye

**CASTING DC:** Standard  
**CASTING TIME:** See text  
**COOLDOWN:** Standard  
**RANGE:** 1 square per level  
**TARGET:** See text  
**DURATION:** See text  
**SAVING THROW:** See text  
**SPELL RESISTANCE:** Yes

The caster tricks his target into believing that he is casting one spell while actually casting another. Targets affected by this spell must pass a Will Save, or else believe that the caster is casting the illusory spell.

The caster can pretend to cast any spell of 3<sup>rd</sup> level or lower from any other school. Both the actual and false spell must have a casting time of 1 Standard Action or less.

The target takes a -2 circumstance modifier to save versus the actual effect. In addition, any effort to identify the spell being cast (such as a Knowledge (Magic) check or use of Detect Magic) fails unless the observer also succeeds on a Will Save.

All spell effects from the true spell are as normal, including range (the range given above is for the illusory effect). Abilities and other effects which modify spells may be applied to this spell, the spell being cast, or the illusory spell. You cannot use this spell in conjunction with items which cast spells.

*Two for flinching!*

### Impotent Rage

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 1 square per level  
**TARGET:** Creature  
**DURATION:** 1 minute  
**SAVING THROW:** Will Negates  
**SPELL RESISTANCE:** Yes

The target is infuriated beyond reason or control. The target charges toward the closest creature and begins to swing wildly at it with whatever is in hand.

While under the effects of this spell creatures have the following penalties:

- 2 to hit
- 2 untyped penalty to all ACs
- 2 on all saving throws

Additionally, the target cannot cast spells, use magic items, perform any actions that require concentration, or be in a library.

*Originally named nerd rage but was later renamed once we realized the demographic we were gunning for.*

### Migraine

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 1 square per level  
**TARGET:** Creature  
**DURATION:** 1 minute  
**SAVING THROW:** Fortitude negates  
**SPELL RESISTANCE:** Yes

The caster wracks the target's brain with terrible pain. Creatures that fail a Fortitude Save against this spell take 1d6 points of intelligence damage. Additionally, if the subject tries to cast spells, it must make a DC 13 + imaginary Intelligence modifier concentration check, or else the spell goes on cooldown.

*Back in my day, we had to give people migraines the hard way, with a claw hammer.*

## Tier Four Mind Spells

### Dominate Person

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 1 square per level  
**TARGET:** Creature  
**DURATION:** 1 day  
**SAVING THROW:** Will  
**SPELL RESISTANCE:** Yes

The caster attempts to forcefully take control of the target's mind. The target must pass a Will Save, or else lose control of its own actions. A dominated creature follows the orders of the caster so long as the orders are not perceived to be obviously harmful (walk through this minefield versus walk through this field). If a command would normally go against the targets nature, it requires an additional saving throw. Targets already under the effect of a dominate spell receive a -5 penalty on subsequent saves against the same caster.

Dominate person can be used to dispel a dominate person spell already in effect on a target. This use of dominate person does not grant the caster control of the subject.

A caster can have a number of creatures under his control at one time equal to his caster level.

*What can I say, I like to ride my enemies around like a little horse. There's nothing wrong with that. Ask the lighter fighter—she does it all the time.*

## ROCK

### Overview

**Specialization bonus:**  
**Heavy armor proficiency.**

Rock mages gain heavy armor proficiency as a bonus feat.

## Tier One Rock Spells

### Dig Hole

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard + 1 round  
**RANGE:** 1 Square per level  
**AREA:** 1 two-square deep hole per caster level  
**DURATION:** Permanent  
**SAVING THROW:** Reflex negates  
**SPELL RESISTANCE:** None

The caster bores vertical holes into any surface. Multiple holes caused by the same casting cannot be placed above or beneath one another. Creatures occupying a square where a hole is formed are entitled to a Reflex Save to avoid falling.

*This spell is one of the best ways to hunt the gophers who are tearing up your garden. It's also one of the best ways to tear up your garden.*

### Harden/Weaken Stone

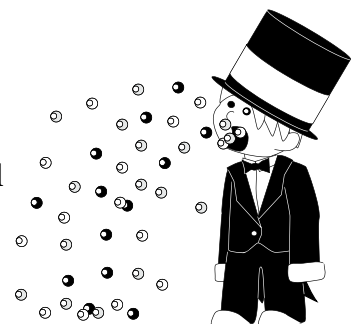
**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Touch  
**AREA:** 1 square cube  
**DURATION:** Permanent  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

Increase/Decrease the hardness of stone by 2 per caster level. Multiple castings do not stack although a higher level cast will increase or decrease the hardness of the stone as appropriate.

*Fans of hard rock and soft rock rejoice!*

### Marbles

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 1 Square per Level  
**AREA:** 1 Square per Level  
**DURATION:** Permanent  
**SAVING THROW:** See text  
**SPELL RESISTANCE:** None



Caster vomits enough marbles to cover one square per caster level (Squares do not have to be adjacent). People passing through those squares have to move at half speed or make a DC 11 + imaginary Intelligence Agility Check or fall prone.

*Marbleaghgeheghegheghehes!!!*

## Rock Wall

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard + 1 round

**RANGE:** Touch

**AREA:** 1 square vertical wall per caster level

**DURATION:** Permanent

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The caster creates a number of 1 square vertical walls equal to his caster level. The walls are 1 inch thick per caster level. The size of the walls cannot be altered but they can be stacked vertically or layered horizontally however the caster sees fit.

*If good fences make good neighbors, then there is no better neighbor than a rock mage!*

## Rormor

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Personal

**TARGET:** Personal

**DURATION:** 1 hour (See text)

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The caster summons bits of rock and stone to form light armor that only he can wear. The armor has the following stats:

+4 Armor

Max +4 Dexterity

-1 check penalty

Additionally, the armor has a damage pool of 5 hit points. When the caster is hit by a non-magical attack he can elect to have some or all of the damage absorbed by the armor up to the current total of the damage pool. If the damage pool reaches 0 the armor falls apart.

Cooldown begins after the armor is destroyed by hit point damage or the duration ending.

As a free action the caster can dismiss the armor.

*This spell was originally invented to assist in answering the door for the pizza delivery guy during a naked day.*

## Spike Field

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 2 squares per caster level

**AREA:** 1 square per caster level radius

**DURATION:** Permanent

**SAVING THROW:** None

**SPELL RESISTANCE:** None

Spikes spring up from the ground where the caster places his hands. The spikes cover an area with a radius of 1 square per caster level.

Creatures moving across the spike field may move at half speed or take 1d4 points of damage per square they traverse. If a creature falls prone in a spike field, it takes 1d6 points of damage per caster level and must expend a full round action to stand back up.

*“Everyone told me that there was no money in using magic to convert people’s gardens into dangerous spike traps. Well, you know what, I’m man enough to admit that I was wrong, and this was a terrible idea, but the spell research is done. You can learn this spell if you want.”*

*—Harrison Farmsworthless, three-time World’s Worst Farmer Award Winner*

## Vine Ladder

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** 1 seed, adjacent to a wall

**DURATION:** Concentration + 1 round per level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The caster channels energy into a seed and encourages the seed to grow into a vine ladder.



The vine grows at a rate of 2 squares per round up to a maximum height of 4 squares per level and can hold one person per level at a time. People can begin climbing before the vine reaches its maximum height.

As a free action, the caster may speak a command word to wither the vine and drop anyone climbing it.

*If you use this spell to spy on people you would be a bean stalker. This pun brought to you by the United Pao Pun Federation.*

## Tier Two Rock Spells

### Boost Strength

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** Creature

**DURATION:** 1 minute per caster level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

Boosts target's strength by 4.

*The pickle jar will never see it coming.*

### Ground to Mud / Mud to Ground

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 2 squares per caster level

**AREA:** 1 square radius per caster level

**DURATION:** Permanent

**SAVING THROW:** Reflex negates (See text)

**SPELL RESISTANCE:** None

The caster transmutes the ground in a 1 square radius from rock to mud or vice versa. Creatures caught on the ground when it turns into mud sink into it and get caught in waist deep mud (or less if there is not enough ground to facilitate waist deep). Creatures caught in mud that is at least knee deep have their move speed reduced by half. Creatures caught in mud at the edge of the spell's area may attempt a Reflex Save to climb out before the mud hardens.

*Originally invented for bikini mud wrestling. You'd think a farm would have another use, like watering plants or something, but no, it's really just for wrestling around in swim wear. Farmers are really into that.*

### Improved Rormor

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Personal

**TARGET:** Personal

**DURATION:** 1 hour (See text)

**SAVING THROW:** None

**SPELL RESISTANCE:** None

Similar to Rormor, with the following stats:

Medium Armor

+6 Armor

Max +3 Dex

-3 Check Penalty

Damage Pool: 10

*Stay out of harmor, use Improved Rormor!*

### Rock Hard Abs

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**TARGET:** Creature

**DURATION:** 1 minute per caster level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

Target gains a +1 bonus to natural armor per level.

*You could bounce a baby off these babies.*

## Tier Three Rock Spells

### Greater Rormor

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Personal

**TARGET:** Personal

**DURATION:** 1 hour (See text)

**SAVING THROW:** None

**SPELL RESISTANCE:** None

Similar to Rormor, except with the following stats:

Heavy Armor

+8 Armor Bonus

Max +2 Dex

-4 Check Penalty

Damage Pool: 15

*Now you are Rormored to the teeth, which I think they call a grill.*

## Pao Quake

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** 2 squares per caster level

**AREA:** 1 square radius per caster level

**DURATION:** See text

**SAVING THROW:** See text

**SPELL RESISTANCE:** See text

The caster stomps his foot and causes the area to tremble violently. The area affected has a radius of 1 square per level and the center can be placed up to 2 squares per caster level away. Anyone caught in the area must make an agility check DC 18 + imaginary Intelligence modifier, or else fall prone.

*You know what I hate? Losing in chess. Now, I'm only a quick Paoquake away from a dignified stalemate.*

## Rock Wall Push

**CASTING DC:** Standard

**CASTING TIME:** 1 full round action

**COOLDOWN:** Standard

**RANGE:** 2 square per level

**AREA:** See text

**DURATION:** Permanent (See text)

**SAVING THROW:** Reflex negates (See text)

**SPELL RESISTANCE:** None

For every 3 caster levels he possesses, the caster summons one 6-ft. tall vertical wall which fills 1 square. The walls then begin moving along the ground toward their target for a total length of 2 squares per caster level.

Creatures in the way of a wall's path can make a Reflex Save to jump out of the way into an adjacent square. Creatures that fail their Reflex Save are knocked prone and pushed along in front of the wall taking 1d4 points of damage per 2 caster levels. Multiple creatures can be pushed along in this manner up to your caster level.

Alternatively, creatures caught in the path of the wall can attempt to smash the wall instead of avoiding it. The wall has a hardness of 15 and each 1 square section of wall has 20 hit points. If creatures are caught between two walls they cannot attempt to break both walls.

*Rock mages make great neighbors, until you notice your property line is quickly shrinking.*

## Shape Stone

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** Standard

**RANGE:** Touch

**AREA:** 1 cube per caster level

**DURATION:** Permanent

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The caster can manipulate rock and stone into various geometric shapes. The caster can manipulate a total volume of one cube per caster level. The player must know the formula for the volume of the shape in order to cast the spell.

\*Note: Team Snow Day is not responsible for helping you pass math class but if you do then we'll take credit for helping you.

*It's like balloon animals but with rocks.*

## Tier Four Rock Spells

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### Double Paoa

**CASTING DC:** Standard

**CASTING TIME:** 1 full round action

**COOLDOWN:** Standard

**RANGE:** See text

**AREA:** See text

**DURATION:** See text

**SAVING THROW:** See text

**SPELL RESISTANCE:** See text

The caster casts two rock spells (total tier level cannot exceed 5) either simultaneously or sequentially (order is caster's choice). The caster can cast one spell with multiple uses twice if he chooses. Can't be used to cast tier 4 spells.

*It slices and dices. It shakes and bakes. It fraggles and rocks is there anything this spell can't do?\**

*\*Most of those things.*

## WATER

### Overview

#### Specialization Bonus

Water Mages can walk on water.

### Tier One Water Spells

#### Cleanse Poison

**CASTING DC:** Standard  
**CASTING TIME:** 1 minute  
**COOLDOWN:** Standard  
**RANGE:** Touch  
**TARGET:** Creature  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster purifies any poison currently afflicting a creature. The creature no longer has to make saves against the poison. Additionally, all damage caused by the poison is healed slowly over the course of 1 hour (though other healing can speed up this process).

*Finally poison is as safe as it is delicious!*

#### Create Water

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Touch  
**TARGET:** 1 gallon per level  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster creates up to 1 gallon of fresh, clean,

drinkable water per level. The caster must have a vessel to hold the newly created water even if the vessel is not enough to hold the total amount of generated liquid.

*Turn every fight into a wet t-shirt contest. The PM will love you for you that.*

#### Flash Freeze

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 1 square per caster level  
**AREA:** 1 square cube per 2 levels  
**DURATION:** Instantaneous (See text)  
**SAVING THROW:** Reflex negates  
**SPELL RESISTANCE:** Yes

The caster instantly changes a body of water to ice. The area affected can be no larger than a 1 square cube per 2 caster levels.

Creatures in the water when it freezes may attempt a Reflex Save to avoid being frozen solid.

*You will never suffer at the hands of a room temperature beer again.*

#### Flow Rider

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Personal  
**AREA:** 12 square cone  
**DURATION:** 1 hour  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster can detect the presence of water within the range of the spell. If he focuses for 3 rounds, he can distinguish between different bodies of water (the difference between a person and the bottle of water they are holding). Additionally, if the caster is on a river or similar body of water that is large enough to have a current, the caster can detect and mentally follow a single flow path out to 1 mile away.

The caster may also adjust the flow within the immediate vicinity of a particular object. This alteration of water flow is not powerful enough to push a boat upstream but can make a boat move

faster along a current or help an individual avoid being swept underwater.

*Invented by bro mages, this spell was originally named detect kegger/redirect booze fountain to mouth.*

## Gills

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Touch  
**TARGET:** Creature  
**DURATION:** 1 hour  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster bestows the ability to breathe water to the target.

The target may still breathe air normally.

*Two months after this spell was released to the public every single concrete shoe manufacturer went out of business. Don't worry the mob is doing fine. This spell won't protect a stool pigeon from bullets.*

## Haley's Right Hook

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** 2 squares per level  
**TARGET:** Creature  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster makes a ranged touch attack to lob a hunk of ice at the target. The ice ball deals 1d6 points of bludgeoning damage per 2 caster levels.

*"This spell is even more fun if you imagine the face that you are punching is a planet and you are ending all life as we know it."*

—A misanthrope

## Sushi Hunter

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard

**RANGE:** Touch  
**AREA:** Body of water up to ½ mile radius  
**DURATION:** Concentration  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

The caster dips their hand into a body of water to sense what sort of life is in it. The caster can sense all living creatures within the body of water that are up to a ½ mile away. Creatures must be at least similar in size or larger than a frog to be detected. The caster does not gain any information related to what species of animals are present (the difference between a tuna and a barracuda) only the general size and location of the creatures. If a creature is both inside and outside of the spell area the caster gains no knowledge of the parts outside of the spell's area.

*Good news, boys, we're going to be eating whale burgers tonight!*

## Tier Two Water Spells

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### Diffraction

**CASTING DC:** Standard  
**CASTING TIME:** Standard  
**COOLDOWN:** Standard  
**RANGE:** Touch  
**TARGET:** Creature  
**DURATION:** 1 minute per level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** None

Melee attacks against the caster have a 20% chance to miss.

*"Bend light to win a fight! You'll find no greater satisfaction than diffraction."*

—Annoying TV Jingle

### Healing Water

**CASTING DC:** Standard  
**CASTING TIME:** 10 minutes  
**COOLDOWN:** Standard  
**RANGE:** Touch  
**TARGET:** 1 bottle per level  
**DURATION:** Permanent until used  
**SAVING THROW:** Fortitude half (See text)

**SPELL RESISTANCE:** None

The caster transmutes bottles of water into healing tonic. Drinking the potion restores 1d6 HP per two caster level at the time of creation. The caster can only create a number of unused tonics equal to his caster level available at any given time. If the healing water is sprinkled on a diseased zombie, the zombie take equivalent damage. A successful Fortitude Save halves this damage. If a diseased zombie is reduced to 0 or fewer hit points as a result of this spell they are cured of the disease.

*Finally a homeopathic treatment that isn't a scam!*

**Shield****CASTING DC:** Standard**CASTING TIME:** Standard**COOLDOWN:** Standard**RANGE:** Touch**TARGET:** Creature**DURATION:** 1 minute per level**SAVING THROW:** None**SPELL RESISTANCE:** None

The caster summons a small 3 inch sphere that hovers around them. When the caster is attacked by a non-magical attack the sphere moves to intercept the attack. The caster gains a +3 deflection bonus to AC. This bonus applies against touch attacks and when the caster is flat-footed.

*"Direct all energy to the main reflector shields!"*

*—Colonel Rabbit, who was not referring to this spell at all*

**Wave****CASTING DC:** Standard**CASTING TIME:** Standard**COOLDOWN:** Standard**RANGE:** Personal (emanation)**AREA:** 2 square radius**DURATION:** Instantaneous**SAVING THROW:** Fortitude negates**SPELL RESISTANCE:** Yes

The caster summons a burst of water to push back people around him. Creatures caught in the radius must make a Fortitude Save or be knocked prone.

*Don't use this spell against surfer gangs. You'll just make them look awesome.*

**Tier Three Water Spells****Geyser****CASTING DC:** Standard**CASTING TIME:** Standard**COOLDOWN:** Standard**RANGE:** 1 square per level**AREA:** 2 square radius column**DURATION:** Instantaneous**SAVING THROW:** Reflex negates**SPELL RESISTANCE:** Yes

The caster summons a pressurized column of water that throws people into the air. Creatures within the area of the spell must make a Reflex Save or be thrown 6 squares into the air and take 6d6 points of falling damage. Creatures land prone in the same square they started in.

*Protip: If you ever have a geyser erupt underneath you, clench everything. You're just going to have trust me on this one.*

**Water Bubble****CASTING DC:** Standard**CASTING TIME:** Standard**COOLDOWN:** Standard**RANGE:** Touch**TARGET:** Creature**DURATION:** 10 minutes**SAVING THROW:** None**SPELL RESISTANCE:** Yes

The caster engulfs the target in a bubble of water. While inside the water bubble, the target may perform any actions that it could perform if it were completely submerged in water. The bubble stays centered on the target, regardless of the direction of the target's travel.

In order to strike creatures within a Water Bubble with non-reach melee weapons, attackers must enter the bubble.

This spell does not grant the ability to breathe water.

*Swim over walls. Bypass annoying anti-waterboarding laws. Combine with instant gravy*

*packets for a delicious breakfast bubble.*

## Waterslide

**CASTING DC:** Standard

**CASTING TIME:** Immediate

**COOLDOWN:** Standard

**RANGE:** 1 square per level

**AREA:** 10 square line (See text)

**DURATION:** Instantaneous

**SAVING THROW:** Reflex negates

**SPELL RESISTANCE:** None

As the target performs a charge attack, the caster can create a water slide beneath it. The water slide does not need to be in a straight line and can go around corners.

Characters charging on a water slide must make a Agility Check DC 18 + imaginary Intelligence Modifier to remain standing. Creatures that remain standing can continue along the path of the water slide or hop off (thus ending their charge, but still using the action). Creatures that do not remain standing fall prone and are pushed to the end of the water slide.

*Rabbit God help you if you get waterslid into gravel.*

## Tier Four Water Spells

### Hot Spring

**CASTING DC:** Standard

**CASTING TIME:** 10 minutes

**COOLDOWN:** 1 hour

**RANGE:** Touch

**AREA:** 3 square diameter pool

**DURATION:** Permanent

**SAVING THROW:** None

**SPELL RESISTANCE:** None

The caster summons a relaxing hot spring that anyone can enjoy. Spending one round in the hot spring for instantly cures creatures of any diseases or poisons.

Additionally, creatures that soak in the spring while armorless or wearing a bathing suit are healed to full health. Creatures that soak in the hot spring for at least 10 minutes gain the following bonuses for the next 12 hours:

10 temporary hit points

+2 to hit or to cast

+2 to physical damage

+1 on all saving throws

Multiple soakings do not stack.

*Need a filler week in your campaign? Why not a hot springs fanservice episode?*

### Pea Soup Fog

**CASTING DC:** Standard

**CASTING TIME:** Standard

**COOLDOWN:** 1 minute

**RANGE:** 2 squares per level

**AREA:** 2 square radius per level

**DURATION:** 1 minute per level

**SAVING THROW:** None

**SPELL RESISTANCE:** None

This spell is similar to fog cloud except that the fog is so thick that all movement within the cloud is reduced to 2 squares, creatures cannot take 5 foot steps, and a severe wind (above 30mph) is needed to disperse the fog. Unlike fog cloud, this fog is thick enough to be frozen.

*One time, the lead guitarist in my heavy metal band broke his wrist right before a show. We casted this spell into the audience and just played the tape. No one noticed, now we do it for every show. Thanks Pea Soup Fog!*



# CHAPTER ELEVEN

## COMBAT

### Basics of Combat

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

- 1) Each combatant starts out flat-footed. Once a combatant acts, he is no longer flat-footed.
- 2) Determine which characters are aware of their opponents at the start of the battle. If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a Standard Action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
- 3) Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.
- 4) Combatants act in initiative order (highest to lowest).
- 5) When everyone has had a turn, the combatant with the highest initiative acts again, and steps 4 and 5 repeat until combat ends.

### Terms and Formulae

#### Attack Roll

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's Armor Class, you hit and deal damage.

#### Epic Wins

A natural 20 (the d20 comes up 20) is always a hit.

#### Epic Fails

A natural 1 (the d20 comes up 1) on an attack roll will also hit, but not in the way the character

intended. Example: A player tosses a net above a nearby enemy. The net falls down trapping the enemy and the character who threw it.

#### Attack Modifier

Your Attack Modifier with a melee weapon is:

Base Attack Modifier + Strength Modifier + Size Modifier

With a ranged weapon, your attack bonus is:

Base Attack Modifier + Dexterity Modifier + Size Modifier + range penalty

Table: Size Modifiers to Attack

Size	Size Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

#### Base Attack Modifier

A Base Attack Modifier is an attack roll bonus derived from character class and level or creature type and Hit Dice (or combinations thereof). Base Attack Modifiers increase at different rates for different character classes and creature types. A second attack is gained when a Base Attack Modifier reaches +4. Base Attack Modifiers gained from different sources (multi-classing) stack.

#### Damage

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures.

Damage reduces a target's current hit points.

#### Minimum Damage

If penalties reduce the damage result to less than



1, a hit still deals 1 point of damage.

## Strength Bonus

When you hit with a melee or thrown weapon, including a sling, add your Strength Modifier to the damage result. A Strength penalty, but not a bonus, applies on attacks made with a bow that is not a composite bow.

## Off-Hand Weapon

When you deal damage with a weapon in your off hand, you add only  $\frac{1}{2}$  your Strength bonus.

## Wielding a Weapon Two-Handed

When you deal damage with a weapon that you are wielding two-handed, you add  $1\frac{1}{2}$  times your Strength bonus. However, you don't get this higher Strength bonus when using a light weapon with two hands.

## Multiplying Damage

Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results.

Note: When you multiply damage more than once, each multiplier works off the original, unmultiplied damage.

Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

## Ability Damage

Certain creatures and magical effects can cause temporary ability damage (a reduction to an ability score).

## Armor Class

Your Armor Class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your AC is equal to the following:

$10 + \text{armor modifier} + \text{shield modifier} + \text{Dexterity Modifier} + \text{Size Modifier}$

Note that armor limits your Dexterity Modifier, so if you're wearing armor, you might not be able to apply your whole Dexterity Modifier to your AC.

## Other Modifiers

Many other factors modify your AC.

## Enhancement Modifiers

Enhancement effects make your armor better.

## Deflection Modifier

Magical deflection effects ward off attacks and improve your AC.

## Natural Armor

Natural armor improves your AC.

## Dodge Modifiers

Some other AC modifiers represent actively avoiding blows. These bonuses are called dodge bonuses. Any situation that denies you your Dexterity Modifier also denies you dodge modifier. (Wearing armor, however, does not limit these modifiers the way it limits a Dexterity Modifier to AC.) Unlike most sorts of modifiers, dodge modifiers stack with each other.

## Flat-Footedness

There are times when you cannot use your Dexterity Modifier (if you have one). If you cannot react to a blow because you were caught unaware or by an unseen opponent, do not apply your Dexterity Modifier to your AC, if positive. A negative Dexterity Modifier still applies.

This adjusted AC is your Flat-Footed AC. When an ability or attack refers to you being "Flat-Footed", this is the AC you use.

## Touch Attacks

Some attacks disregard armor, including shields and natural armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus, shield bonus, or natural armor bonus. All other modifiers, such as your Size Modifier, Dexterity Modifier, and dodge modifier (if any) apply normally.

This adjusted AC is your Touch AC. It applies in any situation where contact is all that is necessary for an attack to succeed.

## Hit Points

When your hit points reach 0, you're disabled. When it reaches -1, you're unconscious.

## Speed

Your speed tells you how far you can move in a round and still do something, such as attack or cast

a spell. Your speed depends mostly on your race and what armor you're wearing.

If you use two move actions in a round (sometimes called a "double move" action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor).

## Saving Throws

Generally, when you are subject to an unusual or magical attack, you get a Saving Throw to avoid or reduce the effect. Like an attack roll, a Saving Throw is a d20 roll plus a bonus based on your class, level, and an ability score. Your Saving Throw modifier is:

Base save bonus + ability modifier

### Base Save Bonus

A Saving Throw modifier derived from character class and level. Base save bonuses increase at different rates for different character classes. Base save bonuses gained from different classes, such as when a character is a multi-class character, stack.

### Saving Throw Types

The three different kinds of Saving Throws are Fortitude, Reflex, and Will:

**FORTITUDE SAVES:** measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your Constitution Modifier to your Fortitude Saving Throws.

**REFLEX SAVES:** test your ability to dodge area attacks. Apply your Dexterity Modifier to your Reflex Saving Throws.

**WILL SAVES:** reflect your resistance to mental influence as well as many magical effects. Apply your Wisdom modifier to your Will Saving Throws.

### Saving Throw Difficulty Class

The DC for a save is determined by the attack itself.

## Epic Failures and Successes

A natural 20 (the d20 comes up 20) is always a success. A natural 1 (the d20 comes up 1) on a Saving Throw is always a success, but not in the way the saving character would have intended. Example: A character making a Reflex Save to avoid a Quad Heat blast manages to jump clear

of the blast, but has his hair incinerated in the

# INITIATIVE

## Initiative Checks

At the start of a battle, each combatant makes an Initiative Check. An Initiative Check is a Dexterity check. Each character applies his Dexterity Modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his initiative changing; see Special Initiative Actions).

If two or more combatants have the same Initiative Check result, the combatants who are tied act in order of total Initiative Modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

## Flat-Footed

At the start of a battle, before you have had a chance to act (specifically, before your first regular turn in the initiative order), you are flat-footed. You can't use your Dexterity bonus to AC (if any) while flat-footed. Characters with the Uncanny Dodge extraordinary ability avoid losing their Dexterity bonus to AC due to being flat-footed.

## Inaction

Even if you can't take actions, you retain your initiative score for the duration of the encounter.

## Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

## Determining Advantage

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware. Regardless, aware opponents always have the

advantage on unaware opponents.

If you are unsure about awareness, have all parties roll Awareness, and give advantage to the group or characters that roll better.

## The Surprise Round

If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a Standard Action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.

## Unaware Combatants

Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet, so they lose any Dexterity bonus to AC.

# ACTIONS IN COMBAT

## The Combat Round

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action.

Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's worth of actions. (For exceptions, see Special Initiative Actions.)

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next

round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

## Action Types

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is handled. There are seven types of actions: Standard Actions, move actions, full-round actions, free actions, swift actions, late actions, and immediate actions.

In a normal round, you can perform a Standard Action, a move action, and a swift action or you can perform a full-round action and a swift action. You can also perform one or more free actions. You can always take a move action in place of a Standard Action.

In some situations (such as in a surprise round), you may be limited to taking only a single move action or Standard Action.

### **Standard Action**

A Standard Action allows you to do something, most commonly make an attack or cast a spell. See Table: Standard Actions for other Standard Actions.

### **Move Action**

A move action allows you to move your speed or perform an action that takes a similar amount of time. See Table: Move Actions.

You can take a move action in place of a Standard Action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.

### **Full-Round Action**

A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below).

Some full-round actions do not allow you to take a 5-foot step.

Some full-round actions can be taken as

Standard Actions, but only in situations when you are limited to performing only a Standard Action during your round. The descriptions of specific actions, below, detail which actions allow this option.

## Free Action

Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

## Swift Action

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform only a single swift action per turn.

## Immediate Action

An immediate action may be used at any time, even if it is not your turn. To take an immediate action, you must not have taken a swift action on your previous turn. Immediate actions cannot be taken if you are flat-footed.

## Late Action

Late Actions can be engaged immediately in response to certain situations. After performing a late action a character is unable to perform a standard action or a full-round action on their next turn, but may perform another late action after that turn has concluded. Late actions do not change initiative order. Common examples include counterspells and scanning cameraman abilities.

## Not an Action

Some activities are so minor that they are not even considered free actions. They literally don't take any time at all to do and are considered an inherent part of doing something else.

## Restricted Activity

In some situations, you may be unable to take a full round's worth of actions. In such cases, you are restricted to taking only a single Standard Action or a single move action (plus free actions as normal). You can't take a full-round action (though you can start or complete a full-round action by using a Standard Action; see below).

# Standard Actions

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## Attack

Making an attack is a Standard Action.

## Melee Attacks

With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).

## Unarmed Attacks

Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon, except for the following:

### "Armed" Unarmed Attacks

Sometimes a character's or creature's unarmed attack counts as an armed attack. A character with the Improved Unarmed Strike feat, a spellcaster delivering a touch attack spell, and a creature with natural physical weapons all count as being armed, except when using the Disarm special attack (see below).

An "armed" unarmed attack deals lethal damage, owing to the proficiency of the user. Certain types may have the option of dealing nonlethal damage. Check individual abilities to learn more.

### Unarmed Strike Damage

An unarmed strike from a Medium character deals 1d3 points of damage (plus your Strength Modifier, as normal). A Small character's unarmed strike deals 1d2 points of damage, while a Large character's unarmed strike deals 1d4 points of damage. All damage from unarmed strikes is nonlethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

### Dealing Lethal Damage

You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a -4 penalty on your attack roll. If you have the Improved Unarmed Strike feat, you can deal lethal damage with an unarmed strike without taking a penalty on the attack roll.

## Ranged Attacks

With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum ranges, as specified in their descriptions.

## Attack Rolls

An attack roll represents your attempts to strike your opponent.

Your attack roll is 1d20 + your attack bonus with the weapon you're using. If the result is at least as high as the target's AC, you hit and deal damage.

### Epic Wins

A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a critical hit.

### Epic Fails

A natural 1 (the d20 comes up 1) on the attack roll is always a hit, but not in the way the character making the attack intended. Example: A character fires a crossbow at an enemy. He accidentally loads the crossbow with a wine bottle. He hits his target, but ruins a 30 year old Pinot Noir.

## Damage Rolls

If the attack roll result equals or exceeds the target's AC, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points.

## Multiple Attacks

A character who can make more than one attack per round must use the full attack action in order to get more than one attack.

## Shooting or Throwing into a Melee

If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a -4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. (An unconscious or otherwise immobilized character is not considered engaged unless he is actually being attacked.)

If your target (or the part of your target you're aiming at, if it's a big target) is at least 10 feet away

from the nearest friendly character, you can avoid the -4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character.

## Precise Shot

If you have the Precise Shot feat you don't take this penalty.

## Fighting Defensively as a Standard Action

You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round. See also: Fighting Defensively as a Full-Round Action.

## Critical Hits

When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's Armor Class and your hit is a critical hit.

A critical hit means that you roll your damage more than once, with all your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is  $\times 2$ .

Exception: Extra damage dice over and above a weapon's normal damage is not multiplied when you score a critical hit. (ex. Lighter Fighter Skill Damage, bonus damage from Power Attack)

### Increased Critical Multiplier

Some weapons deal better than double damage on a critical hit.

### Spells and Critical Hits

A spell that requires an attack roll can score a critical hit. A spell attack that requires no attack roll cannot score a critical hit.

## Cast a Spell

Most spells require 1 Standard Action to cast. You can cast such a spell either before or after you take a move action.

Note: You retain your Dexterity bonus to AC while casting.

## Spell Components

In order to cast a spell, a caster must be both unencumbered and able to enunciate clearly. A caster is considered encumbered if they are wearing armor they are not considered proficient with. Additionally, if the caster is deaf, they have a

20% that the spell will fail.

### Concentration

You must concentrate to cast a spell. If you can't concentrate you can't cast a spell. If you start casting a spell but something interferes with your concentration you must make a Concentration check or the spell fails. The check's DC depends on what is threatening your concentration (see the Concentration skill). If you fail, the spell fizzles with no effect.

### Concentrating to Maintain a Spell

Some spells require continued concentration to keep them going. Concentrating to maintain a spell is a Standard Action unless otherwise noted. Anything that could break your concentration when casting a spell can keep you from concentrating to maintain a spell. If your concentration breaks, the spell ends.

### Casting Time

Most spells have a casting time of 1 Standard Action. A spell cast in this manner immediately takes effect.

### Touch Spells in Combat

Many spells have a range of touch. To use these spells, you cast the spell and then touch the subject, either in the same round or any time later. In the same round that you cast the spell, you may also touch (or attempt to touch) the target. You may take your move before casting the spell, after touching the target, or between casting the spell and touching the target. You can automatically touch one friend or use the spell on yourself, but to touch an opponent, you must succeed on an attack roll.

### Touch Attacks

Touch attacks come in two types: melee touch attacks and ranged touch attacks. You can score critical hits with either type of attack. Your opponent's AC against a touch attack does not include any armor bonus, shield bonus, or natural armor bonus. His Size Modifier, Dexterity Modifier, and deflection bonus (if any) all apply normally.

### Holding the Charge

If you don't discharge the spell in the round when you cast the spell, you can hold the discharge of the spell (hold the charge) indefinitely. You can

continue to make touch attacks round after round. You can touch one friend as a Standard Action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the spell discharges. If you cast another spell, the touch spell dissipates.

### Dismiss a Spell

Dismissing an active spell is a Standard Action.

### Activate Magic Item

Many magic items don't need to be activated. However, certain magic items need to be activated, especially potions, scrolls, wands, rods, and staffs. Activating a magic item is a Standard Action (unless the item description indicates otherwise).

### Spell Completion Items

Activating a spell completion item is the equivalent of casting a spell. The spell fizzles if your concentration is broken, and you can attempt to activate the item while on the defensive, as with casting a spell.

### Use Special Ability

Using a special ability is usually a Standard Action, but whether it is a Standard Action, a full-round action, or not an action at all is defined by the ability.

### Total Defense

You can defend yourself as a Standard Action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can't combine total defense with fighting defensively or with the benefit of the Combat Expertise feat (since both of those require you to declare an attack or full attack).

### Start/Complete Full-Round Action

The "start full-round action" Standard Action lets you start undertaking a full-round action, which you can complete in the following round by using another Standard Action. You can't use this action to start or complete a full attack, charge, run, or withdraw.

## Move Actions

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### Move

The simplest move action is moving your speed. If you take this kind of move action during your

turn, you can't also take a 5-foot step.

Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

### Accelerated Climbing

You can climb one-half your speed as a move action by accepting a -5 penalty on your Athletics Check.

### Crawling

You can crawl 5 feet as a move action.

### Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. This action also applies to weapon-like objects carried in easy reach, such as wands. If your weapon or weapon-like object is stored in a pack or otherwise out of easy reach, treat this action as retrieving a stored item.

If you have a Base Attack Modifier of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.

Drawing ammunition for use with a ranged weapon (such as arrows, bolts, sling bullets, or shuriken) is a free action.

### Ready or Loose a Shield

Strapping a shield to your arm to gain its shield bonus to your AC, or unstrapping and dropping a shield so you can use your shield hand for another purpose, requires a move action. If you have a Base Attack Modifier of +1 or higher, you can ready or loose a shield as a free action combined with a regular move.

Dropping a carried (but not worn) shield is a free action.

### Manipulate an Item

In most cases, moving or manipulating an item is a move action.

This includes retrieving or putting away a stored item, picking up an item, moving a heavy object,

and opening a door. Examples of this kind of action are given in Table: Move Actions.

### Direct or Redirect a Spell

Some spells allow you to redirect the effect to new targets or areas after you cast the spell. Redirecting a spell requires a move action and does not require concentration.

### Stand Up

Standing up from a prone position requires a move action.

### Mount/Dismount a Steed

Mounting or dismounting from a steed requires a move action.

### Fast Mount or Dismount

You can mount or dismount as a free action with a DC 20 Animals Check (your armor check penalty, if any, applies to this check). If you fail the check, mounting or dismounting is a move action instead. (You can't attempt a fast mount or fast dismount unless you can perform the mount or dismount as a move action in the current round.)

## Full-Round Actions

### Full Attack

If you get more than one attack per round because your Base Attack Modifier is high enough, because you fight with two weapons or a double weapon or for some special reason you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones.

The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.

If you get multiple attacks because your Base Attack Modifier is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

### Deciding between an Attack or a Full Attack

After your first attack, you can decide to take a move action instead of making your remaining attacks, depending on how the first attack turns out. If you've already taken a 5-foot step, you can't use your move action to move any distance, but you could still use a different kind of move action.

### Fighting Defensively as a Full-Round Action

You can choose to fight defensively when taking a full attack action. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

### Cleave

The extra attack granted by the Cleave feat or Great Cleave feat can be taken whenever they apply. This is an exception to the normal limit to the number of attacks you can take when not using a full attack action.

### Cast a Spell

A spell that takes 1 round to cast is a full-round action. It comes into effect just before the beginning of your turn in the round after you began casting the spell. You then act normally after the spell is completed.

A spell that takes 1 minute to cast comes into effect just before your turn 1 minute later (and for each of those 10 rounds, you are casting a spell as a full-round action). These actions must be consecutive and uninterrupted, or the spell automatically fails.

When you begin a spell that takes 1 round or longer to cast, you must continue the invocations, gestures, and concentration from one round to just before your turn in the next round (at least). If you lose concentration after starting the spell and before it is complete, you lose the spell.

This action is otherwise identical to the cast a spell action described under Standard Actions.

### Use Special Ability

"Special Abilities" are abilities gained as the result of one's species, a feat, or through some other means. In other words, an ability that is not a class feature. Using a special ability is usually a Standard

Action, the ability may say otherwise.

### Run

You can run as a full-round action. (If you do, you do not also get a 5-foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any Dexterity bonus to AC unless you have the Run feat.

You can run for a number of rounds equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

You can't run across difficult terrain or if you can't see where you're going.

A run represents a speed of about 12 miles per hour for an unencumbered human.

### Move 5 Feet through Difficult Terrain

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (a single square). In such a case, you may spend a full-round action to move 5 feet (1 square) in any direction, even diagonally.

## Free Actions

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### Drop an Item

Dropping an item in your space or into an adjacent square is a free action.

### Drop Prone

Dropping to a prone position in your space is a free action.

### Speak

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than few sentences is generally beyond the limit of a free action.

### Cease Concentration on Spell

You can stop concentrating on an active spell as



a free action.

## Swift Actions

A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take. You can take a swift action any time you would normally be allowed to take a free action. Swift actions usually involve spellcasting or the activation of magic items; many characters (especially those who don't cast spells) never have an opportunity to take a swift action.

## Immediate Actions

An immediate action is an action that a character can take when it is not their turn. An immediate action may not be taken on a turn in which a character took a swift action. Characters cannot perform immediate actions while flat-footed.

## Late Actions

A late action is an action that a character can take when it is not their turn, similar to an immediate action. Unlike an immediate action, a late action prevents the character from taking a standard action or a full round action on their next turn.

## Miscellaneous Actions

You can take a 5-foot step before, during, or after your other actions in the round.

You can only take a 5-foot step if your movement isn't hampered by difficult terrain or darkness. Any creature with a speed of 5 feet or less can't take a 5-foot step, since moving even 5 feet requires a move action for such a slow creature.

You may not take a 5-foot step using a form of movement for which you do not have a listed speed.

## Use Feat

Certain feats let you take special actions in

combat. Other feats do not require actions themselves, but they give you a bonus when attempting something you can already do. Some feats are not meant to be used within the framework of combat. The individual feat descriptions tell you what you need to know about them.

## Use Skill

Most skill uses are Standard Actions, but some might be move actions, full-round actions, free actions, or something else entirely.

The individual skill descriptions tell you what sorts of actions are required to perform skills.

# INJURY

Your hit points measure how hard you are to knock unconscious. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0.

## Loss Of Hit Points

The most common way that your character gets hurt is to take lethal damage and lose hit points.

## What Hit Points Represent

Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

## Effects of Hit Point Damage

Damage doesn't slow you down until your current hit points reach 0. At 0 hit points, you're disabled.

If you drop below 0 hit points you are unconscious.

## Disabled (0 Hit Points)

When your current hit points drop to exactly 0, you're disabled.

You can only take a single move or Standard Action each turn (but not both, nor can you take full-round actions).

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd

never been reduced to 0 or fewer hit points.

## Healing

After taking damage, you can recover hit points through natural healing or through magical healing. In any case, you can't regain hit points past your full normal hit point total.

### Natural Healing

With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

### Magical Healing

Various abilities and spells can restore hit points.

#### Healing Limits

You can never recover more hit points than you lost. Magical healing won't raise your current hit points higher than your full normal hit point total.

### Healing Ability Damage

Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

### Temporary Hit Points

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all the temporary hit points have already been lost and the character's hit point total does not drop further.

When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

### Increases in Constitution Score and Current Hit Points

An increase in a character's Constitution score, even a temporary one, can give her more hit points (an effective hit point increase), but these are not

temporary hit points. They can be restored and they are not lost first as temporary hit points are.

## Nonlethal Damage

### Dealing Nonlethal Damage

Certain attacks deal nonlethal damage. Other effects, such as heat or being exhausted, also deal nonlethal damage. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. It is not "real" damage. Instead, when your nonlethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the nonlethal damage equals or exceeds your current hit points because the nonlethal damage has gone up or because your current hit points have gone down.

### Nonlethal Damage with a Weapon that Deals Lethal Damage

You can use a melee weapon that deals lethal damage to deal nonlethal damage instead, but you take a -4 penalty on your attack roll.

### Lethal Damage with a Weapon that Deals Nonlethal Damage

You can use a weapon that deals nonlethal damage, including an unarmed strike, to deal lethal damage instead, but you take a -4 penalty on your attack roll.

### Staggered and Unconscious

When your nonlethal damage equals your current hit points, you're staggered. You can only take a Standard Action or a move action in each round. You cease being staggered when your current hit points once again exceed your nonlethal damage.

When your nonlethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

### Healing Nonlethal Damage

You heal nonlethal damage at the rate of 1 hit point per hour per character level.

When a spell or a magical power cures hit point damage, it also removes an equal amount of nonlethal damage.

# MOVEMENT & DISTANCE

## Tactical Movement

### How Far Can Your Character Move?

Your speed is determined by your race and your armor (see Table: Tactical Speed). Your speed while unarmored is your base land speed.

### Hampered Movement

Difficult terrain, obstacles, or poor visibility can hamper movement.

### Movement in Combat

Generally, you can move your speed in a round and still do something (take a move action and a Standard Action).

If you do nothing but move (that is, if you use both of your actions in a round to move your speed), you can move double your speed.

If you spend the entire round running, you can move quadruple your speed. If you do something that requires a full round you can only take a 5-foot step.

You can't move diagonally past a corner (even by taking a 5-foot step). You can move diagonally past a creature, even an opponent.

You 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 two squares or creatures are equally close, randomly determine which one counts as closest by rolling a die.

### Moving through a Square

**FRIENDLY:** You can move through a square occupied by a friendly character, unless you are charging. When you move through a square occupied by a friendly character, that character doesn't provide you with cover.

**OPPONENT:** You can't move through a square occupied by an opponent, unless the opponent is helpless. You can move through a square occupied by a helpless opponent 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

During your movement you can attempt to move through a square occupied by an opponent.

### Agility

A trained character can attempt to tumble through a square occupied by an opponent (see the Agility skill).

### Very Small Creature

A Fine, Diminutive, or Tiny creature can move into or through an occupied square.

### Square Occupied by Creature Three Sizes Larger or Smaller

Any creature can move through a square occupied by a creature three size categories larger than it is.

A big creature can move through a square occupied by a creature three size categories smaller than it is.

### Designated Exceptions

Some creatures break the above rules. A creature that completely fills the squares it occupies cannot be moved past, even with the Agility Skill or similar special abilities.

## Terrain and Obstacles

### 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 half 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 -4 penalty on attack rolls and a -4 penalty to AC.

When a Large creature (which normally takes up four squares) squeezes into a space that's one square wide, the creature's miniature figure occupies two squares, centered on the line between the two squares. For a bigger creature, center the creature likewise in the area it squeezes into.

A creature can squeeze past an opponent while moving but it can't end its movement in an occupied square.

To squeeze through or into a space less than half your space's width, you must use the Agility skill. You can't attack while using Agility to squeeze through or into a narrow space, you take a -4 penalty to AC, and you lose any Dexterity bonus to AC.

## Special Movement Rules

These rules cover special movement situations.

## Accidentally 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.

## Double Movement Cost

When your movement is hampered in some way, your movement usually costs double. For example, each square of movement through difficult terrain counts as 2 squares, and each diagonal move through such terrain counts as 3 squares (just as two diagonal moves normally do).

If movement cost is doubled twice, then each square counts as 4 squares (or as 6 squares if moving diagonally). If movement cost is doubled three times, then each square counts as 8 squares (12 if diagonal) and so on. This is an exception to the general rule that two doublings are equivalent to a tripling.

## Minimum Movement

Despite penalties to movement, you can take a full-round action to move 5 feet (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.

# BIG & LITTLE CREATURES

Creatures smaller than Small or larger than Medium have special rules relating to position, reach, and weapon size.

A creature's Size Modifier is applied to its attack bonus and Armor Class.

## Tiny, Diminutive, and Fine Creatures

Very small creatures take up less than 1 square of space. This means that more than one such creature can fit into a single square. A Tiny creature typi-

**Table: Creature Size and Scale**

Size Category	Attack Mod	Grapple Mod	Hide Mod	Height	Weight	Space	Reach Tall	Reach Long
Fine	+8	-16	+16	6 in. or less	1/8 lb. or less	½ ft.	0 ft.	0 ft.
Diminutive	+4	-12	+12	6 in. – 1 ft.	1/8 lb. – 1 lb.	1 ft.	0 ft.	0 ft.
Tiny	+2	-8	+8	1 ft. – 2 ft.	1 lb. – 8 lb.	2½ ft.	0 ft.	0 ft.
Small	+1	-4	+4	2 ft. – 4 ft.	8 lb. – 60 lb.	5 ft.	5 ft.	5 ft.
Medium	+0	+0	+0	4 ft. – 8 ft.	60 lb. – 500 lb.	5 ft.	5 ft.	5 ft.
Large	-1	+4	-4	8 ft. – 16 ft.	500 lb. – 2 tons	10 ft.	10 ft.	5 ft.
Huge	-2	+8	-8	16 ft. – 32 ft.	2 tons – 16 tons	15 ft.	15 ft.	10 ft.
Gargantuan	-4	+12	-12	32 ft. – 64 ft.	16 tons – 125 tons	20 ft.	20 ft.	15 ft.
Colossal	-8	+16	-16	64 ft. or more	125 tons or more	30 ft.	30 ft.	20 ft.

cally occupies a space only 2½ feet across, so four can fit into a single square. Twenty-five Diminutive creatures or 100 Fine creatures can fit into a single square. Creatures that take up less than 1 square of space typically have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack in melee. You can attack into your own square if you need to, so you can attack such creatures normally. They also can't flank an enemy.

Dazzled	-1	-1
Entangled	-2	-2
Flanking defender	+2	—
Invisible	+2	+2
On higher ground	+1	+0
Prone	-4	—
Shaken or frightened	-2	-2
Squeezing through a space	-4	-4

## Large, Huge, Gargantuan, and Colossal Creatures

Very large creatures take up more than 1 square.

Creatures that take up more than 1 square typically have a natural reach of 10 feet 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 feet) still threatens squares adjacent to it.

Large or larger creatures using reach weapons can strike up to double their natural reach but can't strike at their natural reach or less.

## Cover

To determine whether your target has cover from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that blocks line of effect or provides cover, or through a square occupied by a creature, the target has cover (+4 to AC).

When making a melee attack against an adjacent target, your target has cover if any line from your square to the target's square goes through a wall (including a low wall). When making a melee attack against a target that isn't adjacent to you (such as with a reach weapon), use the rules for determining cover from ranged attacks.

## Low Obstacles and Cover

A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet (6 squares) of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

# (UN)FAVORABLE CONDITIONS

**Table: Attack Roll Modifiers**

Attacker is...	Melee	Ranged
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Table: Armor Class Modifiers

Defender is...	Melee	Ranged
Behind cover	+4	+4
Blinded	-2	-2
Concealed or invisible	See Concealment.	
Cowering	-2	-2
Entangled	+0	+0
Flat-footed (surprised, balancing, climbing)	+0	+0
Grappling (but attacker is not)	+0	+0
Helpless (such as para- lyzed, sleeping, or bound)	-4	+0
Kneeling or sitting	-2	+2
Pinned	-4	+0
Prone	-4	+4
Squeezing through a space	-4	-4
Stunned	-2	-2

### Cover and Reflex Saves

Cover grants you a +2 bonus on Reflex Saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

### Cover and Stealth Checks

You can use cover to make a Stealth Check. Without cover, you usually need concealment to make a Stealth Check.

### Soft Cover

Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on Reflex Saves, nor does soft cover allow you to make a Stealth Check.

### Big Creatures and Cover

Any creature with a space larger than 5 feet (1 square) determines cover against melee attacks slightly differently than smaller creatures do. Such a creature can choose any square that it occupies to determine if an opponent has cover against its melee attacks. Similarly, when making a melee attack against such a creature, you can pick any of the squares it occupies to determine if it has cover

against you.

### Total Cover

If you don't have line of effect to your target he is considered to have total cover from you. You can't make an attack against a target that has total cover.

### Varying Degrees of Cover

In some cases, cover may provide a greater bonus to AC and Reflex Saves. In such situations the normal cover bonuses to AC and Reflex Saves can be doubled (to +8 and +4, respectively). A creature with this improved cover effectively gains improved evasion against any attack to which the Reflex Save bonus applies. Furthermore, improved cover provides a +10 bonus on Stealth Checks.

## Concealment

To determine whether your target has concealment from your ranged attack, choose a corner of your square. If any line from this corner to any corner of the target's square passes through a square or border that provides concealment, the target has concealment.

When making a melee attack against an adjacent target, your target has concealment if his space is entirely within an effect that grants concealment. When making a melee attack against a target that isn't adjacent to you use the rules for determining concealment from ranged attacks.

In addition, some magical effects provide concealment against all attacks, regardless of whether any intervening concealment exists.

### Concealment Miss Chance

Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

### Concealment and Stealth Checks

You can use concealment to make a Stealth Check. Without concealment, you usually need cover to make a Stealth Check.

### Total Concealment

If you have line of effect to a target but not line of sight he is considered to have total concealment

from you. You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. A successful attack into a square occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

## Ignoring Concealment

Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with IR Vision. Characters with low-light vision can see clearly for a greater distance with the same light source than other characters. Although invisibility provides total concealment, sighted opponents may still make Awareness Checks to notice the location of an invisible character. An invisible character gains a +20 bonus on Stealth Checks if moving, or a +40 bonus on Stealth Checks when not moving (even though opponents can't see you, they might be able to figure out where you are from other visual clues).

## Varying Degrees of Concealment

Certain situations may provide more or less than typical concealment, and modify the miss chance accordingly.

## Flanking

When making a melee attack, you get a +2 flanking bonus if your opponent is threatened by a character or creature friendly to you on the opponent's opposite border or opposite corner.

When in doubt about whether two friendly characters flank an opponent in the middle, trace an imaginary line between the two friendly characters' centers. If the line passes through opposite borders of the opponent's space (including corners of those borders), then the opponent is flanked.

Exception: If a flanker takes up more than 1 square, it gets the flanking bonus if any square it occupies counts for flanking.

Only a creature or character that threatens the defender can help an attacker get a flanking bonus.

Creatures with a reach of 0 feet can't flank an opponent.

## Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

### REGULAR ATTACK

A helpless character takes a -4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks.

A helpless defender can't use any Dexterity bonus to AC. In fact, his Dexterity score is treated as if it were 0 and his Dexterity Modifier to AC as if it were -5.

### WEAPON, ARMOR, & SHIELD PROFICIENCY

A character who uses a weapon with which he is not proficient takes a -4 penalty on attack rolls.

A character who wears armor and/or uses a shield with which he is not proficient takes the armor's (and/or shield's) armor check penalty on attack rolls and on all Strength-based and Dexterity-based ability and skill checks. The penalty for non-proficiency with armor stacks with the penalty for non-proficiency with shields.

Weapon, armor, or shield proficiency may be granted by the character's race, class or by the following feats:

- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Armor Proficiency (Heavy)
- Exotic Weapon Proficiency
- Martial Weapon Proficiency
- Shield Proficiency
- Simple Weapon Proficiency
- Tower Shield Proficiency

# SPECIAL ATTACKS

## Additional combat rules

**AID ANOTHER:** Grant an ally a +2 bonus on attacks or AC

**CHARGE:** Move up to twice your speed and attack with a +2 bonus

**MOUNTED COMBAT:** Fight while riding your steed

**SPECIAL ATTACK:** Use a non-damaging maneuver to gain an advantage

**TWO-WEAPON FIGHTING:** Fight with a weapon in each hand

### Aid Another

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a Standard Action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

You can also use this Standard Action to help a friend in other ways, such as when he is affected by a spell, or to assist another character's skill check.

See also: Aid Another during a skill check.

### Autofire

If a ranged weapon has an automatic rate of fire, a character may set it on autofire. Autofire affects an area and everyone in it, not a specific creature. The character targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective AC of 10. If the attack succeeds, every creature within the affected area must make a Reflex Save (DC 15) or take the weapon's damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

## Charge

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.

### Movement During a Charge

You must move before your attack, not after. You must move at least 10 feet (2 squares) and may move up to double your speed directly toward the designated opponent.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). Here's what it means to have a clear path. First, you must move to the closest space from which you can attack the opponent. (If this space is occupied or otherwise blocked, you can't charge.) Second, if any line from your starting space to the ending space passes through a square that blocks movement, slows movement, or contains a creature (even an ally), you can't charge. (Helpless creatures don't stop a charge.)

If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent.

You can't take a 5-foot step in the same round as a charge.

If you are able to take only a Standard Action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a Standard Action or move action on your turn.

### Attacking on a Charge

After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a -2 penalty to your AC until the start of your next turn.

A charging character gets a +2 bonus on the Strength Check made to bull rush an opponent.

Even if you have extra attacks, such as from having a high enough Base Attack Modifier or from using multiple weapons, you only get to make one attack during a charge.



## Lances and Charge Attacks

A lance deals double damage if employed by a mounted character in a charge.

## Weapons Readied against a Charge

Spears, tridents, and certain other piercing weapons deal double damage when readied (set) and used against a charging character.

## Mounted Combat

### Horses in Combat

Heavy warhorses, light warhorses and warponies can serve readily as combat steeds. Light horses, ponies, and heavy horses, however, are frightened by combat. If you don't dismount, you must make a DC 20 Agility check each round as a move action to control such a horse. If you succeed, you can perform a Standard Action after the move action. If you fail, the move action becomes a full round action and you can't do anything else until your next turn.

Your mount acts on your initiative count as you direct it. You move at its speed, but the mount uses its action to move.

A horse (not a pony) is a Large creature and thus takes up a space 10 feet (2 squares) across. For simplicity, assume that you share your mount's space during combat.

### Combat while Mounted

With a DC 5 Agility check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action.

When you attack a creature smaller than your mount that is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 1 square, you can only make a single melee attack. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make a full attack. Even at your mount's full speed, you don't take any penalty on melee attacks while mounted.

If your mount charges, you also take the AC penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging on horseback, you deal double damage with a lance.

You can use ranged weapons while your mount

is taking a double move, but at a -4 penalty on the attack roll. You can use ranged weapons while your mount is running (quadruple speed), at a -8 penalty. In either case, you make the attack roll when your mount has completed half its movement. You can make a full attack with a ranged weapon while your mount is moving. Likewise, you can take move actions normally

### Casting Spells while Mounted

You can cast a spell normally if your mount moves up to a normal move (its speed) either before or after you cast. If you have your mount move both before and after you cast a spell, then you're casting the spell while the mount is moving, and you have to make a Concentration check due to the vigorous motion (DC 10 + spell level) or lose the spell. If the mount is running (quadruple speed), you can cast a spell when your mount has moved up to twice its speed, but your Concentration check is more difficult due to the violent motion (DC 15 + spell level).

### If Your Mount Falls in Battle

If your mount falls, you have to succeed on a DC 15 Agility check to make a soft fall and take no damage. If the check fails, you take 1d6 points of damage.

### If You Are Dropped

If you are knocked unconscious, you have a 50% chance to stay in the saddle (or 75% if you're in a military saddle). Otherwise you fall and take 1d6 points of damage.

Without you to guide it, your mount avoids combat.

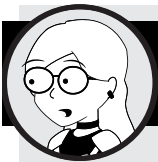
## Uncommon Attacks

There are times when your goal in combat is not to deal direct damage to an opponent, but to inconvenience, distract, or disable them without causing further injury. In most cases, this can be represented by a simple matter of rolling opposed Uncommon Attack Checks.

An Uncommon Attack Check is a special attack roll affected by size; Strength (if attacking) or Dexterity (if Defending); and, in some cases, by weapon. It is used any time a character or opponent uses a non-damaging combat maneuver as a means of judging the success or failure of the

effort. Like other checks, an Uncommon Attack Check is subject to Epic Wins and Epic Fails. Uncommon Attack Checks are only made for melee attacks under most circumstances, although certain feats or class features may permit some special attacks to be used at range.

While opposed Uncommon Attack Checks can be used to resolve a variety of special combat situations, we've included a simple list below to cover some of the more common scenarios you will run into, and likely consequences of those scenarios. You should not take this list to be exhaustive, nor should you feel like you cannot be more creative in describing the outcomes of opposed Uncommon Attack Checks.



### UNCOMMON CREATIVITY

Special attacks can often be more effective than outright assault, and should be rewarded if used cleverly. A player who describes how his character attempts to go about a special attack can be given a slight bonus to the attack at the PM's discretion.

## Two-Weapon Fighting

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a -6 penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways:

**Table: Two-Weapon Fighting Penalties**

Circumstances	Primary Hand	Off Hand
Normal penalties	-6	-10
Off-hand weapon is light	-4	-8
Two-Weapon Fighting feat	-4	-4
Off-hand weapon is light and Two-Weapon Fighting feat	-2	-2

If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

The Two-Weapon Fighting feat lessens the primary hand penalty by 2, and the off-hand

penalty by 6.

Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

### Double Weapons

You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.

### Thrown Weapons

The same rules apply when you throw a weapon from each hand. Treat a dart or shuriken as a light weapon when used in this manner, and treat a bolas, javelin, net, or sling as a one-handed weapon.

### Shield Bash Attacks

You can bash an opponent with a light shield or heavy shield, using it as an off-hand weapon. See Table: Weapons for the damage dealt by a shield bash. Used this way, a shield is a martial bludgeoning weapon. For the purpose of penalties on attack rolls, treat a heavy shield as a one-handed weapon and a light shield as a light weapon. If you use your shield as a weapon, you lose its AC bonus until your next action (usually until the next round). An enhancement 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 as if the shield were designed for a creature one size category larger than you. 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.

An enhancement bonus on a spiked shield does not improve the effectiveness of a shield bash made with it, but a spiked shield can be made into a magic weapon in its own right.

## Uncommon Attacks

**BULL RUSH:** Push an opponent back 5 feet or more

**DISARM:** Knock a weapon from your opponent's

hands, or grab a worn item

**GRAPPLE:** Wrestle with an opponent

**OVERRUN:** Plow past or over an opponent as you move

**SUNDER:** Strike an object on the opponent's person

**TRIP:** Trip an opponent

## Bull Rush

Oftentimes, in a fight, your opponent tends to stand where he wants, rather than where you would want him. Correcting this is a simple matter of ramming into him until he moves, whether he likes it or not.

On a successful Bull Rush, the attacker can move the target 1 Square for every 5 points by which they succeeded, with a minimum of 1. If the target cannot be moved into that square because it is occupied or otherwise obstructed, the target instead falls down.

## Disarm

Most opponents tend to rely on their weapons more than anything else in a fight, so an opponent who is without one tends to be more keen on diplomacy.

On a successful Disarm, the attacker deprives the target of their weapon. If the attacker was unarmed they now have that weapon, otherwise, it lands a square away for every 5 points the attacker won by, landing in the target's square on a success by 4 or less.

An unarmed Disarm attempt may also be used to snatch an item off the target's body. An easily snatched item is anything that could reasonably be removed in less than 6 seconds, such as a necklace, ring, or helmet.

## Grapple

Sometimes, the most effective way to keep someone from fighting is to grab them and hold them in place.

On a successful Grapple, the attacker gets a grip on the target, and prevents both of them from attacking anyone else or moving. Either party may attack the other as normal, but no one else. The attacker is treated as having control of the Grapple, and may end it at any time on their turn. The target

may attempt to take control by succeeding on an opposed Uncommon Attack Check on their turn (during which they are treated as the attacker). Whoever controls the Grapple has the option of moving the grapple 1 square per turn.

More than one character may join a Grapple, but only one character may have control. For the purposes of spacing, a group of grapplers is considered to take up an amount of space equal to half the number of squares the participants would normally occupy, rounded up. If one participant is larger than this value, use their size instead.

No participant is in a particular space during a Grapple, so any ranged attack into the fray is at a -4 penalty. Melee attacks are unaffected.

## Overrun

Villains and politicians tend to have plenty of people willing to stand between them, and the individuals they have crossed. A lot of times, it's easier to just run past them.

Overrunning occurs when a character attempts to simply charge through a space occupied by an opponent. The target may choose to either block or simply let the character through.

If the target chooses to block, both parties roll opposed Uncommon Attack Checks as normal. If the attacker wins, they knock the target prone, and continue moving if they still have movement left. Otherwise, the attacker stops in the square before reaching the target.

Creatures with more than two legs gain a +4 species modifier to resist this special attack.

## Sunder

Knocking a weapon away is all well and good, but sometimes it's better to just break the stupid thing and save yourself the headache of diving across the floor to grab it first.

On a successful Sunder, the attacker deals direct damage to the target's weapon or armor, with normal hardness applying. If the targeted item's HP falls below 0, the item is destroyed and the target gains no further benefits from it.

This special attack must be used against an object. Body parts and natural armor cannot be Sundered.



## WHEN TO SUNDER ARMOR

It's possible to use Sunder to chip away at an opponent's armor and then attack the vulnerable squishy thing inside, but it usually won't make sense. For one thing, good armor tends to be tougher than most characters: between its hardness (usually 5 or 10) and its HP (usually 5 times the modifier it gives to AC). Second, your opponent is still a threat during this time, and is not harmed by your attacks on their outer shell. This can be a hilarious way to embarrass opponents with high AC who lack combat skills.

### Trip

Ramming into an opponent is not always the best solution for getting them on the ground. Sometimes, it's easier to just kick their legs out from under them.

On a successful Trip, the attacker causes the target to fall prone.

Unlike Overrun, this special attack is equally effective, regardless of the number of legs the opponent has.

## SPECIAL INITIATIVE ACTIONS

Below are ways to change when you act during combat by altering your place in the initiative order.

### Delay

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative result

or just wait until some time later in the round and act then, thus fixing your new initiative count at that point.

You never get back the time you spend waiting to see what's going to happen. You can, however, interrupt anyone else's action (as you can with a readied action).

### Initiative Consequences of Delaying

Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again).

If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

### Ready

The ready action lets you prepare to take an action later, after your turn is over but before your next one has begun. Ready is a Standard Action.

### Readying an Action

You can ready a Standard Action, a move action, or a free action. To do so, specify the action you will take and the conditions under which you will take it. Then, any time before your next action, you may take the readied action in response to that condition. The action occurs just before the action that triggers it. If the triggered action is part of another character's activities, you interrupt the other character. Assuming he is still capable of doing so, he continues his actions once you complete your readied action. Your initiative result changes. For the rest of the encounter, your initiative result is the count on which you took the readied action, and you act immediately ahead of the character whose action triggered your readied action.

You can take a 5-foot step as part of your readied action, but only if you don't otherwise move any distance during the round.

### Initiative Consequences of Readying

Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your

readied action, you don't get to take the readied action (though you can ready the same action again). If you take your readied action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

### Distracting Spellcasters

You can ready an attack against a spellcaster with the trigger "if she starts casting a spell." If you damage the spellcaster, she may lose the spell she was trying to cast (as determined by her Concentration check result).

### Readying a Weapon against a Charge

You can ready certain piercing weapons, setting them to receive charges. A readied weapon of this type deals double damage if you score a hit with it against a charging character.

## FIGHTING FROM VEHICLES

The following rules provide a further framework for combat involving vehicles.

## Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

### Free Actions

Communicating orders is a free action. Characters can perform as many free actions as the GM permits in a single round.

### Move Actions

Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

## Attack Actions

Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

## Full-Round Actions

Since the driver must use a move action to control the vehicle, he can't take a full-round action unless he starts it in one round and completes it on his next turn (see Start/Complete Full-Round Action).

## Attack Options

Firing a vehicle's weapon requires an attack action and uses the driver's or gunner's ranged attack modifier.

A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

## Driving Defensively

Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's Defense and applies a -4 penalty on attack rolls made by occupants of the vehicle.

## Total Defense

A driver can choose the total defense, action which grants a +4 dodge bonus to Defense but does not allow the driver to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

## Full Attack Action

A driver cannot normally make a full attack, since controlling the vehicle requires a move action.

Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is

useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with his own weapon. A gunner can make multiple attacks with one or more weapons controlled from his position.

## Targeting Occupants

An attack made against a vehicle uses the vehicle's Defense, modified by its speed category. Attackers can choose instead to target specific vehicle occupants.

An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to Defense from both the vehicle's speed and any cover it provides.

### **Cover**

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target.

## Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop. The driver cannot attempt any maneuvers except a 45-degree turn.

Unlike characters, vehicles don't "die" when they reach -10 hit points. Instead, a vehicle is destroyed when it loses hit points equal to twice its full normal total. A destroyed vehicle cannot be repaired.

### **Energy Attacks**

Vehicles are treated as objects when subjected to energy attacks.

### **Exploding Vehicles**

If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of fire damage to everyone

within the vehicle (Reflex Save, DC 20, for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex Save, DC 15, for half damage).

## Repairing Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a -4 penalty on his Mechanics Check.) At the end of the hour, make a Mechanics Check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

# CHAPTER TWELVE

## ADDITIONAL GAMEPLAY MECHANICS

### Overview

In this chapter, you will find definitions for most of the terms you will encounter throughout this book.

Don't get overwhelmed! Much of the content in this chapter won't be relevant to all campaigns, and is provided for the benefit of your Pitfall Master.

## CONDITIONS

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most hilarious effect.

### Ability Damaged

The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

### Ability Drained

The character has permanently lost 1 or more ability score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

### Blinded

The character cannot see. He takes a -2 penalty to Armor Class, loses his Dexterity bonus to AC (if

any), moves at half speed, and takes a -4 penalty on Awareness Checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

### Blown Away

Depending on its size, a creature can be blown away by winds of high velocity.

A creature on the ground that is blown away is knocked down and rolls  $1d4 \times 10$  feet, taking  $1d4$  points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back  $2d6 \times 10$  feet and takes  $2d6$  points of nonlethal damage due to battering and buffering.

See Table: Windspeed on page TODO: pigno.

### Checked

Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

### Confused

A confused character's actions are determined by rolling  $d\%$  at the beginning of his turn: 01-10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11-20, act normally; 21-50, do nothing but babble incoherently; 51-70, flee away from caster at top possible speed; 71-100, attack nearest creature. A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

## Cowering

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The character is frozen in fear and can take no actions. A cowering character takes a -2 penalty to Armor Class and loses her Dexterity bonus (if any).

## Dazed

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The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC.

A dazed condition typically lasts 1 round.

## Dazzled

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The creature is unable to see well because of over-stimulation of the eyes. A dazzled creature takes a -1 penalty on attack rolls and Awareness checks.

## Dead

---

The character's hit points are reduced to -10, his Constitution drops to 0, or he is killed outright by a spell or effect. The 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, but 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 spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Note that PCs cannot die except by choice. A PC who is "dead" is instead unconscious, badly injured, faking it, being a drama king or queen, confused, incapacitated, or otherwise incapable of acting until attended to by a healer of some kind. One exception is Penguins PCs who do die when their hit points are reduced to -10. They do not remain dead for long as the Penguin God will resurrect them at his side in one turn. They will then need to wait till he reunites him with the rest of the party which can be instantaneous or take up to a week depending if there is anything good on television.

## Deafened

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A deafened character cannot hear. She takes a -4 penalty on initiative checks, automatically fails Awareness Checks to listen, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

## Disabled

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A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or Standard Action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any Standard Action (or any other action the PM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying.

A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

## Dying

---

A dying character is unconscious and near death. She has -1 to -9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches -10 hit points, she is dead.

## Energy Drained

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The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative



levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and –1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities).

In addition, a spellcaster temporarily loses knowledge of one spell from the highest spell Tier available. This can include spells from the caster's specialty. The PM can choose to either roll randomly, or to allow the player to decide which spell is lost.

A PC who is "killed" from energy drain recovers a level a week. He may still adventure during this period, but cannot access abilities from levels they have not recovered. He saves and attacks at his effective level, rather than his true one. HP, feats, and skills are unaffected.

## **Entangled**

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The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

## **Exhausted**

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An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

## **Fascinated**

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A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Awareness checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a

new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a Standard Action.

## **Fatigued**

---

A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

## **Flat-Footed**

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A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any).

## **Frightened**

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A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Characters unable to flee (such as those trapped in a corner) will turn and fight. When doing so, they are at +2 on all attack rolls, saving throws, skills checks, and ability checks related to fighting the source of their fear, although they are still at the same penalties when fighting other creatures due to their distraction.

## **Grappling**

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Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He cannot attack any other squares, and loses his Dexterity bonus to AC (if any) against opponents he isn't grappling.

## Helpless

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A helpless character is paralyzed, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against helpless targets. As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. If the defender survives, he must make a Fortitude Save (DC 10 + damage dealt) or die.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude Saves to avoid being killed by a coup de grace.

## Incorporeal

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Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

## Invisible

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Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). (See Invisibility, under Special Abilities.)

## Knocked Down

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Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 × 10 feet.

## Nauseated

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Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single

move action per turn.

## Panicked

---

A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –4 penalty on all saving throws, skill checks, and ability checks. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Characters unable to flee (such as those trapped in a corner) will turn and fight. When doing so, they are at +4 on all attack rolls, saving throws, skills checks, and ability checks related to fighting the source of their fear, although they are still at the same penalties when fighting other creatures due to their distraction.

Panicked is a more extreme state of fear than shaken or frightened.

## Paralyzed

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A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

## Petrified

---

A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

## Prone

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The character is on the ground. An attacker

who is prone has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a -4 penalty to AC against melee attacks.

Standing up is a move-equivalent action.

## Shaken

A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Shaken is a less severe state of fear than frightened or panicked.

## Sickened

The character takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

## Stable

A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal Check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

## Staggered

A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or Standard Action each round (but not both, nor can he take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

## Stunned

A stunned creature drops everything held, can't

take actions, takes a -2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Unconscious: Knocked out and helpless. Unconsciousness can result from having current hit points between -1 and -9, or from nonlethal damage in excess of current hit points.

# MOVEMENT

## Three Movement Scales

There are three movement scales, as follows.

- Tactical, for combat, measured in feet (or squares) per round.
- Local, for exploring an area, measured in feet per minute.
- Overland, for getting from place to place, measured in miles per hour or miles per day.

## Modes of Movement

While moving at the different movement scales, creatures generally walk, hustle, or run.

### Walk

A walk represents unhurried but purposeful movement at 3 miles per hour for an unencumbered human.

### Hustle

A hustle is a jog at about 6 miles per hour for an unencumbered Human. A character moving his speed twice in a single round, or moving that speed in the same round that he performs a Standard Action or another move action is considered hustling.

### Run (x3)

Moving three times speed is a running pace for a character in heavy armor. It represents about 9 miles per hour for a human in full plate.

### Run (x4)

Moving four times speed is a running pace for a character in light, medium, or no armor. It represents about 12 miles per hour for an unencumbered human, or 8 miles per hour for a human

in chainmail.

## **Tactical Movement**

Use tactical movement for combat. Characters generally don't walk during combat—they hustle or run. A character who moves his speed and takes some action is hustling for about half the round and doing something else the other half.

### **Hampered Movement**

Difficult terrain, obstacles, or poor visibility can hamper movement. When movement is hampered, each square moved into usually counts as two squares, effectively reducing the distance that a character can cover in a move.

If more than one condition applies, multiply together all additional costs that apply. (This is a specific exception to the normal rule for doubling)

In some situations, your movement may be so hampered that you don't have sufficient speed even to move 5 feet (1 square). In such a case, you may use a full-round action to move 5 feet (1 square) in any direction, even diagonally.

You can't run or charge through any square that would hamper your movement.

## **Local Movement**

Characters exploring an area use local movement, measured in feet per minute.

### **Walk**

A character can walk without a problem on the local scale.

### **Hustle**

A character can hustle without a problem on the local scale. See Overland Movement, below, for movement measured in miles per hour.

### **Run**

A character with a Constitution score of 9 or higher can run for a minute without a problem. Generally, a character can run for a minute or two before having to rest for a minute

## **Overland Movement**

Characters covering long distances cross-country use overland movement. Overland

movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

### **Walk**

A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear him out (see Forced March, below). A character walking will typically cover a distance in miles equal to half their speed in squares.

### **Hustle**

A character can hustle for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

A fatigued character can't run or charge and takes a penalty of -2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

### **Run**

A character can't run for an extended period of time.

Attempts to run and rest in cycles effectively work out to a hustle.

### **Terrain**

The terrain through which a character travels affects how much distance he can cover in an hour or a day (see Table: Terrain and Overland Movement). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

### **Forced March**

In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check

fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing himself too hard.

### Mounted Movement

A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when they take any damage from hustling or forced marches.

See Table: Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table: Mounts and Vehicles for speeds for water vehicles.

**Table: Movement and Distance in miles**

Mode	15 feet	20 feet	30 feet	40 feet
<b>One Hour (Overland)</b>				
Walk	1½	2	3	4
Hustle	3	4	6	8
Run	—	—	—	—
<b>One Day (Overland)</b>				
Walk	12	16	24	32
Hustle	—	—	—	—
Run	—	—	—	—
1 Tactical movement is often measured in squares on the battle grid (1 square = 5 feet) rather than feet.				

**Table: Hampered Movement**

Condition	Additional Movement Cost
Difficult terrain	×2
Obstacle <sup>1</sup>	×2
Poor visibility	×2
Impassable	—
1 May require a skill check	

**Table: Terrain and Overland Movement**

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	×1	×½	×½
Forest	×1	×1	×½
Hills	×1	×¾	×½
Jungle	×1	×¾	×¼
Moor	×1	×1	×¾
Mountains	×¾	×¾	×½
Plains	×1	×1	×¾
Swamp	×1	×¾	×½
Tundra, frozen	×1	×¾	×¾

**Table: Vehicles**

Mount/Vehicle	Per Hour	Per Day
Cart or wagon	2 miles	16 miles
Raft or barge (poled or towed) <sup>1</sup>	½ mile	5 miles
Keelboat (rowed) <sup>1</sup>	1 mile	10 miles
Rowboat (rowed) <sup>1</sup>	1½ miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2-½ miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles
1 Rafts, barges, keelboats, and rowboats are used on lakes and rivers.		

If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

# EXPLORATION

## Vision & Light

Imps, Doppelgangers, and some robots have

IR Vision, while elves and some robots have UV Vision. Everyone else, however, needs light to see by. See Table: Light Sources and Illumination for the radius that a light source illuminates and how long it lasts.

In an area of bright light, all characters can see clearly. A creature can't hide in an area of bright light unless it is invisible or has cover.

In an area of shadowy illumination, a character with normal vision can see dimly. Characters with IR Vision and UV Vision are unimpeded. Creatures within this area have concealment relative to that character. A creature in an area of shadowy illumination can make a Stealth Check to conceal itself.

In areas of darkness, creatures without either IR Vision or UV Vision are blinded. Those characters with IR Vision can see fine, while those with UV Vision are treated as being in shadowy illumination.

**Table: Light Sources and Illumination**

Object	Bright	Shadowy	Duration
Candle	n/a <sup>1</sup>	5 ft.	1 hr.
Glowstick	5 ft.	5 ft.	1 hr.
Lamp, common	15 ft.	30 ft.	6 hr./pint
Flashlight, heavy <sup>2</sup>	60-ft. cone	120-ft. cone	48 hr./battery
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Spell	Bright	Shadowy	Duration
Light - Eye Beams <sup>3</sup>	20-ft. cone	60-ft. cone	10 min.
Light - Glowing Object	30 ft.	60 ft.	10 min.
Any other Fire spell	20 ft.	40 ft.	Variable
<p>1 A candle does not provide bright illumination, only shadowy illumination.</p> <p>2 A heavy flashlight illuminates a cone, not a radius.</p> <p>3 Each eye a character has radiates a beam.</p>			

## Breaking and Entering

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

### Smashing an Object

Smashing a weapon or shield with a slashing or bludgeoning weapon is accomplished by the sunder special attack. Smashing an object is a lot like sundering a weapon or shield, except that your attack roll is opposed by the object's AC. Generally, you can smash an object only with a bludgeoning or slashing weapon.

### Armor Class

Objects are easier to hit than creatures because they usually don't move, but many are tough enough to shrug off some damage from each blow. An object's Armor Class is equal to 10 + its size modifier + its Dexterity modifier. An inanimate object has not only a Dexterity of 0 (-5 penalty to AC), but also an additional -2 penalty to its AC. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

### Hardness

Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Common Armor, Weapon, and Shield Hardness and Hit Points; Table: Substance Hardness and Hit Points; and Table: Object Hardness and Hit Points).

### Hit Points

An object's hit point total depends on what it is made of and how big it is (see Table: Common Armor, Weapon, and Shield Hardness and Hit Points; Table: Substance Hardness and Hit Points; and Table: Object Hardness and Hit Points). When an object's hit points reach 0, it's ruined.

Very large objects have separate hit point totals for different sections.

### Energy Attacks

Acid and sonic attacks deal damage to most objects just as they do to creatures; roll damage and

apply it normally after a successful hit. Electricity and fire attacks deal half damage to most objects; divide the damage dealt by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage dealt by 4 before applying the hardness.

### Ranged Weapon Damage

Objects take half damage from ranged weapons (unless the weapon is a siege engine or something similar). Divide the damage dealt by 2 before applying the object's hardness.

### Ineffective Weapons

Certain weapons just can't effectively deal damage to certain objects.

### Immunities

Objects are immune to nonlethal damage and to critical hits.

Even animated objects, which are otherwise considered creatures, have these immunities because they are constructs.

### Magic Armor, Shields, and Weapons

Each +1 of enhancement bonus adds 2 to the hardness of armor, a weapon, or a shield and +10 to the item's hit points.

### Vulnerability to Certain Attacks

Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

### Damaged Objects

A damaged object remains fully functional until the item's hit points are reduced to 0, at which point it is destroyed.

Damaged (but not destroyed) objects can be repaired with the Craft skill.

### Saving Throws

Nonmagical, unattended items never make saving throws. They are considered to have failed their saving throws, so they always are affected by spells. An item attended by a character (being grasped, touched, or worn) makes saving throws as the character (that is, using the character's saving throw bonus).

Magic items always get saving throws. A magic

item's Fortitude, Reflex, and Will Save bonuses are equal to 2 + one-half its caster level. An attended magic item either makes saving throws as its owner or uses its own saving throw bonus, whichever is better.

### Animated Objects

Animated objects count as creatures for purposes of determining their Armor Class (do not treat them as inanimate objects).

### Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a Strength Check (rather than an attack roll and damage roll, as with the sunder special attack) to see whether he succeeds. The DC depends more on the construction of the item than on the material.

If an item has lost half or more of its hit points, the DC to break it drops by 2.

Larger and smaller creatures get size bonuses and size penalties on Strength Checks to break open doors as follows: Fine -16, Diminutive -12, Tiny -8, Small -4, Large +4, Huge +8, Gargantuan +12, Colossal +16.

A crowbar or portable ram improves a character's chance of breaking open a door.

**Table: Common Armor, Weapon, and Shield Hardness and Hit Points**

Weapon or Shield	Hardness	HP <sup>1</sup>
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special <sup>2</sup>	armor bonus ×5
Buckler	10	5
Light wooden shield	5	7
Heavy wooden shield	5	15

Light steel shield	10	10
Heavy steel shield	10	20
Tower shield	5	20
<p>1 The hp value given is for Medium armor, weapons, and shields. Divide by 2 for each size category of the item smaller than Medium, or multiply it by 2 for each size category larger than Medium.</p> <p>2 Varies by material; see Table: Substance Hardness and Hit Points.</p>		

**Table: Substance Hardness and Hit Points**

Substance	Hardness	Hit Points
Paper or cloth	0	2/inch of thickness
Rope	0	2/inch of thickness
Glass	1	1/inch of thickness
Ice	0	3/inch of thickness
Leather or hide	2	5/inch of thickness
Wood	5	10/inch of thickness
Stone	8	15/inch of thickness
Iron or steel	10	30/inch of thickness
Ceramic	15	30/inch of thickness
Abamantite	20	40/inch of thickness

**Table: Size and Armor Class of Objects**

Size	AC Modifier
Colossal	-8
Gargantuan	-4
Huge	-2
Large	-1
Medium	+0
Small	+1
Tiny	+2
Diminutive	+4
Fine	+8

**Table: Object Hardness and Hit Points**

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23

Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Manacles	10	10	26
Masterwork manacles	10	10	28
Iron door (2 in. thick)	10	60	28

**Table: DCs to Break or Burst Items**

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down iron door	28
1 If both apply, use the larger number.	

### Other ways to beat a trap

It's possible to ruin many traps without making a Mechanics Check.

### Ranged Attack Traps

Once a trap's location is known, the obvious way to ruin it is to smash the mechanism—assuming the mechanism can be accessed. Failing that, it's possible to plug up the holes from which the projectiles emerge. Doing this prevents the trap from firing unless its ammunition does enough damage to break through the plugs.

### Melee Attack Traps

These devices can be thwarted by smashing the mechanism or blocking the weapons, as noted above. Alternatively, if a character studies the trap as it triggers, he might be able to time his dodges just right to avoid damage. A character who is doing nothing but studying a trap when it first goes off gains a +4 dodge bonus against its attacks if it is triggered again within the next minute.

### Pits

Disabling a pit trap generally ruins only the trapdoor, making it an uncovered pit. Filling in the pit or building a makeshift bridge across it is an application of manual labor, not the Disable Device component of the Mechanics Skill. Characters



could neutralize any spikes at the bottom of a pit by attacking them—they break just as daggers do.

### Magic Traps

Dispel magic helps here. Someone who succeeds on a caster level check against the level of the trap's creator suppresses the trap for 1d4 rounds. This works only with a targeted dispel magic, not the area version (see the spell description).

## ABILITY SCORE LOSS

Various attacks cause ability score loss, either ability damage or ability drain. Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability, and the spells lesser restoration and restoration offset ability damage as well. Ability drain, however, is permanent, though restoration can restore even those lost ability score points.

While any loss is debilitating, losing all points in an ability score can be devastating.

- Strength 0 means that the character cannot move at all. He lies helpless on the ground.
- Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.
- Constitution 0 means that the character is dead.
- Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.
- Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.
- Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Having a score of 0 in an ability is different from having no ability score whatsoever.

Some spells or abilities impose an effective

ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the spell's or ability's duration, and the ability score immediately returns to its former value.

If a character's Constitution score drops, then he loses 1 hit point per Hit Die for every point by which his Constitution Modifier drops. A hit point score can't be reduced by Constitution damage or drain to less than 1 hit point per Hit Die.

The ability that some creatures have to drain ability scores is a supernatural one, requiring some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

## BLINDSIGHT AND BLINDSENSE

Some creatures have blindsight, the extraordinary ability to use a non-visual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and concealment (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range specified in the creature description.

- Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
- Blindsight does not subject a creature to gaze attacks (even though IR Vision does).
- Blinding attacks do not penalize creatures using blindsight.
- Deafening attacks thwart blindsight if it relies on hearing.
- Blindsight works underwater but not in a vacuum.
- Blindsight negates displacement and blur effects.

## Blindsense

Other creatures have blindsense, a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight. The creature with blindsense usually does not need to make Awareness checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see has total concealment (50% miss chance) against the creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

## BREATH WEAPON

A creature attacking with a breath weapon is actually expelling something from its mouth (rather than conjuring it by means of a spell or some other magical effect). Most creatures with breath weapons are limited to a number of uses per day or by a minimum length of time that must pass between uses. Such creatures are usually smart enough to save their breath weapon until they really need it.

- Using a breath weapon is typically a Standard Action.
- No attack roll is necessary. The breath simply fills its stated area.
- Any character caught in the area must make the appropriate saving throw or suffer the breath weapon's full effect. In many cases, a character who succeeds on his saving throw still takes half damage or some other reduced effect.
- Breath weapons are supernatural abilities except where noted.
- Creatures are immune to their own breath weapons.
- Creatures unable to breathe can still use

breath weapons. (The term is something of a misnomer.)

## CHARM AND COMPULSION

Many abilities and spells can cloud the minds of characters and monsters, leaving them unable to tell friend from foe—or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantments affect characters and creatures: charms and compulsions.

### Charm

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various charm spells. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world.

- A charmed creature doesn't gain any magical ability to understand his new friend's language.
- A charmed character retains his original alignment and allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions.
- A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).
- A charmed character is entitled to an opposed Charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.
- A charmed character never obeys a command that is obviously suicidal or grievously harmful to him.
- If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the

subject may attempt a new saving throw to break free of the influence altogether.

- A charmed character who is openly attacked by the creature who charmed him or by that creature's apparent allies is automatically freed of the spell or effect.

## Compulsion

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the caster; a compulsion makes the subject obey the caster.

Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

## COLD IMMUNITY

A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

## DAMAGE REDUCTION

Some magic creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable.

The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon can overcome this reduction. This information is separated from the damage reduction number by a slash. Damage reduction may be overcome by special materials, by magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment. If a dash follows the slash then the damage reduction is effective against any attack

that does not ignore damage reduction.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison and injury type disease. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

Attacks that deal no damage because of the target's damage reduction do not disrupt spells.

Spells, spell-like abilities, and energy attacks (even nonmagical fire) ignore damage reduction.

Sometimes damage reduction is instant healing. Sometimes damage reduction represents the creature's tough hide or body. In either case, characters can see that conventional attacks don't work.

If a creature has damage reduction from more than one source, the two forms of damage reduction do not stack. Instead, the creature gets the benefit of the best damage reduction in a given situation.

## DISEASE

When a character is injured by a contaminated attack touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect—his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward, he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

These Fortitude saving throws can be rolled

secretly so that the player doesn't know whether the disease has taken hold.

## Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases and defined below.

### Disease

Diseases whose names are printed in italic in the table are supernatural in nature. The others are extraordinary.

### Vector

The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

### DC

The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

### Incubation Period

The time before damage begins.

### Damage

The ability damage the character takes after incubation and each day afterward.

### Typical Diseases

#### Malware

Robot-only. Causes robots to recite annoying advertisements during conversations. To cure, requires anti-virus software update spend two hours running a virus scan.

#### Nescient Sickness

Spread in tainted water. Interrupts the brain's ability to parse letterforms into text. Causes illiteracy and body hair loss for the duration of illness.

#### Noggin Necrosis

Feels like your brain is burning. Intelligence damage increases difficulty of casting.

#### Pharaoh's Pneumonia

Spread by mummies. This affliction renders the

infected unable to handle or touch fine goods like silk, varnished woods, precious stones, or refined metals. Contact with those materials causes 1d4 of immediate non-lethal damage and a reflexive drive to toss away and avoid the painful objects. An additional 1d4 of non-lethal damage is sustained per minute of contact. Characters with Pharaoh's Pneumonia cannot be healed with magic while in contact with damaging materials.

#### Rolph-Lao's Affliction

Symptoms include high fever, disorientation, and frequent bouts of hideous laughter.

#### Wicker Fever

Spread by rats and vermin. Those injured in filthy surroundings might also catch it, as may users of public toilet seats.

Table: Diseases

Disease	Vector	DC	Incubation (days)	Damage
Malware	Contact	16	1	1d6 Cha
Nescient Sickness	Ingested	16	1d3	1d4 Str <sup>1</sup>
Noggin Necrosis	Inhaled	12	1	1d4 Int
Pharaoh's Pneumonia	Contact	20	1	1d6 Con <sup>2</sup>
Rolph-Lao's Affliction	Inhaled	16	1	1d6 Wis
Wicker Fever	Injury	12	1d3	1d3 Dex, 1d3 Con
<p>1 Each time the victim takes 2 or more damage from the disease, he must make another Fortitude Save or lose additional body hair.</p> <p>2 Successful saves do not allow the character to recover. Only magical healing can save the character.</p>				

## Healing a Disease

Use of the Heal skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal Check result is higher. The diseased character must be in the healer's care and must have spent

the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

## ENERGY DRAIN & NEGATIVE LEVELS

Some horrible creatures, especially undead monsters, possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from her. Most energy drain attacks require a successful melee attack roll—mere physical contact is not enough. Each successful energy drain attack bestows one or more negative levels on the opponent. A creature takes the following penalties for each negative level it has gained.

- 1 on all skill checks and ability checks.
- 1 on attack rolls and saving throws.
- 5 hit points.
- 1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).

If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

Negative levels remain for 24 hours or until removed with a spell, such as restoration. After 24 hours, the afflicted creature must attempt a Fortitude Save (DC 10 + ½ attacker's HD + attacker's Charisma Modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it has gained. If the save fails, the negative level goes

away, but the creature's level is also reduced by one.

A character with negative levels at least equal to her current level, or drained below 1<sup>st</sup> level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight. A creature gains 5 temporary hit points for each negative level it bestows (though not if the negative level is caused by a spell or similar effect).

## ENVIRONMENTAL HAZARDS

Environmental hazards specific to one kind of terrain (such as an avalanche, which occurs in the mountains) are described in Wilderness, above. Environmental hazards common to more than one setting are detailed below.

### Acid Effects

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure.

The fumes from most acids are inhaled poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a DC 13 Fortitude Save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed (see Drowning).

### Cold Dangers

Cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude Save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill Description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude Save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below -20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude Save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a chill metal spell.

## Ice Effects

Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Agility Checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

## Darkness

IR Vision allows many characters and monsters to see without any light at all, but characters with normal vision can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

Creatures blinded by darkness lose the ability to deal extra damage due to precision

Blinded creatures are hampered in their movement, and pay 2 squares of movement per square moved into (double normal cost). Blinded creatures can't run or charge.

All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right square; if the blinded creature launches an attack without pinpointing its foe, it attacks a random square within its reach. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

A blinded creature loses its Dexterity adjustment to AC and takes a -2 penalty to AC.

A blinded creature takes a -4 penalty on Awareness Checks to Search and most Strength and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

A creature blinded by darkness can make an Awareness Check to listen as a free action each round in order to locate foes (DC equal to opponents' Stealth Checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. An Awareness Check that beats the DC by 20 reveals the unseen creature's square (but the unseen creature still has total concealment from the blinded creature).

A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon into two

adjacent squares using a Standard Action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen creature's current location. (If the unseen creature moves, its location is once again unknown.)

If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed him) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).

A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

## Falling

### Falling Damage

The basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Athletics Check or DC 15 Agility Check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Jump or Agility Check, he takes only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.

### Falling into Water

Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet

do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).

Characters who deliberately dive into water take no damage on a successful DC 15 Athletics Check or DC 15 Agility Check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive.

## Falling Objects

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects.

Objects that fall upon characters deal damage based on their weight and the distance they have fallen.

For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table: 1d6 Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.

**Table: 1d6 Damage from Falling Objects**

Object Weight	Falling Distance
200–101 lb.	20 ft.
100–51 lb.	30 ft.
50–31 lb.	40 ft.
30–11 lb.	50 ft.
10–6 lb.	60 ft.
5–1 lb.	70 ft.

For each additional increment an object falls, it deals an additional 1d6 points of damage.

Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

## Heat Dangers

Heat deals nonlethal damage that cannot be

recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by endure elements, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude Save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a -4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the nonlethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude Save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a -4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per

round of exposure.

## Catching on Fire

Characters exposed to burning oil, bonfires, and non-instantaneous magic fires might find their clothes, hair, or equipment on fire. Spells with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex Save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make DC 15 Reflex Saves for each item. Flammable items that fail take the same amount of damage as the character.

## Lava Effects

Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Drowning, below).

## Smoke Effects

A character who breathes heavy smoke must make a Fortitude Save each round (DC 15, +1 per previous check) or spend that round choking and



coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage.

Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

## Water Dangers

Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult. See the Swim skill description.)

By contrast, fast-moving water is much more dangerous. On a successful DC 15 Athletics Check or a DC 15 Strength Check, it deals 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude Save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

## ETHEREALNESS

Phase spiders and certain other creatures can exist on the Ethereal Plane. While on the Ethereal Plane, a creature is called ethereal. Unlike incorporeal creatures, ethereal creatures are not present on the Material Plane.

Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the Material Plane. Even most magical attacks have no effect on them. See invisibility and true seeing reveal ethereal creatures.

An ethereal creature can see and hear into the Material Plane in a 60-foot radius, though material objects still block sight and sound. (An ethereal

creature can't see through a material wall, for instance.) An ethereal creature inside an object on the Material Plane cannot see. Things on the Material Plane, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Material Plane, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way material creatures interact with material creatures and objects.

Even if a creature on the Material Plane can see an ethereal creature the ethereal creature is on another plane. Only force effects can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally.

A force effect originating on the Material Plane extends onto the Ethereal Plane, so that a wall of force blocks an ethereal creature, and a magic missile can strike one (provided the spellcaster can see the ethereal target). Gaze effects and abjurations also extend from the Material Plane to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the Material Plane.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material).

Ghosts have a power called manifestation that allows them to appear on the Material Plane as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with a manifesting ghost. Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or take falling damage.

## EVASION & IMPROVED EVASION

These extraordinary abilities allow the target of an area attack to leap or twist out of the way. Lighter Fighters and Shapeshifters have evasion as a class, but certain other creatures have that abili-

ties, too.

If subjected to an attack that allows a Reflex Save for half damage, a character with evasion takes no damage on a successful save.

As with a Reflex Save for any creature, a character must have room to move in order to evade. A bound character or one squeezing through an area cannot use evasion.

As with a Reflex Save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Lighter Fighters and Robot Shapeshifters cannot use evasion in medium or heavy armor. Doppelganger Shapeshifters cannot use evasion in any armor. Some creatures with the evasion ability as an innate quality do not have this limitation.

Improved evasion is like evasion, except that even on a failed saving throw the character takes only half damage.

## FAST HEALING

A creature with fast healing has the extraordinary ability to regain hit points at an exceptional rate. Except for what is noted here, fast healing is like natural healing.

At the beginning of each of the creature's turns, it heals a certain number of hit points (defined in its description).

Unlike regeneration, fast healing does not allow a creature to regrow or reattach lost body parts.

A creature that has taken both nonlethal and lethal damage heals the nonlethal damage first.

Fast healing does not restore hit points lost from starvation, thirst, or suffocation.

Fast healing does not increase the number of hit points regained when a creature polymorphs.

## FEAR

Spells, magic items, and certain monsters can

affect characters with fear. In most cases, the character makes a Will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

## Shaken

Characters who are shaken take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

## Frightened

Characters who are frightened are shaken, and in addition they flee from the source of their fear as quickly as they can. They can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again.

Characters unable to flee (such as those trapped in a corner) will turn and fight. When doing so, they are at +2 on all attack rolls, saving throws, skills checks, and ability checks related to fighting the source of their fear, although they are still at the shaken penalties when fighting other creatures due to their distraction.

## Panicked

Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers.

Panicked characters will fight if they are prevented from fleeing as if they were frightened, but are at +4 instead of +2 against the source of their fear, and are at -4 instead of -2 against all others.

## Becoming Even More Fearful

Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes

panicked instead.

## FIRE IMMUNITY

A creature with fire immunity never takes fire damage. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

## INCORPOREALITY

Spectres, wraiths, and a few other creatures lack physical bodies. Such creatures are insubstantial and can't be touched by nonmagical matter or energy. Likewise, they cannot manipulate objects or exert physical force on objects. However, incorporeal beings have a tangible presence that sometimes seems like a physical attack against a corporeal creature.

Incorporeal creatures are present on the same plane as the characters, and characters have some chance to affect them.

Incorporeal creatures can be harmed only by other incorporeal creatures, by magic weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all nonmagical attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids.

Even when struck by magic or magic weapons, an incorporeal creature has a 50% chance to ignore any damage from a corporeal source—except for a force effect or damage dealt by a ghost touch weapon.

Incorporeal creatures are immune to critical hits and extra damage from being favored enemies. They move in any direction (including up or down) at will. They do not need to walk on the ground. They can pass through solid objects at will, although they cannot see when their eyes are within solid matter.

Incorporeal creatures hiding inside solid objects

get a +2 Circumstance Modifier on Awareness Checks to listen, because solid objects carry sound well. Pinpointing an opponent from inside a solid object uses the same rules as pinpointing invisible opponents (see Invisibility, below).

Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, even magic armor, unless it is made of force (such as mage armor or bracers of armor) or has the ghost touch ability.

Incorporeal creatures pass through and operate in water as easily as they do in air.

Incorporeal creatures cannot fall or take falling damage.

Corporeal creatures cannot trip or grapple incorporeal creatures.

Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

## INVISIBILITY

The ability to move about unseen is not fool-proof. While they can't be seen, invisible creatures can be heard, smelled, or felt.

Invisibility makes a creature undetectable by vision, including IR Vision and UV Vision.

Invisibility does not, by itself, make a creature immune to critical hits, but it does make the creature immune to extra damage from being a favored enemy.

A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Awareness Check. The observer gains a hunch that “something's there” but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, an unliving creature holding still,

or a completely immobile creature is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Awareness Check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

A creature can use hearing to find an invisible creature. A character can make a Awareness Check to listen for this purpose as a free action each round. An Awareness Check result at least equal to the invisible creature's Stealth Check result reveals its presence. (A creature with no ranks in Stealth makes a Stealth Check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the location of an invisible creature. An Awareness Check that beats the DC by 20 pinpoints the invisible creature's location.

**Table: Awareness Check DCs to Detect Invisible Creatures**

Invisible Creature Is . . .	DC
In combat or speaking	0
Moving at half speed	Stealth Check result
Moving at full speed	Stealth Check result -4
Running or charging	Stealth Check result -20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a Standard Action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5 feet. In

this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

If a character tries to attack an invisible creature whose location he has not pinpointed, have the player choose the space where the character will direct the attack. If the invisible creature is there, conduct the attack normally. If the enemy's not there, roll the miss chance as if it were there, don't let the player see the result, and tell him that the character has missed. That way the player doesn't know whether the attack missed because the enemy's not there or because you successfully rolled the miss chance.

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with flour to at least keep track of its position (until the flour fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature's location.

An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment.

A creature with the scent ability can detect an invisible creature as it would a visible one.

A creature with the Blind-Fight feat has a better chance to hit an invisible creature. Roll the miss chance twice, and he misses only if both rolls indicate a miss. (Alternatively, make one 25% miss chance roll rather than two 50% miss chance rolls.)

A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

An invisible burning torch still gives off light, as

does an invisible object with a light spell (or similar spell) cast upon it.

Ethereal creatures are invisible. Since ethereal creatures are not materially present, Awareness Checks, Scent, Blind-Fight, and blindsight don't help locate them.

Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Awareness Checks can help.

Invisible creatures cannot use gaze attacks.

Invisibility does not thwart detect spells.

Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

## IR VISION

IR Vision is the extraordinary ability to optically perceive heat radiated below the human visible spectrum, regardless of the presence of light sources. The shapes of all objects warmer than absolute zero are visible by IR Vision, but surface details like text are not discernible. IR Vision does not pierce illusions like invisibility. Creatures with IR Vision are still susceptible to gaze attacks. IR Vision is not spoiled by light.

## PARALYSIS

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means. (Paralysis from toxins is discussed in the Poison section below.)

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

# POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used.

## Delivery Methods

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

### Contact

Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

### Ingested

Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned. Assassins and other characters tend to use ingested poisons outside of combat.

### Inhaled

Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the con-

tainer releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

## Injury

This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes

contain injury poisons.

## Characteristics

The characteristics of poisons are summarized on Table: Poisons. Terms on the table are defined below.

### Type

The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the Fortitude Save DC to avoid the poison's damage.

Table: Poisons

Poison	Type	Initial Damage	Secondary Damage	Price
Bernardo's applicant	Contact DC 13	—	3d6 Con	\$650
Fleance's leaf extract	Contact DC 16	2d12 hp	1d6 Con	\$300
Cyanoacrylate	Contact DC 16	1 Dex	2d4 Dex	\$500
Satnav root	Contact DC 16	1d6 Dex	2d6 Dex	\$750
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	\$4500
Dragon bile	Contact DC 26	3d6 Str	—	\$1500
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	\$180
Arsenic	Ingested DC 13	1 Con	1d8 Con	\$120
Ego moss	Ingested DC 14	1d4 Int	2d6 Int	\$125
Zolpidem	Ingested DC 15	—	Unconsciousness	\$90
Skeleton dust	Ingested DC 17	2d6 Str	1d6 Str	\$250
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	\$300
Cyclotron-grade garlic	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha	\$1000
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	\$1500
Burnt swordfishplant snot	Inhaled DC 18	1 Con	3d6 Con	\$2100
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	\$120
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	\$90
Bloodroot	Injury DC 12	—	1d4 Con + 1d3 Wis	\$100
Blue elf poison	Injury DC 13	Unconsciousness	Unconsciousness for 2d4 hours	\$75
Blood lubricant	Injury DC 13	1 Con	1d2 Con	\$100
Blade ether	Injury DC 14	1 Con	Unconsciousness	\$120
Meth spider venom	Injury DC 14	1d4 Str	1d4 Str	\$150
Sonic essence	Injury DC 17	1 Str	2d6 Str	\$250
Little dragon poison	Injury DC 17	2d6 Con	2d6 Con	\$3000
Crossbow scorpion venom	Injury DC 18	1d6 Str	1d6 Str	\$200
Tumblebee poison	Injury DC 18	1d6 Dex	1d6 Dex	\$210
Embolism injection	Injury DC 20	1d6 Con	2d6 Con	\$1800
Vein sealant	Injury DC 24	1d6 Str	2d6 Str	\$700

## Initial Damage

The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (\*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

## Secondary Damage

The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours. Ability damage marked with an asterisk is permanent drain instead of temporary damage.

## Price

The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose.

## Perils of Using Poison

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 Reflex Save or accidentally poison himself with the weapon.

## Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures (constructs and undead) and creatures without metabolisms (such as elementals) are always immune to poison. Oozes, plants, and certain kinds of outsiders are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

# RAYS

All ray attacks require the attacker to make a successful ranged touch attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never takes a range penalty. Even if a ray hits, it usually allows the target to make a saving throw (Fortitude or Will). Rays never allow a Reflex saving throw, but if a character's Dexterity bonus to AC is high, it might

be hard to hit her with the ray in the first place.

# REGENERATION

Creatures with this extraordinary ability recover from wounds quickly and can even regrow or reattach severed body parts. Damage dealt to the creature is treated as nonlethal damage, and the creature automatically cures itself of nonlethal damage at a fixed rate.

Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to nonlethal damage and so doesn't go away. The creature's description includes the details.

Creatures with regeneration can regrow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached.

Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

Attack forms that don't deal hit point damage ignore regeneration.

An attack that can cause instant death only threatens the creature with death if it is delivered by weapons that deal it lethal damage.

# RESISTANCE TO ENERGY

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type each round, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

## SCENT

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

### Drowning

Any character can hold his breath for a number of rounds equal to twice his Constitution score. After this period of time, the character must make

a DC 10 Constitution check every round in order to continue holding his breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to -1 hit points and is dying. In the third round, she drowns.

It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

## UV VISION

UV Vision is the additional perception of light above the Human-visible spectrum. It does not work in absolute darkness. UV Vision allows sight of surface details like printed text even in low light situations. The presence of light does not spoil UV Vision.

## VEHICULAR MOVEMENT & COMBAT

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles—cars, trucks, and light military vehicles. The rules can be modified for boats, heavier armored vehicles, and aircraft.

## Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

### Driver

The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with his



attack action. There can be only one driver in a vehicle at one time.

## Copilot

A copilot can help the driver by taking an aid another action. The copilot must be seated in a location where he can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time. A copilot can also drive the vehicle if the driver cannot or chooses not to, provided there is a second set of controls at the copilot's seat (usually true in aircraft, but not ground vehicles).

## Gunner

Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can man that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

## Passenger

All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but may be able to fire weapons from the vehicle or take other actions.

## Scale

These rules use two scales. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves only vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use chase scale.

## Character Scale

Character scale is identical to the standard movement scale: It's carried out on a grid in which each square equals 5 feet. In character scale, most vehicles are large enough to occupy multiple squares on the map grid. How many squares a vehicle occupies is specified in the vehicle's description.

When moving a vehicle, count the squares from the vehicle's rear. When turning, pivot the vehicle on the rear square toward which it is turning. When firing weapons, count squares from the

location of the weapon.

In character scale, more than one ground vehicle cannot occupy the same square.

## Chase Scale

In chase scale, each square of the grid represents 50 feet.

In chase scale, most commonly encountered vehicles occupy only one square. (Some especially large vehicles, such as ships or jumbo jets, might occupy more than one square.) More than one vehicle can occupy the same square. Vehicles in the same square are considered to be 20 feet apart for the purposes of determining range for attacks.

## Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and Defense. (The size modifier is already included in the vehicle statistics on Table: Vehicles)

Table: Vehicle Sizes

Vehicle Size	Size Modifier	Examples
Colossal	-8	Yacht, semi with trailer
Gargantuan	-4	Tank, limousine
Huge	-2	Luxury car, SUV, armored car
Large	-1	Economy car, Harley
Medium	+0	Racing bike, dirt bike

## Facing

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse).

## Getting Started

Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it

applies.

## Initiative

There are two options for determining initiative in vehicle combat. First, is individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to roll initiative for each vehicle, using the vehicle's initiative modifier. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

## Vehicle Speed

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see Table: Vehicle Speeds and Modifiers). Each round, a vehicle moves according to its current speed category.

### Declaring Speed

At the beginning of his action, a driver must declare his speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed category at the end of the previous round. A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

#### Stationary

The vehicle is motionless.

#### Alley Speed

This speed is used for safely maneuvering a vehicle in tight spaces, such as alleys and parking garages. It tops out at about the speed a typical person can run.

#### Street Speed

The vehicle is traveling at a moderate speed, up to about 35 miles per hour.

#### Highway Speed

The vehicle is moving at a typical highway speed, from about 35 to 80 miles per hour.

#### All-Out

The vehicle is traveling extremely fast, more than 80 miles per hour.

## Moving

On his action, the driver moves the vehicle a number of squares that falls within the vehicle's speed category.

Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category).

Every vehicle has a top speed, included in its statistics on Table: Vehicles. A vehicle cannot move more squares than its top speed. This means that some vehicles cannot move at all-out speed, or even highway speed.

Count squares for vehicles just as for characters. Vehicles can move diagonally; remember that when moving diagonally, every second square costs two squares' worth of movement. Unlike with moving characters, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its facing (or in the opposite direction, if it's moving in reverse).

## The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one—but it's also harder to control, and to attack from.

As shown on Table: Vehicle Speeds and Modifiers, when a vehicle travels at street speed or faster, it gains a bonus to Defense. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the vehicle—including Agility checks to control the vehicle and attacks made from it.

## Driving a Vehicle

Driving a vehicle is a move action, taken by the vehicle's driver. During his move action, the driver moves the vehicle a number of squares that falls within its speed category. The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be attempted at any point along the vehicle's route. The driver can choose to use his attack action to attempt additional maneuvers.

The two kinds of vehicle movement are simple maneuvers and stunts.

## Simple Maneuvers

A simple maneuver, such as a 45-degree turn, is easy to perform. Each is a free action and can be taken as many times as the driver likes while he moves the vehicle. However, simple maneuvers do cost movement—so a vehicle that makes a lot of simple maneuvers will not get as far as one going in a straight line. Simple maneuvers do not require the driver to make skill checks.

## Stunts

Stunts are difficult and sometimes daring maneuvers that enable a driver to change his vehicle's speed or heading more radically than a simple maneuver allows. A stunt is a move action. It can be taken as part of a move action to control the vehicle, and a second stunt can be attempted in lieu of the driver's attack action. Stunts always require Agility checks.

## Simple Maneuvers

During a vehicle's movement, the driver can perform any one of the following maneuvers.

### 45-Degree Turn

Any vehicle can make a simple 45-degree turn as part of its movement. The vehicle must move forward at least a number of squares equal to its turn number (shown on Table: Vehicle Speeds and Modifiers) before it can turn. Making a 45-degree turn costs 1 square of movement.

### Ram

At character scale, a driver does not have to perform a maneuver to ram another vehicle—he only needs to drive his vehicle into the other vehicle's square, and a collision occurs (see Collisions and Ramming).

At chase scale, however, more than one vehicle can occupy the same square and not collide—so ramming another vehicle requires a simple maneuver. The driver moves his vehicle into the other vehicle's square and states that he is attempting to ram. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex Save (DC 15) to reduce the damage to both vehicles by half.

## Sideslip

A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 square forward and 1 square to the right or left, and costs 3 squares of movement.

## Stunts

Stunts are maneuvers that require a Agility check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers affects all Agility checks made by the driver and attack rolls made by all occupants of the vehicle.

## Avoid Hazard

Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a square occupied by a hazard, the driver must succeed on a Agility check to avoid the hazard and continue moving.

Structures simply cannot be avoided. Also, if a driver cannot make a check (if he has used all his actions for the round in performing other stunts), he automatically fails to avoid the hazard. In such cases, a collision occurs.

The DC to avoid a hazard varies with the nature of the hazard.

On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops). An oil slick forces the driver to make a Agility check (DC 15) to retain control of the vehicle (see Losing Control). Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

Table: DC to avoid hazard

Hazard	DC
Caltrops	15
Oil slick	15
Object	

Small (tire, light debris)	5
Medium-size (crate)	10
Large (pile of wreckage)	15
Structure	Cannot be avoided

### Bootleg Turn

By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of squares equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.

The DC for a bootleg turn depends on the change in facing.

On a failed check, instead of facing the desired direction, the vehicle only changes facing by 45 degrees. Make a Agility check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

**Table: Facing Change**

45 degrees	DC
90 degrees	5
135 degrees	10
180 degrees	15
270 degrees	20

### Dash

With a dash stunt, a driver can increase the vehicle's speed by one category. (This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, he can accelerate a total of two categories in the same round.) The vehicle's total movement for the round cannot exceed the maximum number of squares for its new speed category. (The squares it has already moved before attempting the dash count against this total.)

The DC for a dash is 15. The driver can only succeed at one dash per round.

On a failed check, the vehicle does not change speed categories.

### Hard Brake

With a hard brake stunt, a driver can reduce

the vehicle's speed by up to two categories. (This is in addition to any speed change made at the beginning of his action; if the driver reduced speed at that time, he can drop a total of three categories in the same round.) The vehicle's movement for the round ends as soon as it has moved the minimum number of squares for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement immediately.)

The DC for a hard brake is 15. The driver can only succeed at one hard break per round.

On a failed check, the vehicle does not change speed categories. Make a Agility check (DC 15) to retain control (see Losing Control).

### Hard Turn

A hard turn allows a vehicle to make a turn in a short distance without losing speed.

A hard turn functions like a 45-degree turn simple maneuver, except that the vehicle only needs to move forward a number of squares equal to half its turn number (rounded down).

The DC for a hard turn is 15.

On a failed check, the vehicle continues to move forward a number of squares equal to its turn number before turning, just as with a simple 45-degree turn. Make a Agility check (DC 15) to retain control (see Losing Control).

### Jump

A driver can attempt to jump his vehicle across a gap in his path.

To make a jump, the vehicle must move in a straight line a number of squares equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category.

On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see Collisions and Ramming).

**Table: Gap Width**

DC	Gap Width
15	1-3 ft. (ditch)

20	4–8 ft. (culvert)
25	8–15 ft. (creek, small ravine)
35	16–25 ft. (narrow road, small pond)
45	26–40 ft. (wide road, small river)

**Table: Speed-based DC Modifier for gap jumps**

Vehicle Speed Category	DC
Alley speed	+10
Street speed	+5
Highway speed	+0
All-out	-5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (PM’s discretion), the vehicle might not be able to move.

## Sideswipe

During a vehicle’s movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of his vehicle.

At character scale, a vehicle must be side by side with its target (that is, occupying the square or squares directly to its side) and moving in the same direction. Attempting a sideswipe costs 1 square of movement.

At chase scale, the vehicle must be in the same square as its target and moving in the same direction. There is no movement cost.

If the stunt is successful, the sideswiping vehicle and the target both take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is 1/4, and the target

(or driver of the target vehicle) can make a Reflex Save (DC 15) to reduce the damage to both by half. If the target is another vehicle the driver must succeed at a Agility check (DC 15) at the beginning of his next action or lose control of the vehicle.

The DC for a sideswipe is 15. It’s modified by the relative size and speed of the target.

**Table: Sideswipe DC Modifier**

Target Condition	DC
Each size category larger	-5
Each size category smaller	+5
Each speed category of difference	-2

On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, the other driver does not need to make a check to retain control.

## Driver Options

Here is what a vehicle driver can do in a single round:

### Choose the Vehicle’s Speed

The driver may increase or decrease his vehicle’s speed category by one (or keep it the same).

### Optional Attack Action

If the driver wants, he can use his attack action before moving the vehicle. If the driver does so, however, he will be limited to a single stunt during movement.

### Movement

Move the vehicle any number of squares within the vehicle’s speed category. Along the way, perform any number of simple maneuvers (limited only by their movement cost). The driver may also attempt a single stunt as part of the movement (or two, if the driver didn’t take his attack action before moving).

### Optional Attack Action

If the driver did not take an attack action before moving, and performed one or fewer stunts, the driver has an attack action left.

## Collisions and Ramming

A collision occurs when a vehicle strikes another vehicle or a solid object. Generally, when a vehicle

collides with a creature or other moving vehicle, the target can attempt a Reflex Save (DC 15) to reduce the damage by half.

## Resolving Collisions

The base damage dealt by a vehicle collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

**Table: Collision Damage Die Type**

Highest Speed	Damage Die Type
Alley speed	d2
Street speed	d4
Highway speed	d8
All-out	d12

**Table: Collision Damage Number of Dice**

Number of Dice	Smallest Object or Creature Size
20	Colossal
16	Gargantuan
12	Huge
8	Large
4	Medium-size
2	Small
1	Tiny
0	Smaller than Tiny

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle's "front" for determining the collision multiplier.) Consult Table: Collision Direction for a multiplier.

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of squares for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of squares for its new speed category.

**Table: Collision Direction**

Colliding Vehicle's Target	Multiplier
A stationary object	×1
A moving vehicle, striking head-on or 45 degrees from head-on	×2
A moving vehicle, striking perpendicular	×1
A moving vehicle, striking from the rear or 45 degrees from the rear	×1/2
A vehicle being sideswiped (see Sideswipe)	×1/4

The driver of the vehicle that caused the collision must immediately make a Agility check (DC 15) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Agility check (DC 15) at the beginning of his next action or lose control of his vehicle.

## Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle.

Cover	Damage
None	Same as damage taken by vehicle
One-quarter	One-half damage taken by vehicle
One-half	One-quarter damage taken by vehicle
Three-quarters or more	None

Each of the occupants may make a Reflex Save (DC 15) to take half damage.

## Losing Control

A collision or a failed stunt can cause a driver to lose control of his vehicle. In these cases, the driver must make a Agility check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers applies to all Agility checks.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

## Spin

The vehicle skids, spinning wildly.

At character scale, the vehicle moves in its current direction a number of squares equal to the turn number for its speed, then ends its movement. Once it stops, roll 1d8 to determine its new facing: 1, no change; 2, right 45 degrees; 3, right 90 degrees; 4, right 135 degrees; 5, 180 degrees; 6, left 135 degrees; 7, left 90 degrees; 8, left 45 degrees. Reorient the vehicle accordingly.

At chase scale, the vehicle moves 1 square and ends its movement. Roll to determine its new facing as indicated above.

## Roll

The vehicle tumbles, taking damage.

At character scale, the vehicle rolls in a straight line in its current direction for a number of squares equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly).

At chase scale, the vehicle rolls one square before stopping and reorienting.

At either scale, a vehicle takes damage equal to  $2d6 \times$  the character scale turn number for its speed (use the turn number from character scale even at chase scale). The vehicle's occupants take damage equal to  $2d4 \times$  the character scale turn number for its speed (Reflex Save, DC 15, for half damage).

## Hide and Seek

When being pursued, a driver can attempt a Stealth check to lose the pursuer in heavy traffic, or a Bluff Check to misdirect the pursuer before turning onto an off-ramp or a side street.

To make a Stealth check, use the normal rules for hiding (see the Stealth skill description). The normal size modifiers apply, but because the driver is hiding among other vehicles, most of which are size Large or Huge, he gains a +8 bonus on the check. This use of the Stealth Skill can only be

attempted in fairly heavy traffic; in lighter traffic, the GM might not allow it or might apply a penalty to the check.

A driver can use Bluff to make a pursuer think he is going a different direction from what the driver intends. Just before making a turn onto an off-ramp or side street, make a Bluff Check opposed by the pursuer's Awareness Check. If the driver is successful, the pursuer takes a -5 penalty on any Agility check needed to make the turn to follow the driver. If the other driver can make the turn using only simple maneuvers and does not have to make a Agility check, the Bluff attempt has no effect.

# 3 DIMENSIONAL MOVEMENT

## Tactical Aerial Movement

Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability, as shown on Table: Maneuverability. The entries on the table are defined below.

### Minimum Forward Speed

If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex Save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

### Hover

The ability to stay in one place while airborne.

### Move Backward

The ability to move backward without turning

**Table: Vehicle Speeds and Modifiers**

	Character Scale		Chase Scale		Defense Modifier	Check/Roll Modifier
	Movement <sup>1</sup>	Turn Number <sup>2</sup>	Movement <sup>1</sup>	Turn Number <sup>2</sup>		
Stationary <sup>3</sup>	0	—	0	—	+0	—
Alley speed	1–20	1	1–2	1	+0	+0
Street speed	21–50	2	3–5	1	+1	–1
Highway speed	51–150	4	6–15	2	+2	–2
All-out	151+	8	16+	2	+4	–4

1 The number of squares a vehicle can move at this speed.  
 2 The number of squares a vehicle must move at this speed before making a turn.  
 3 A stationary vehicle cannot move or maneuver.

around.

### Reverse

A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

### Turn

How much the creature can turn after covering the stated distance.

### Turn in Place

A creature with good or average maneuverability can use some of its speed to turn in place.

### Maximum Turn

How much the creature can turn in any one space.

### Up Angle

The angle at which the creature can climb.

### Up Speed

How fast the creature can climb.

### Down Angle

The angle at which the creature can descend.

### Down Speed

A flying creature can fly down at twice its normal flying speed.

### Between Down and Up

An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

## Evasion & Pursuit

In round-by-round movement, simply counting off squares, it's impossible for a slow character to get away from a determined fast character without mitigating circumstances. Likewise, it's no problem for a fast character to get away from a slower one.

When the speeds of the two concerned characters are equal, there's a simple way to resolve a chase: If one creature is pursuing another, both are moving at the same speed, and the chase continues for at least a few rounds, have them make opposed Dexterity checks to see who is the faster over those rounds. If the creature being chased wins, it escapes. If the pursuer wins, it catches the fleeing creature.

Sometimes a chase occurs overland and could last all day, with the two sides only occasionally getting glimpses of each other at a distance. In the case of a long chase, an opposed Constitution check made by all parties determines which can keep pace the longest. If the creature being chased rolls the highest, it gets away. If not, the chaser runs down its prey, outlasting it with stamina.

## Moving Around in Squares

In general, when the characters aren't engaged in round-by-round combat, they should be able to move anywhere and in any manner that you can imagine real people could. A 5-foot square, for instance, can hold several characters; they just can't all fight effectively in that small space. The rules for movement are important for combat, but outside combat they can impose unnecessary hindrances



on character activities.

**Table: Maneuverability in three dimensions**

	<i>Perfect</i>	<i>Good</i>	<i>Average</i>	<i>Poor</i>	<i>Clumsy</i>
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

# CHAPTER THIRTEEN

## PITFALL MASTER'S GUIDE

### The Art of the PM

Chances are, you're playing Pitfalls and Penguins, the coolest new game ever with a group of friends who've never played it either. This guide is designed to assist you in creating an experience that is hilarious as often as possible, and creatively fulfilling for both you and your players.

#### Designed for fun

When creating Pitfalls and Penguins, we tried to ensure that every addition to the game created new and interesting opportunities for fun. As you'll be running the games you participate in, we charge you with working to ensure that fun trumps all else. The rules we've already written should ease this burden greatly, but don't be afraid to bend or break them for the benefit of your players—you are in charge.

#### Players will play

Removing the possibility of death ensures that players can be as bold or cautious as they enjoy. A few bad rolls won't result in a lost character with months invested in it. As the PM, however, it's up to you to be prepared to handle situations where the party wipes or attempts an unexpected course of action. This chapter will help you to respond in a fun and positive way to whatever the players throw at you, and to keep the players laughing and having a blast.

#### Shared Narrative

Great stories contain lively characters with conflicting desires. Your task as Pitfall Master will be to understand the desires of your players and their characters, and to create an environment in which those desires are humorously and challengingly opposed by others and the environment. This chapter will help you scale challenges with a difficulty that is interesting to players, but also fair.

#### Mindset of how to run

##### Light-hearted adventures

The rules and mechanics of Pitfalls and Penguins are optimized for light-hearted adventures, and

should be used to shepherd the players toward fun and excitement, not used to bar them from it.

##### Giving the players space

If you create an immersive world, your players will want to explore it, which is a great compliment to your story-telling skills. You might expect them to solve a puzzle one way, but if they're truly immersed, they may surprise you with hilarious resourcefulness. If you have plenty of time to prepare for your session, it may help to sketch out ideas in advance of what your players will see, hear, and experience if they veer off the expected path.

##### Sharing creative control

To run a game properly, you can't get too attached to your ideas. You may consider fall backs and branching paths, sure, but your players yet will likely decide to jump the rails sooner or later. If their characters need something that wasn't part of your original plan or vision, reassess the scenario and determine how best to satisfy those needs without necessarily abandoning your original ideas. You may be able to reuse and re-contextualize the great ideas you already have in a new way.

## Running a session

### Table control

Some players lack the social aptitude or concern to appropriately handle situations in which they are unnecessarily slowing the game down or antagonizing other players to the point where the fun is gone from the game. As the Pitfall Master, it falls to you to make it clear to such players that their behavior is counter-productive and unacceptable.

It is recommended you call for a fifteen minute break and ask the player in question to speak with you privately. Calmly and clearly explain what the player is doing to hurt others' enjoyment of the game, but avoid anything that could be perceived as a personal attack. Hopefully, once the situation is explained from your point of view, the player will be responsive to your suggestions. If the player is unresponsive to such counseling after clear warnings, it is suggested that the player is not

invited to return.

Do not compromise your role as a story teller by treating this player's character any differently than you do the others.

## Creating a good time

### "No", "Yes", and "Eh, why not?"

Players will have crazy ideas for crazy actions, and many of the rules will help you answer "no" or "yes" when appropriate. Understanding what makes sense and is fun even when the rules don't fully cover an action is what differentiates an excellent Pitfall Master from a computer.

When your players propose an interesting idea, always ask yourself, "Eh, why not?" If the idea contributes to the narrative and allows the players to express who their characters are through insane acts that are theoretically possible, ask them to roll a d20, and respond proportionally to the result.

### An iron fist wrapped in a foam glove

Define boundaries of what is and isn't acceptable table etiquette collectively at the start of your first session. Enforce those rules rigidly, but politely.

### Paying attention to your friends.

Your friends are likely driven by chemical and neurological processes to act upon decisions made by their brains which they don't fully control. One of them might be laughing at something on the Internet. Another, might be yawning because he has not slept enough. The neurophysiological state of your players will be made evident through involuntary actions, and part of your job is to read those actions and respond accordingly by prompting your players to take breaks, put away their laptops, or grab a bite to eat.

## Presenting information

### Using the senses

You create the world for your players. You shape it around them, and report to them not only what they see, but what they perceive. When your players enter a new area, avoid only describing the visual experience, but also include the auditory experience, the olfactory experience, and the haptic experiences.

Is the ground beneath them even or uneven? Dry, or swampy? Do they smell food wafting from

nearby windows, or the slow decay of abandoned livestock? Is the street full of noisy vendors and excited hagglers, or quiet locals queuing in bread lines waiting for state handouts of moldy bread?

Consider also, that when you want your players to search an area for clues, you must provide a parity of descriptiveness while reporting on each item in the area. If you describe only one item in detail while glossing over the characteristics of everything else around, your players will have no problem guessing that the only object they need to inspect is the one you spent time preparing a description of.

### Using the NPCs

The residents of a previously unvisited area may react to stimuli using information not already available to your adventuring party. These reactions may offer clues to social norms and taboos in this region, and hint at some of the larger problems that may be threatening this society.

Use your imagination to empathize with the NPCs and create responses that excite and surprise your players. For example, if a town has been threatened by armed thugs extorting the peasants for a share of their crops, and your players' party looks like a band of armed thugs, the townsfolk may run up to them unheralded and present them with baskets of food. Less pliant townsfolk may try to ambush the party on their way into town, or poison them.

### Using props

Your voice is your primary means of communication with your players. Physical objects prepared in advance may augment your voice to create a more immersive and less annoying playing environment. For example, a map of a fairground or treasure map you've drawn in advance can save a lot of questions about what's nearby and what direction to head. Additionally, if you've just returned from Mardi Gras, you can certainly imagine several types of cursed necklaces to distribute to your players. Being able to wear and play with something that represents an in-game object can improve immersion and physical hilarity.

## Planning an adventure

### Determine objectives

Each character will have different in-game motivations, but the adventuring party as a whole should be united by a shared primary objective. For example, if your players' party is a rock band, they are united by a desire to play shows in different places and be paid for performing. If they are mercenaries, they are united by a desire to fulfill their mission and get paid. Getting paid is a recurring theme in many economies and should be taken into account when designing adventures.

Individual characters may be motivated by different things, like artistic fulfillment, professional advancement, spiritual growth through hitting evil very hard, or the joy of adventure. Ensuring that these individual motivations are also teased and sometimes sated by your adventures is key to engaging all players in the narrative.

### What NPCs Want

The world is full of people, each with different motivations. Some motivations will be at odds with those of the party, some will be in harmony. The needs of NPCs often shape adventures, whether it's a town leader hiring the party to solve a problem, a local warlord who fears the popularity of the party as a threat to his power, or just the man on the street who wants someone to hear him out on his problems with the local motorcycle gang.

Intersecting party and NPC motivations is the core of a strong narrative. Take the time to understand both as you prepare your adventure, and your sessions will be smoother and more rewarding.

## AWARDING EXPERIENCE

Figuring how to award XP is one of the hardest parts of being a Pitfall Master. Grant too little, and your players may get bored with the pace of the game; too much, and they don't get much of a chance to enjoy their character's growth. We recommend the following system although it tends to lean toward the slower side of things at some

points.

First off, 500 XP is a solid baseline for a session. If you play 3-5 hours, this is a good reward, presuming things actually happen. Don't give as much if the session was mostly out-of-game chatter, but in-character chatter counts as "something happening" here. If your sessions run longer than 5 hours, consider giving an additional 100 XP for each additional hour.

In addition to the baseline, award additional XP for completing objectives. We suggest 500 XP for completing a major goal (such as learning where the bad guys are based), and 1000 XP for completing a story arc (by blowing that base up). We do not recommend counting the same event for both, unless that event was insanely complex.

The players should also be awarded XP for overcoming the lesser challenges in their path. An easily overcome obstacle is generally worth 50 XP for each character; moderate challenges are worth 100 XP; and difficult challenges are worth 250 XP.

Assessing the difficulty of a challenge is a challenge in and of itself, but you'll learn to recognize it after a few sessions. In general, if the PCs were in little to no danger, it's an easy challenge, while greater danger leads to the moderate award. Difficult challenges are usually either difficult to pass with just rolling the dice, or possess a threat of knocking the entire party out. Generally, if a party has to roll well or use a clever plan to succeed, the challenge was difficult; if their bonuses alone are enough to carry them through, it was an easy task.

## DUNGEONS

### Types of Dungeons

The four basic dungeon types are defined by their current status. Many dungeons are variations on these basic types or combinations of more than one of them. Sometimes old dungeons are used again and again by different inhabitants for different purposes.

#### Ruined Structure

Once occupied, this place is now abandoned (completely or in part) by its original creator or

creators, and other creatures have wandered in. Many subterranean creatures look for abandoned underground constructions in which to make their lairs. Any traps that might exist have probably been set off, but wandering beasts might very well be common.

### Occupied Structure

This type of dungeon is still in use. Creatures (usually intelligent) live there, although they may not be the dungeon's creators. An occupied structure might be a home, a fortress, a temple, an active mine, a prison, or a headquarters. This type of dungeon is less likely to have traps or wandering beasts, and more likely to have organized guards—both on watch and on patrol. Traps or wandering beasts that might be encountered are usually under the control of the occupants. Occupied structures have furnishings to suit the inhabitants, as well as decorations, supplies, and the ability for occupants to move around (doors they can open, hallways large enough for them to pass through, and so on). The inhabitants might have a communication system, and they almost certainly control an access to the outside.

Some dungeons are partially occupied and partially empty or in ruins. In such cases, the occupants are typically not the original builders but instead a group of intelligent creatures that have set up their base, lair, or fortification within an abandoned dungeon.

### Safe Storage

When people want to protect something, they might bury it underground. Whether the item they want to protect is a fabulous treasure, a forbidden artifact, or the dead body of an important figure, these valuable objects are placed within a dungeon and surrounded by barriers, traps, and guardians.

The safe storage type of dungeon is the most likely to have traps but the least likely to have wandering beasts. This type of dungeon normally is built for function rather than appearance, but sometimes it has ornamentation in the form of statuary or painted walls. This is particularly true of the tombs of important people.

Sometimes, however, a vault or a crypt is constructed to house living guardians. The problem with this strategy is that something must be done

to keep the creatures alive between intrusion attempts. Magic is usually the best solution to provide food and water for these creatures. Even if there's no way anything living can survive in a safe storage dungeon, certain monsters can still serve as guardians. Builders of vaults or tombs often place undead creatures or constructs, both of which have no need for sustenance or rest, to guard their dungeons. Magic traps can attack intruders by summoning monsters into the dungeon. These guardians also need no sustenance, since they appear only when they're needed and disappear when their task is done.

### Natural Cavern Complex

Underground caves provide homes for all sorts of subterranean monsters. Created naturally and connected by a labyrinthine tunnel system, these caverns lack any sort of pattern, order, or decoration. With no intelligent force behind its construction, this type of dungeon is the least likely to have traps or even doors.

Fungi of all sorts thrive in caves, sometimes growing in huge forests of mushrooms and puff-balls. Subterranean predators prowl these forests, looking for those feeding upon the fungi. Some varieties of fungus give off a phosphorescent glow, providing a natural cavern complex with its own limited light source. In other areas, a unique magical effect can provide enough light for green plants to grow.

Often, a natural cavern complex connects with another type of dungeons, the caves having been discovered when the manufactured dungeon was delved. A cavern complex can connect two otherwise unrelated dungeons, sometimes creating a strange mixed environment. A natural cavern complex joined with another dungeon often provides a route by which subterranean creatures find their way into a manufactured dungeon and populate it.

## WEATHER

Sometimes weather can play an important role in an adventure.

## Random Weather

Table: Random Weather is an appropriate weather table for general use, and can be used as a basis for a local weather tables. Terms on that table are defined as follows.

**CALM:** Wind speeds are light (0 to 10 mph).

**COLD:** Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

**COLD SNAP:** Lowers temperature by -10° F.

**DOWNPOUR:** Treat as rain (see Precipitation, below), but conceals as fog. Can create floods (see above). A downpour lasts for 2d4 hours.

**HEAT WAVE:** Raises temperature by +10° F.

**HOT:** Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

**Moderate:** Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

**POWERFUL STORM (WINDSTORM/BLIZZARD/HURRICANE/TORNADO):** Wind speeds are over 50 mph (see Table: Wind Effects). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours (see above). Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm moves through their area. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.

**PRECIPITATION:** Roll d% to determine whether the precipitation is fog (01-30), rain/snow (31-90), or sleet/hail (91-00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

**STORM (DUSTSTORM/SNOWSTORM/THUNDERSTORM):** Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4-1 hours. See Storms, below, for more details.

**WARM:** Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

**WINDY:** Wind speeds are moderate to strong (10 to 30 mph); see Table: Wind Effects on the following page.

Table: Random Weather

d%	Weather	Cold Climate	Temperate Climate <sup>1</sup>	Desert
01-70	Normal weather	Cold, calm	Normal for season <sup>2</sup>	Hot, calm
71-80	Abnormal weather	Heat wave (01-30) or cold snap (31-100)	Heat wave (01-50) or cold snap (51-100)	Hot, windy
81-90	Inclement weather	Precipitation (snow)	Precipitation (normal for season)	Hot, windy
91-99	Storm	Snowstorm	Thunderstorm, snowstorm <sup>3</sup>	Duststorm
100	Powerful storm	Blizzard	Windstorm, blizzard <sup>4</sup> , hurricane, tornado	Downpour

1 Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.

2 Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.

## Rain, Snow, Sleet, and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.

## Rain

Rain reduces visibility ranges by half, resulting in a –4 penalty on Awareness checks for spotting and searching. It has the same effect on flames, ranged weapon attacks, and Awareness checks as severe wind.

## Snow

Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 squares of movement to enter a snow-covered square. A day of snowfall leaves 1d6 inches of snow on the ground.

## Heavy Snow

Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 squares of movement to enter a square covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, below). Snow has the same effect on flames as moderate wind.

## Sleet

Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

## Hail

Hail does not reduce visibility, but the sound of falling hail makes Awareness Checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

## Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty on Awareness Checks. Storms make ranged weapon attacks impossible, except for those

using siege weapons, which have a –4 penalty on attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

### Duststorm (CR 3)

These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds (see Table: Wind Effects). These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning—except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to 10 × her Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

### Snowstorm

In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

### Thunderstorm

In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Roll 1d10 to establish the number of d8 that will determine the electricity damage for each bolt. One in ten thunderstorms is accompanied by a tornado (see below).

## Powerful Storms

Very high winds and torrential precipitation reduce visibility to zero, making Awareness

checks and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude Save or face the effects based on the size of the creature (see Table: Wind Effects). Powerful storms are divided into the following four types.

### Windstorm

While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

### Blizzard

The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

### Hurricane

In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

### Tornado

One in ten thunderstorms is accompanied by a tornado.

### Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including IR Vision and UV Vision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

## Winds

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The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

### Light Wind

A gentle breeze, having little or no game effect.

### Moderate Wind

A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

### Strong Wind

Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Awareness checks to listen.

### Severe Wind

In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Awareness checks for listening are at a –4 penalty. This is the strongest velocity of wind produced by a Gust spell.

### Windstorm

Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, and even siege weapons have a –4 penalty on attack rolls. Awareness checks made to listen are at a –8 penalty due to the howling of the wind.

### Hurricane-Force Wind

All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). It is impossible to hear anything: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

### Tornado (CR 10)

All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as is listening. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude Saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.



Table: Wind Effects

Wind Force	Wind Speed	Ranged Attacks Normal/Siege Weapons <sup>1</sup>	Creature Size <sup>2</sup>	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
Moderate	11–20 mph	—/—	Any	None	—
Strong	21–30 mph	-2/—	Tiny or smaller	Knocked down	10
			Small or larger	None	-
Severe	31–50 mph	-4/—	Tiny	Blown away	15
			Small	Knocked down	
			Medium	Checked	
			Large or larger	None	
Windstorm	51–74 mph	Impossible/-4	Small or smaller	Blown away	18
			Medium	Knocked down	
			Large or Huge	Checked	
			Gargantuan or Colossal	None	
Hurricane	75–174 mph	Impossible/-8	Medium or smaller	Blown away	20
			Large	Knocked down	
			Huge	Checked	
			Gargantuan or Colossal	None	
Tornado	175–300 mph	Impossible/impossible	Large or smaller	Blown away	30
			Huge	Knocked down	
			Gargantuan or Colossal	Checked	

1 The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.  
 2 Flying or airborne creatures are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

**CHECKED:** Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.

**KNOCKED DOWN:** Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

**BLOWN AWAY:** Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

# CHAPTER FOURTEEN MONSTER MANUAL

## Overview

The term “monster” is used inclusively here to indicate not only creatures of the land and sea, but also of the mind. In this chapter you’ll find the statistics you’ll need to create NPC opponents for your players.

## Key

### ABLE WARRIOR

Str	Dex	Con	Int	Wis	Cha
15	13	14	10	12	8

**SIZE:** Medium (Normal)

**SPACE:** 1 square

**TYPE:** Human

**HIT DIE:** 1d8 + 2 (10 HP)

**INITIATIVE:** +5

**SPEED:** 6 squares

**AC:** 13 Normal, 11 Touch, 12 Flat-footed

**BAM/UNCOMMON:** +0/+2

**ATTACKS:**

Longsword +2 melee (1d8 + 2/19–20)

Longbow +2 ranged (1d8 +0/×3)

**FULL ATTACK:** NA

**SPECIAL ATTACKS:** None

**SPECIAL QUALITIES:** None

**SAVES:** Fort +4, Ref +2, Will +1

**SKILLS:** Athletics +5, Awareness +4, Intimidate +2

**FEATS:** Power Attack

**ENVIRONMENT:** Any

**ORGANIZATIONS:** Solitary

**CR:** ½

**ADVANCEMENT:** by class level

**ITEMS CARRIED:** Longsword, Longbow, 15 arrows, leather armor, water skin, 2 days rations, 50ft rope, backpack, bedroll, S\$10.

**DESCRIPTION OF CREATURE:** A fairly generic enemy, an able warrior is willing to fight in any situation. Nearly hunted to extinction for their sweet long swords, the able warriors’ population has exploded lately thanks to heavy government cuts to higher education which left some of the most brilliant minds of the younger generation to take on a career as a level 1 able warrior.

### CIVILIAN

Str	Dex	Con	Int	Wis	Cha
10	10	10	10	10	10

**SIZE:** Medium

**SPACE:** 1 Square

**TYPE:** Humanoid (Human)

**HIT DIE:** 1d4 (2 HP)

**INITIATIVE:** +0

**SPEED:** 6 Squares

**AC:** 10 Normal, 10 Touch, 10 Flat-footed

**BAM/UNCOMMON:** +0/+0

**ATTACKS:** Knife +0 melee (1d3 + 0)

**FULL ATTACK:** N/A

**SPECIAL ATTACKS:** None

**SPECIAL QUALITIES:** None

**SAVES:** Fort +0, Ref +0, Will +0

**SKILLS:** Profession (of some sort) +4, Knowledge (Popular Local Sports Team) +4, Bluff +4, Diplomacy +2

**FEATS:** Personal Firearms Proficiency, Negotiator

**ENVIRONMENT:** Urban, Suburban

**ORGANIZATIONS:** Solo, Dinner Date (2), Lunch Group (2-6), Queue (4-16), Club (10-60), Wedding (60-360)

**CR:** 1/4

**ADVANCEMENT:** May eventually make Middle Manager, retires at 63, dies in mid 80’s wondering where all the time went

**ITEMS CARRIED:** S\$15 in cash, credit cards, a lifetime of regrets for risks not taken, unflattering photo I.D.

# CROSSBOW SCORPION

The scourge of the Southern Desert, Crossbow Scorpions have scavenged the weapons of long-forgotten civilizations.

Str	Dex	Con	Int	Wis	Cha
10	15	14	3	10	6

**SIZE:** Medium

**SPACE:** 1 square

**TYPE:** Vermin (Insect)

**HIT DIE:** 2d6 + 8 (15 HP)

**INITIATIVE:** +2

**SPEED:** 4 Squares

**AC:** 16 (+4 Natural Armor, +2 Dexterity) Normal, 12 Touch, 14 Flat-footed

**BAM/UNCOMMON:** +1/+1(+3)

**ATTACKS:**

Crossbow +3 Ranged (1d10, 19-20/x2) or

Claw +1 Melee (1d4, 18-20/x2) or

Tail +1 Melee (1d4 + poison, x2)

**FULL ATTACK:** 2 Claws and Tail

**SPECIAL ATTACKS:** Poison

**SPECIAL QUALITIES:** N/A

**SAVES:** Fort +5, Ref +2, Will +0

**SKILLS:** Stealth +7

**FEATS:** Simple Weapon Proficiency (Crossbow)

**ENVIRONMENT:** Desert

**ORGANIZATIONS:** Solo, Squad (2-6), Team (3-12)

**CR:** 2

**ADVANCEMENT:** 3-6 HD (Medium), 7-10 HD (Large)

**ITEMS CARRIED:** Crossbow (25% chance), Venom Sac

## Abilities

### Poison

Injury, Paralysis (DC 13); secondary 1d3 Con damage (DC 13)

# CULTIST OF THE BLUE MINUS

Devoted to the Dark Gods of the ancient world, Blue Minus cultists use their devastating magical powers and fragmented knowledge of ancient rituals in their effort to drag the world back to the age when their masters walked the earth.

Str	Dex	Con	Int	Wis	Cha
10	13	12	15	8	14

**SIZE:** Medium

**SPACE:** 1 square

**TYPE:** Humanoid (Human)

**HIT DIE:** 1d4 + 2d6 + 3 (12 HP)

**INITIATIVE:** +1

**SPEED:** 6 Squares

**AC:** 11 Normal, 11 Touch, 10 Flat-footed

**BAM/UNCOMMON:** +1/+1

**ATTACKS:** Glaive +2 melee (1d10)

**FULL ATTACK:** N/A

**SPECIAL ATTACKS:** Dark Magic (Energy Blast, Animate Dead)

**SPECIAL QUALITIES:** Blessing of the Dark Gods, Spellcasting

**SAVES:** Fort +6, Ref +6, Will +6

**SKILLS:** Awareness +5, Bluff +8, Concentration +7, Knowledge (Magic) +8, Knowledge (Religion) +8, Use Magic Device +8, Use Rope +7

**FEATS:** Skill Focus: Knowledge (Magic), Martial Weapon Proficiency (Glaive), Weapon Focus (Glaive)

**ENVIRONMENT:** Urban, Ruins

**ORGANIZATIONS:** Solo, Cell (1-3, plus 1-3 Red Minus Cultists), Enclave (2-6, plus 2-12 Red Minus Cultists, and one Blue Minus Cultist with 2 Mage levels), Congregation (3-9, plus 3-36 Red Minus Cultists, one Blue Minus Cultist with 3 Mage levels, and 20-40 Civilians)

**CR:** 3

**ADVANCEMENT:** By character class

**ITEMS CARRIED:** S\$120-240, Pamphlets, Ritual Book (50% chance)

## Abilities

### Blessing of the Dark Gods

Much like Paladins, Cultists draw power from their devotion. Cultists are immune to all poisons and add their Charisma modifier (if positive) to all saving throws.

### Dark Magic

Cultists learn to manipulate the ancient and terrible magics that brought about the Collapse. While most of this power is harnessed for the celebration of the cult's rites, many cultists learn to also channel their abilities in other ways.

Coming from the Dark Gods, these abilities can be suppressed by any spell or class ability which suppresses or counters ancient magic.

### Animate Dead

Cultists can use their power to detain spiritual shards of the recently dead and vivify their corpses. As a standard action with a successful DC 20 Knowledge (Magic) Check, a cultist can reanimate any corpse that has been dead less than 24 hours and is still intact. Reanimation of those dead for longer periods of time requires additional rituals.

### Energy Blast

By channeling the profane energies that empower them, cultists can lash out at their enemies. As a standard action, a cultist may launch a ball of energy dealing 1d6 HP of damage. This ability is a ranged touch attack.

### Spellcasting

Blue Minus cultists usually have some training as Mages before they are recruited. As such, they can cast spells as a 1st level Mage. Specialties vary between cultists, although most tend to be Mind or Body mages.

Their non-specialization spells tend to be along similar lines, so choose three from the following list: Cause Fear, Charm Person, Cure, Flash Freeze, Haley's Right Hook, Improved Detect Magic, Magic Hand, Misdirection, Spark.

[[Sidebar: The Cultist Class

"Cultist" is not a full-blown character class, but is instead a two level progression that may be taken

in place of a level in a more complete class. Saves, BAM, Skills, and Hit Die are as the Cataloguer; skill points per level are as the Mage. A character must be 2nd level in order to take levels in the Cultist class.

As such, Cultists gain no proficiencies. Cultist is not meant as a PC class, and so PMs are advised to not allow PCs to take it without a good reason.

At first level, all Cultists gain the Blessing of the Dark Gods ability. At second level, they choose between the Blue and Red paths. Blue Cultists gain the Dark Magic abilities, while Red cultists gain the Dark Champion abilities. Each is outlined in the related Cultist entry in this section.

A Cultist who fails to participate in any rituals for a year loses the Blessing of the Dark Gods and whichever Dark ability they took at second level until they have sought forgiveness for their transgressions.

They still retain all other class traits, including levels.]]

## CULTIST OF THE RED MINUS

Servants of ancient and fell powers, Cultists of the Red Minus use their physical strength and skill to seek out and destroy the enemies of their gods, as well as defending what footholds they may possess throughout Pao.

Str	Dex	Con	Int	Wis	Cha
15	13	14	10	8	12

**SIZE:** Medium

**SPACE:** 1 square

**TYPE:** Humanoid (Human)

**HIT DIE:** 1d10 + 2d6 + 6 (18 HP)

**INITIATIVE:** +1

**SPEED:** 6 Squares

**AC:** 18 Normal (+5 armor, +2 shield, +1 Dexterity), 11 Touch, 17 Flat-footed

**BAM/UNCOMMON:** +2/+4

**ATTACKS:** Bastard Sword +2 melee (1d10+2)

**FULL ATTACK:** N/A

**SPECIAL ATTACKS:** That Sword! You Must be an Expert.

**SPECIAL QUALITIES:** Blessing of the Dark Gods, Dark Champion (Resilience, Destruction)

**SAVES:** Fort +9, Ref +6, Will +4

**SKILLS:** Agility +3, Athletics +8, Awareness +5, Bluff +7, Stealth +3,

**FEATS:** Exotic Weapon Proficiency (Bastard Sword), Weapon Focus (Bastard Sword), Improved Shield Bash

**ENVIRONMENT:** Urban, Ruins

**ORGANIZATIONS:** Solo, Cell (1-3, plus 1-3 Blue Minus Cultists), Enclave (2-12, plus 2-6 Blue Minus Cultists, and one Blue Minus Cultist with 2 Mage levels), Congregation (3-36, plus 3-9 Blue Minus Cultists, one Blue Minus Cultist with 3 Mage levels, and 20-40 Civilians)

**CR:** 3

**ADVANCEMENT:** By character class

**ITEMS CARRIED:** S\$120-240, Pamphlets, Ritual Book (50% chance), Breastplate (25% chance)

## Abilities

### Blessing of the Dark Gods

Much like Paladins, Cultists draw power from their devotion. Cultists are immune to all poisons and add their Charisma modifier (if positive) to all saving throws.

### Dark Champion

Cultists of the Red Minus are usually not very well-versed magically, but make up for it with violence. Red Minus cultists may not consciously channel the power of their terrible masters, but they still draw upon it all the same.

Coming from the Dark Gods, these abilities can be suppressed by any spell or class ability which suppresses or counters ancient magic.

### Resilience

The Cultist gains an inhuman capacity to survive almost any wound.

A Red Minus Cultist gains DR 2/Silver.

### Destruction

Drawing upon their fierce devotion to their masters, the Red Minus Cultist can unleash devastating attacks. As part of any attack, the Cultist can channel the wrath of their gods, taking a penalty on their attack roll equal half their Wisdom Score, but dealing double damage with the actual attack.

This ability can only be used with melee

weapons or unarmed attacks, and can only be used once per round.

## FAITH HEALER

Slick-talking firebrands with slick hair and a fiery personality, Faith Healers roam the land spreading their messages. To their supporters, they're pure-minded servants of the gods; to their opponents, they're anything from slippery eels to dangerous bulls.

Str	Dex	Con	Int	Wis	Cha
14	8	10	13	12	16

**SIZE:** Medium

**SPACE:** 1 Square

**TYPE:** Humanoid (Human)

**HIT DIE:** 3d8 (13 HP)

**INITIATIVE:** +3

**SPEED:** 6 Squares

**AC:** 13 Normal (+4 armor, -1 Dexterity), 9 Touch, 13 Flat-footed

**BAM/UNCOMMON:** +2/+4

**ATTACKS:** Slam +4 melee (Heals 1d4, Knockback, see Faith Healing)

**FULL ATTACK:** N/A

**SPECIAL ATTACKS:** Faith Healing

**SPECIAL QUALITIES:** Zealous Rage, Double-Starved Suit, Evangelist, Donations

**SAVES:** Fort +1, Ref +0, Will +4

**SKILLS:** Awareness +7, Bluff +9, Diplomacy +9, Heal +9, Intimidate +9, Profession (Preacher) +7

**FEATS:** Healer, Combat Expertise, Improved Initiative

**ENVIRONMENT:** Urban, Rural

**ORGANIZATIONS:** Solo, Prayer Circle (2-8 Faith Healers), Revival Tent (1 Faith Healer, 3-12 Able Warriors, and 50-200 Civilians).

**CR:** 3

**ADVANCEMENT:** By Character Class

**ITEMS CARRIED:** Scripture, Heavily-Starved Suit (20% chance), money as per Donations

## Abilities

### Faith Healing

Not everything about Faith Healers is smoke and mirrors—many do possess a small amount of

healing power. Whenever the Faith Healer makes direct contact with someone, the target is healed for 1d4 HP.

However, the strength of this healing often carries away the target, sending them flying up to 30 feet away in the direction opposite the Faith Healer. If an object (including other creatures) stops their flight short, the target crashes into it, taking damage as though falling the distance traveled. Both target and object take this damage. If no object interrupts their flight, targets take no damage.

Victims of this attack may attempt an Agility check as normal to mitigate 10 feet of the “fall”. Objects in their path, if mobile, may make a DC 15 Reflex save to dodge.

### Zealous Rage

This ability is identical to the Salaryman’s Corporate Rage, just more self-righteous.

### Double-Starched Suit

This ability is identical to the Salaryman ability of the same name, just without less taste.

### Evangelist

The Faith Healer has a reputation as a man of the gods, deserved or not. No matter how inflammatory, offensive, insulting, or deceptive what he says may be, his words are protected as religious expression.

This ability also grants a +3 bonus when making Profession (Preacher) checks to deal with religious organizations.

### Donations

The Faith Healer is a popular figure, and can generally rely on community support. Once a week, or whenever he visits a new community, the Faith Healer may make a Profession (Preacher) check to rouse the community to support his ministry. Determine the result as though the Faith Healer made a Perform check with an equal result.

NPC Faith Healers usually have around 35% of the cash they’ve earned in the last month on hand at any given time.

[[Sidebar: The Faith Healer

The astute PM probably will have noticed that the Faith Healer is structured as a Salaryman (albeit with Heal added to the skill list), with Evangelist being their Bureaucracy, Donations their Departmental Perk, and Faith Healing their Departmental Style. A PM who wants a high level Faith Healer may use the following to continue advancing the class:

4th level - Anger Management: Functions the same as the Salaryman ability.

5th level - Junior Minister: Functions the same as Departmental Intern. Junior Ministers are often charming and friendly, and thus can provide a Charm Person effect against a single target with a success on a DC 15 Bluff Check. Treat it as though cast by a 1st level Mind Mage. They cannot charm the same person twice within the same 24 hour period.

6th level - Holy Roller: The Faith Healer learns to provide a gentler touch. As a standard action, the Faith Healer can make a Heal Check. The result is a pool of HP that he may distribute at-will to himself or anyone else within 10 feet.

A PC could also try this progression, but may find its usefulness somewhat lacking; we would recommend they take levels of Paladin instead.]]

## KHUTHULU

The Dread One in the Endful Black Halls! It dreams of madness and an age when it was master of the earth. It waits now for time to roll over and for its chance to come again. Until then it grants strength to any mortal willing to call upon it and pay homage, hoping that some will be foolish enough to draw him forth.

Str	Dex	Con	Int	Wis	Cha
♁	Û	»	Æ	¥	10

**SIZE:** Colossal

**SPACE:** 6 Squares

**TYPE:** Unknowable

**HIT DIE:** Ia! Ia!

**INITIATIVE:** First

**SPEED:** Omnipresent

**AC:** 25 Normal, 15 Touch, 20 Flat-Footed

**BAM/UNCOMMON:** Yes**ATTACKS:** Slam +20 melee (8d5+3.14)**FULL ATTACK:** 4 Slams +20/+15/+10/+5 (8d5+3.14, each)**SPECIAL ATTACKS:** The Kall of Khuthulu, At the Mouth of Madness**SPECIAL QUALITIES:** Even Death May Die, The Stars are Right, The Shadow Beyond Time**SAVES:** Almost always**SKILLS:** All**FEATS:** Any**ENVIRONMENT:** Beyond the spheres**ORGANIZATIONS:** Peerless**CR:** Run**ADVANCEMENT:** Unnecessary**ITEMS CARRIED:** Traumatic Memories, 55 Gallons of Ink

## Abilities

### At the Mouth of Madness

Khuthulu needs no sustenance, but that doesn't mean it doesn't enjoy a good flavor. Any helpless creature—including cultists—within Khuthulu's reach at the start of its turn is immediately devoured. Even PCs. We tried explaining that rule to it, but after the fifth guy didn't come back, we figured that it wasn't our problem.

### The Kall of Khuthulu

When Dread Khuthulu calls, the danged heed its cry. As a standard action, Khuthulu may summon 2d4 zombies to do its bidding. These zombies are equal in strength to a Red Minus Cultist, but only have 1 HP each.

## Special Qualities

### The Stars are Right

Khuthulu cannot force open the gate between worlds; it must wait patiently in the spaceless spaces for its servants to summon it. Summoning Khuthulu is a ritual requiring one minute and a DC 25 Knowledge (Magic) check. Success brings the Dread One into the world momentarily, but to sustain its presence requires both a virgin sacrifice and sufficient physical space for entry.

## The Shadow Beyond Time

Khuthulu reaches from beyond reality. As such, it cannot move freely until it has passed all the way through. Until then, it is confined to the space into which it was summoned, although it can reach up to 30 feet beyond that.

Should the Dread One ever manage to enter completely into the world, it can go wherever it pleases—meaning that it has no upper limit to how far it can move in a round—although it first concerns itself with making sure that any enemies present are dealt with promptly. Fully entering requires one hour of effort, and may only be interrupted as explained under “Even Death May Die”.

### Even Death May Die

Khuthulu cannot be slain by the hands of mortals. However, it can be driven back with enough effort. If the cultist who summoned Khuthulu is defeated, it will withdraw if or when it has taken 200 HP worth of damage from any combination of sources. If Khuthulu has already come completely through, this threshold doubles to 400 HP.

In addition, Khuthulu will automatically fail any save against a Cataloguer's Environmental Seals. Successfully hitting it with a seal will also reduce the damage needed to drive it back by 10 HP (multiple stakes stack for this effect).

## PLEAGULL

It's a bird. It attacks by ramming you.

Str	Dex	Con	Int	Wis	Cha
13	15	12	3	14	10

**SIZE:** Small**SPACE:** 1 Square**TYPE:** Animal**HIT DIE:** 1d8 + 1 (5 HP)**INITIATIVE:** +6**SPEED:** 8 Squares (Good), Flying; 2 Squares, Land**AC:** 12 Normal, 12 Touch, 10 Flat-footed**BAM/UNCOMMON:** +1/+2(+3)**ATTACKS:** Slam +2 (1d4 + 1, 19-20/x2)**FULL ATTACK:** N/A**SPECIAL ATTACKS:** Ramming Speed

**SPECIAL QUALITIES:** N/A  
**SAVES:** Fort +3, Ref +4, Will +0  
**SKILLS:** Agility +6  
**FEATS:** Improved Initiative  
**ENVIRONMENT:** Seacoasts  
**ORGANIZATIONS:** Solo, Flock (2-6)  
**CR:** 1  
**ADVANCEMENT:** 2-4 (Small), 5-7 (Medium), 8-12 (Large)  
**ITEMS CARRIED:** Pleagull Feathers

**ENVIRONMENT:** Urban (city)  
**ORGANIZATIONS:** Patrol (2-5)  
**CR:** 1/2  
**ADVANCEMENT:** By Class  
**ITEMS CARRIED:** Light Crossbow, 20 bolts, Chainmail armor, signal whistle, water skin, 50ft rope, backpack, S\$13.  
**DESCRIPTION OF CREATURE:** Most Texan Soldiers enlist to pay for college, or out of fear of Roman technological superiority.

## Abilities

### Ramming Speed

By accelerating and throwing its bulk behind an attack, the pleagull can deal more damage than its relatively small size would suggest. When diving (as per the flight rules), the pleagull deals double normal damage and forces the target to make a DC 10 Fortitude save or be stunned for 1 round. A critical hit while ramming deals triple normal damage and requires a DC 15 Fortitude save.

## TEXAN SOLDIER

Str	Dex	Con	Int	Wis	Cha
13	15	14	12	10	8

**SIZE:** Medium (Normal)  
**SPACE:** 1 square  
**TYPE:** Human  
**HIT DIE:** 1d8 + 2 (10HP)  
**INITIATIVE:** +2  
**SPEED:** 4 squares  
**AC:** 17 (+5 armor, + 2 Dex) Normal, 12 Touch, 15 Flat-footed  
**BAM/UNCOMMON:** +0/+1  
**ATTACKS:** Light Crossbow +3 ranged (1d8 +0/19-20)  
**FULL ATTACK:** NA  
**SPECIAL ATTACKS:** None  
**SPECIAL QUALITIES:** None  
**SAVES:** Fort 2, Ref 4, Will 0  
**SKILLS:** Agility +6, Awareness +6, Stealth +6, Survival +4  
**FEATS:** Weapon Focus (light crossbow), Alertness

## ROMAN GUARD

Str	Dex	Con	Int	Wis	Cha
15	10	14	8	13	12

**SIZE:** Medium (Normal)  
**SPACE:** 1 square  
**TYPE:** Human  
**HIT DIE:** 1d8 + 5 (13 HP)  
**INITIATIVE:** +0  
**SPEED:** 4 squares  
**AC:** 17 (+7 armor) Normal, 10 Touch, 17 Flat-footed  
**BAM/UNCOMMON:** +0/+2  
**ATTACKS:** Short Sword +2 melee (1d6 + 2/19-20)  
**FULL ATTACK:** NA  
**SPECIAL ATTACKS:** None  
**SPECIAL QUALITIES:** None  
**SAVES:** Fort 4, Ref 0, Will 1  
**SKILLS:** Awareness +5, Intimidate +5  
**FEATS:** Toughness, Weapon Focus (short sword)  
**ENVIRONMENT:** Urban (city)  
**ORGANIZATIONS:** Squad (3-5)  
**CR:** 1/2  
**ADVANCEMENT:** By Class  
**ITEMS CARRIED:** Short Sword, Half Plate armor, signal whistle, water skin, 50ft rope, backpack, S\$18.  
**DESCRIPTION OF CREATURE:** Most Roman Guardsmen were drafted, and have little or no loyalty to the royal family.



# VENUS FUTON TRAP

Str	Dex	Con	Int	Wis	Cha
22	13	18	—	13	5

**SIZE:** Large (Long)

**SPACE:** 2 squares

**TYPE:** Object (Furniture)

**HIT DIE:** 4d8 + 16 (37 HP)

**INITIATIVE:** +1

**SPEED:** 4 squares

**AC:** 16 (+7 natural armor, +1 Dex, -1 size)  
Normal, 8 Touch, 15 Flat-footed

**BAM/UNCOMMON:** +3/+17

**ATTACKS:** Slam +9 melee (1d8 + 6)

**FULL ATTACK:** NA

**SPECIAL ATTACKS:** Sleep, Swallow Whole

**SPECIAL QUALITIES:** Camouflage, Object Traits

**SAVES:** Fort 8, Ref 0, Will 1

**SKILLS:** Bluff +10 Stealth +10,

**FEATS:** Improved Unarmed Strike, Improved Grapple

**ENVIRONMENT:** Jungles of the Southern Continent

**ORGANIZATIONS:** Solitary

**CR:** 4

**ADVANCEMENT:** 5-7 HD (Huge)

**ITEMS CARRIED:** S\$1000 (mixed coin)

**DESCRIPTION OF CREATURE:** The Venus Futon Trap lures weary travelers into its comfortable-looking jaws. It bites down slowly as they sleep and begins to digest them.

# SEAL SCIENTIST

Str	Dex	Con	Int	Wis	Cha
12	8	13	15	14	10

**SIZE:** Medium (Normal)

**SPACE:** 1 square

**TYPE:** Seal

**HIT DIE:** 3d6 + 5 (15 HP)

**INITIATIVE:** -1

**SPEED:** 4 squares

**AC:** 17 (+6 armor) Normal, 11 Touch, 17 Flat-footed

**BAM/UNCOMMON:** +2/+3

**ATTACKS:**

Lightning Gun KG2 +1 Ranged, 2d6, ×2, Range: 100 ft.

Healing Gun KG3 Healing rate: 3d8, Range: 100 ft

**FULL ATTACK:** NA

**SPECIAL ATTACKS:** None

**SPECIAL QUALITIES:** None

**SAVES:** Fort 4, Ref 0, Will 5

**SKILLS:** Mechanics +8, Diplomacy +6, Profession Scientist +8, Heal +8, Concentration +7, Knowledge: History +9

**FEATS:** Toughness, Weapon Focus

**ENVIRONMENT:** Tundra

**ORGANIZATIONS:** Lab Group (3-5)

**CR:** 2

**ADVANCEMENT:** By Class

**ITEMS CARRIED:** KG2 lightning gun, KG3 healing gun, KG3 radioactive battery, KG2 electric battery, signal whistle, water skin, 50ft rope, backpack, S\$28.

Seals don't like to fight, but having dealt with the Penguin God and his annoying followers for millennia, they know to always bring a lightning gun to a knife fight.

# APPENDIX ONE

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Character Name \_\_\_\_\_

Class \_\_\_\_\_

Level: 000000

# Pitfalls & Penguins Character Sheet

Species \_\_\_\_\_ Deity \_\_\_\_\_ Size \_\_\_\_\_ Age \_\_\_\_\_ Gender \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_

Ability	Score	Modifier	Imaginary Modifier	Temporary Score	Temporary Modifier
<b>STR</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WIS</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

HP	AC	TOUCH AC	FLAT-FOOTED AC	INIT
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
$HP = 10 + \text{Armor Bonus} + \text{Shield Bonus} + \text{Dexterity Modifier} + \text{Size Modifier} + \text{Natural Armor} + \text{Misc. Modifier}$				
$AC = \text{Total} + \text{Dexterity Modifier} + \text{Misc. Modifier}$				

SAVING THROWS	TOTAL	Base Save	Ability Modifier	Misc. Modifier	Temporary Modifiers	EXP
<b>FORTITUDE (CON)</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>REFLEX (DEX)</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WILL (WIS)</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

<b>BASE ATTACK MODIFIER</b>	<input type="text"/>	<b>SPELL RESISTANCE</b>	<input type="text"/>
<b>UNCOMMON ATTACK</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>
$\text{Total} = \text{Base Attack Modifier} + \text{Strength Modifier} + \text{Size Modifier} + \text{Misc. Modifier}$			

WEAPON	Attack	Damage	Critical	Range	Type
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

ARMOR/PROTECTIVE ITEM	Type	AC Bonus	Max Dex	Check Penalty	Speed
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SHIELD/PROTECTIVE ITEM	AC Bonus	Max Dex	Check Penalty	Speed
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

PROTECTIVE ITEM	Notes	AC Bonus
<input type="text"/>	<input type="text"/>	<input type="text"/>

PROTECTIVE ITEM	Notes	AC Bonus
<input type="text"/>	<input type="text"/>	<input type="text"/>

## CHARACTER PORTRAIT

## SKILLS

Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc. Modifier
O Agility <sup>+</sup>	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Animals	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Athletics <sup>+</sup>	Str	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Awareness	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Bluff	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Concentration	Con	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Craft _____	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Craft _____	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Diplomacy	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Heal	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Intimidate	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Knowledge* _____	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Knowledge* _____	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Knowledge* _____	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Knowledge* _____	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Mechanics*	Int	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Perform*	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Profession* _____	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Stealth <sup>+</sup>	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Survival	Wis	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Use Magic Item*	Cha	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O Use Rope*	Dex	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O _____		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O _____		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
O _____		<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Fill in bubbles for class skills      \*Requires Training +Armor Check Penalty

## CHARACTER NOTES

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