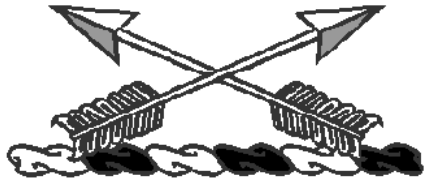


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Fencing & Firearms

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Fencing & Firearms

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Introduction

Have you ever watched a movie full of swashbuckling goodness and thought, "This would make a great game?" I know I have, and long before I played RPGs. As a kid, I loved Errol Flynn and Tyrone Powers. Many a Saturday was spent pretending to be Captain Blood, Robin Hood, or Zorro. And let's not forget the Three Musketeers, Jim Hawkins and Long John Silver, and, yes, even Don Quixote.

The roleplaying aspects of the swashbuckler genre work well-enough with any game system. Tongue-in-cheek humor and traded *bon mots* don't require game mechanics. Swashbuckling combat must be fast-paced, highly mobile, and full of flashy attacks. Unfortunately, version 3.5 of the world's most popular roleplaying game's combat system doesn't score high marks in these areas.

We wanted *Fencing & Firearms (F&F)* to respect the core mechanics of the game but still address widely perceived problems with the combat rules. *F&F* doesn't change racial traits, class features, or skills. It has as little impact on core rules feats as possible. Our primary goal is that DMs can take this book and drop it into their 3.5 games with a minimal amount of work. *F&F* focuses on:

- ◆ speeding up play,
- ◆ keeping each player involved even when it's not his turn,
- ◆ providing all players with more combat options, and
- ◆ making combat maneuvers easier to use.

And this is just the first part of *F&F*. The second part deals with black powder weapons and how to use them with your game.

As always, if you have any questions, comments, or suggestions, shoot us an [e-mail](#).

Big Change #1: No Attacks of Opportunity

Probably no feature of v 3.5 combat causes more confusion, delays, and metagaming than attacks of opportunity. Players and DMs alike forget what provokes and doesn't provoke them. Attempting to avoid them leads to additional dice rolls from tumblers and spellcasters. The latter characters effectively get one fewer skill points per level since high ranks in Spellcraft are widely seen as necessary for survival. Battle-scarred fighters count squares to avoid reach rather than charging once more into the breach, and everyone's movement on the battlemat looks too much like checkers trying not to get jumped.¹

F&F gets rid of attacks of opportunity. Nothing provokes them because they just don't exist.

Big Change #2: Players Roll Their Own Fate

In large combats, players often have little control over the outcome of events when it isn't their turn. This can lead to boredom if a player's attention drifts between his turns, threatening to distance him from the outcome of events. Big Change #2 takes a lot of the work out of the DM's hands by having the players make the monsters' attack rolls, saving throws, or caster level checks to overcome spell resistance. That frees up the DM's attention for more important things, such as NPC tactics, special spell effects, terrain, and the like.

Conversely, it requires the players to become much more active and aware of what's going on. No longer can players snooze through all the turns but their own: They'll be rolling more dice than ever before - which (among other benefits) gives them the feeling of having greater control over their successes and failures.

¹ Everything I just said has an exception, and it's all a matter of opinion. Or, rather, it's a matter of style. *F&F* aims at a style that has less in common with tactical miniatures wargaming.

Attacking And Defending

PCs make their attacks just like they do in the standard rules. Their opponents, however, do not. Each time an enemy attacks a PC, the character's player rolls a defense check. If that **Defense Check** equals or exceeds the Attack Score of the enemy, the attack misses.

To determine a creature's **Attack Score**, add 11 to the creature's standard attack modifier (the number it would use, as either a bonus or penalty to its attack roll, if it were attacking using the standard rules). For instance, an ogre has a standard attack modifier of +8 with its greatclub. That means that its Attack Score is 19.

To make a Defense Check, roll 1d20 and add any modifiers that normally apply to your Armor Class (armor, size, deflection, and the like). This is effectively the same as rolling d20, adding your total AC, and then subtracting 10.

- **Attack Score:** 11 + enemy's attack bonus
- **Defense Check:** 1d20 + character's AC modifiers

If a player rolls a natural 1 on a Defense Check, his character's opponent has scored a threat (just as if it had rolled a natural 20 on its attack roll). Make another defense check; if it again fails to avoid the attack, the opponent has scored a critical hit.

Jeremiah Dawes and his comrades are facing down an ogre. It hurls a javelin at Jeremiah. The ogre's attack score with its javelin is 12 (11 + 1 attack bonus). Jeremiah has a 12 DEX and is protected by a *shield* spell, giving him a +5 Defense Check bonus. Jeremiah's player rolls 1d20+5 and gets a 13 total. The ogre misses!

A foe may have a threat range greater than one. For example, the foe could wield a longsword (normal threat range 19-20). In a case such as this, the foe scores a threat if the Defense Check falls within the same range as the normal threat range. To continue the example, a longsword has a two digit threat range. Thus, a natural 1 or 2 on a defense check scores a threat with a longsword.

When a PC attacks an opponent, he makes an attack roll against the opponent's AC as normal.

The procedure is only slightly different using using combat maneuvers such as bull rush or grapple. Every PC has a Combat Maneuver Bonus (CMB) and a Combat Maneuver Defense (CMD).

Saving Throws And Save Scores

NPCs and other opponents no longer make saving throws to avoid special attacks of player characters. Instead, each creature has a **Fortitude, Reflex, and Will Score**. These scores are equal to 11 + the creature's Fortitude, Reflex, and Will save modifiers.

Jeremiah counters with *cause fear*. He has a 16 CHA and this is a 1st-level spell, giving Jeremiah a +4 on his Magic Check. The ogre's Will Score is 12 (11 + 1 Will save modifier). Jeremiah's player rolls 1d20+4 and gets a 10 total. Jeremiah fails his Magic Check, and the ogre is only shaken for one round.

Any time you cast a spell or use a special attack that forces an opponent to make a saving throw, instead make a **Magic Check** to determine your success. To make a Magic Check, roll 1d20 and add all the normal modifiers to any DC required by the spell or special attack (including the appropriate ability modifier, the spell's level if casting a spell, the adjustment for Spell Focus, and so on).

If the result of the Magic Check equals or exceeds the appropriate Save Score (Fortitude, Reflex or Will, depending on the special ability), the creature is affected by the spell or special attack as if it had failed its save. If the result is lower than the creature's Fortitude, Reflex or Will Score (as appropriate to the spell or special attack used), the creature is affected as if it had succeeded on its save.

- **Magic Check:** 1d20 + spell level + ability modifier + other modifiers vs. save score
- **Fortitude Score:** 11 + enemy's Fortitude save modifier
- **Reflex Score:** 11 + enemy's Reflex save modifier
- **Will Score:** 11 + enemy's Will save modifier

If a player rolls a natural 20 on a Magic Check, the creature's equipment may take damage (just as if it had rolled a natural 1 on its save).

Spell Resistance

If a PC has spell resistance, his player makes a **Spell Resistance Check** against each incoming spell that allows spell resistance. A Spell Resistance Check is 1d20 plus the PC's spell resistance, minus 10.

The DC of this check is equal to 11 + the attacker's caster level, plus any modifiers that normally apply to the attacker's caster level check to overcome spell resistance (such as from the Spell Penetration feat). That value is known as the **Attacker's Caster Level Score**. If the Spell Resistance Check equals or exceeds this number, the spell fails to penetrate the PC's spell resistance.

Jeremiah has been affected by *spell resistance* from a 9th-level caster, granting SR 21. A 5th-level sorcerer casts *magic missile* at him. Jeremiah's player rolls 1d20+11 against DC 16 and gets a 23 total. The sorcerer's attack is stopped by Jeremiah's SR.

To beat a creature's spell resistance, a player makes a caster level check (1d20 + caster level) against its spell resistance, just as in the standard rules.

→ *Spell Resistance Check*: 1d20 + SR - 10

→ *Attacker's Caster Level Score*: 11 + attacker's caster level + modifiers

Skills & Feats

Removing attacks of opportunity from combat directly impacts Acrobatics. A few feats such as Combat Reflexes and Improved Unarmed Strike are modified. Moreover, *F&F* introduces several "universal feats" that become part of every character's repertoire of combat options.

Table: Acrobatics DCs

Tumble DC	Task
15 + surface modifier	Use a move action to move at normal speed over difficult terrain
Attacker's CMB total + 1	Avoid being tripped
20	Stand as a free action rather than a move action

Acrobatics & Concentration

→ *Acrobatics*: Since there are no attacks of opportunity, there's never a need to tumble to avoid them. Acrobatics can still be used to move at half-speed through an area occupied by an enemy. Acrobatics has three new uses shown on the table above.

→ *Concentration*: Since there are no attacks of opportunity, there's never a need to cast defensively.

Expanding Skill Use

Sometimes players want to do things we with their skills that are either impossible according to the rules, at least for a character without a certain feat. For example, no matter how hard a character tries, he can't use Bluff to feint in combat as a move action without Improved Feint. Does this seem reasonable? Shouldn't anyone be able to try to feint "in a hurry" if they want to? Well, we think so.

F&F uses three rules modifiers for skills. These options combined with player ingenuity and DM adjudication help make skill use more flexible without introducing rules bloat in the form of new feats.

Calculated Risk

You can take a calculated risk on one check to make a follow-up check easier. You accept a -5 penalty (or +5 DC bonus) to the first check in exchange for a +5 bonus (or -5 DC penalty) to the second check. The two checks must be related and the first, penalized check cannot be a check on which you take 20.

Calculated risks require some narrative imagination and common sense adjudication by the DM.

Fast Task

You reduce the time needed to complete the check by accepting a -5 penalty to check or a +5 bonus to the check's DC. If the check is normally a full-round action, it becomes a standard action. A standard action becomes a move action, while a move action becomes a free action. For checks requiring time in rounds, minutes, or longer, reduce the time needed by 25 percent per -5/+5 modifier, to a maximum 75% reduction.

Simultaneous Tasks

You can accept a challenge in order to perform two checks simultaneously. To attempt simultaneous checks, make the challenge check, followed by a second check using the same or a different trait. Your secondary check suffers a -10 penalty or a +10 increase in Difficulty. The combined task requires the same time as the longest normal task, so if both tasks require a standard action, you accomplish the simultaneous use in a single standard action rather than two.

Expanding BAB

Every character has a Base Attack Bonus, or BAB. *F&F* expands the uses for BAB two ways. First, BAB is added to your Armor Class as a dodge bonus. BAB reflects a character's general skill in combat. This includes not only the ability to land a blow, but also the ability parry and dodge attacks. Furthermore, a character's BAB affords a certain amount of flexibility in combat from round-to-round as well. Each round on his turn, a character can "shift" a portion of his BAB to provide a bonus to a specific facet of combat. Refer to the following table:

Table: BAB to Bonus Shifts

Your BAB Is	Your Penalty Is	Your Bonus Is
+1	-1	+2
+4	-2	+4
+8	-3	+6
+12	-4	+8
+16	-5	+10
+20	-6	+12

Calculated Risk

For example, a character faces a difficult climb. He uses Search to look for handholds along the climb route, taking a -5 penalty against the DC set by the DM. If successful, he finds a suitable route and gets a +5 bonus on a Climb check.

Or, another example: The party is split up by a chasm and are fighting orcs on both sides. The wizard has been cornered on the other side of the chasm from the rogue. The fighter accepts a -5 penalty on his Acrobatics check to move through one orc's space in order to get a +5 bonus on the check to leap across the chasm to help the wizard.

Fast Task

For example, using Bluff to feint in combat is usually a standard action. A character could accept a -5 penalty to his check in order to feint as a move action.

Or, another example: Opening a lock is normally a full-round action. If the rogue is in a hurry, he can use fast task to use Disable Device to pick the lock as a standard action. Of course, he first wants to search for traps, normally a move action. Using fast task, he can use Perception to look for traps as a free action.

Simultaneous Tasks

For example, a character being grappled by ogre can use simultaneous tasks to use Escape Artist to get out of the grapple and then use Bluff to create a distraction. Both actions take a single standard action to accomplish.

When a character "shifts" BAB, he applies the penalty from the table to one (and only one) of the following: attack rolls, damage rolls (for attacks that require attack rolls), or to AC. He applies the bonus from the table to one (and only one) of the other two facets. This bonus/penalty combination lasts until the beginning of the character's next turn².

This variable use of BAB in combat replaces the Combat Expertise, Deadly Aim, and Power Attack feats. These three feats are simply removed from play. Feats for which they are prerequisites are treated as if they have one fewer prerequisites. Thus, a character qualifies for Improved Bull Rush as long as he has at least a 13 Strength.

For the DM: These rules apply to PCs, NPCs, and monsters alike, but we recommend leaving them largely in the hands of the PCs. You, the DM, have enough to keep track of without worrying about round-to-round variable modifiers.

For example, Horace Berkeley has a +1 BAB. He's facing three goblins in melee combat. Being outnumbered, he decides to fight cautiously. Horace adds +2 to his AC and applies a -1 penalty to his attack rolls. These modifiers remain in play until the beginning of his next, at which time Horace can keep them or change them as desired. A few rounds later, Horace has defeated two of the goblins. He goes on the offensive, applying a +2 bonus to his attack rolls and a -1 penalty to his AC.

Universal Feats

Universal feats are feats that all characters gain. These feats give characters a greater range of options in combat. Several universal feats have a prerequisite. Characters gain these universal feats automatically once the prerequisite is met.

Aid Attack [Universal]

You may assist another character's attack on his turn.

Benefit: If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can aid your friend as an immediate action. Before your friend makes his attack, announce your intention to use Aid Attack. Your friend gains a +2 bonus on his attack roll. Multiple characters can aid the same friend, and the bonuses stack.

Aid Defense [Universal]

You may assist another character's defense.

Benefit: If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can aid your friend as an immediate action. On the opponent's turn, before he makes his melee attack roll against your friend, announce your intention to use Aid Defense. Your friend gains a +2 bonus to his AC against that attack. Multiple characters can aid the same friend, and the bonuses stack.



Cleaving Strike [Universal]

You can lash out against another foe with a successful attack.

Prerequisite: Base Attack Bonus +1.

Benefit: As a standard action, you can make a single attack at your full Base Attack Bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full Base

² Keep in the mind the hard and fast rule at work here: If you don't suffer the penalty, you don't enjoy the bonus. So, for example, a wizard can't shift his BAB to increase his AC and then cast *fireball* because *fireball* doesn't require an attack roll.

Attack Bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a -2 penalty to your Armor Class until your next turn. This universal feat replaces Cleave. It counts as Cleave for purposes of meeting prerequisites of other feats.

Fight with Anything [Universal]

You are skilled in wielding any weapon.

Prerequisite: Base Attack Bonus +1.

Benefit: Reduce the attack roll penalty you face for nonproficiency by your Base Attack Bonus. This applies to all weapons, including exotic weapons and improvised weapons. This feat never confers a bonus to attack roll penalty. For example, if your BAB is +5, you do not suffer an attack roll penalty with any weapon due to nonproficiency, but you do not also get a +1 attack roll bonus.

Special: Once you have a +4 BAB, you are considered proficient with all weapons for the purposes of acquiring other feats. Improvised weapons (melee) and improvised weapons (ranged) count as separate weapons for this purpose.

Feat Retraining

At 3rd level and every two levels thereafter (5th, 7th, et cetera), a character receives a new feat as normal. The character may also choose to swap one old feat for a new feat. The character must be the prerequisites for the swapped feat.

Other Feats

Several core rules feats are changed:

+2/+2 Skill Feat [General]

You are more skilled with two thematically appropriate skills.

Benefit: Pick two skills that you can reasonably link in a thematically appropriate way. You get a +2 bonus on skill checks with both skills. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to two new skills.

Note: This feat is meant to expand on the large number of +2/+2 feats such as Athletic and Deceitful.

Combat Casting [General]

You are adept at spellcasting when threatened or distracted.

Benefit: You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability while grappled, when injured while casting (to include suffering continuous damage), or when affected by a non-damaging spell while casting.

Combat Reflexes [Combat]

Your reflexes and senses are trained to avoid surprise attacks.

Benefit: You gain a +4 bonus on Perception checks to determine awareness during a surprise round.

Special: A monk may select Combat Reflexes as a bonus feat at 2nd level.

Disruptive [Combat]

Your training makes it difficult for enemy spellcasters to concentrate when you damage them.

Prerequisite: 6th-level fighter.

Benefit: As a standard action, you can attack an enemy spellcaster. Until the end that enemy's next turn, he must make a concentration check to cast a spell or use a spell-like ability as if you had damaged him during casting (DC equals 10 + damage dealt + spell level).

For example, Horace Berkeley chose Weapon Focus (longsword) at 1st level. He earns 3rd-level and decides he'd like to focus on a different weapon. Using Feat Retraining, he swaps Weapon Focus (longsword) for Weapon Focus (longbow). His comrade Jeremiah chose Spell Focus (enchantment) at 1st level. By 3rd level, he's decided that enchantment really isn't his thing. He swaps Spell Focus (enchantment) for Brew Potion.

Greater Bull Rush, Greater Overrun, and Improved Grapple function as normal. Of course, since there are no attacks of opportunity, these feats' features that prevent such attacks are simply ignored. Spellbreaker should be removed from play.

Fast Task Skill [General]

You are better able to use a skill faster than normal.

Prerequisite: 3 ranks in chosen skill.

Benefit: Pick a single use Fast Task with a specific skill. For example, you could choose Disable Device to open locks or Bluff to feint in combat. You can use Fast Task with that skill without suffering the -5 penalty.

Normal: You can use Fast Task to reduce the time it takes to make a skill check, but you suffer a -5 penalty on the skill check.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different use of Fast Task with a specific skill.

Greater Two-Weapon Fighting [Combat]

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: Your penalty for fighting with two weapons is reduced by another 1 to -3/-3. If your offhand weapon is light, these penalties are reduced by another 2 each, to -1/-1. (See the table under Two Weapon Fighting for details.)

Special: An 11th-level ranger who has chosen the two-weapon combat style is treated as having Greater Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Improved Two-Weapon Fighting [Combat]

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon when you make a full attack, you may make a second (iterative) attack with your off-hand weapon in addition to the iterative attack you gain with your primary weapon.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Special: A 6th-level ranger who has chosen the two-weapon combat style is treated as having Improved Two-Weapon Fighting, even if he does not have the prerequisites for it, but only when he is wearing light or no armor.

Improved Unarmed Strike [Combat]

Benefit: Your unarmed strikes can deal lethal or nonlethal damage, at your option. Your unarmed strike deals damage as if you were one size larger than you really are (1d3 for Small, 1d4 for Medium).

Normal: You can deal only nonlethal damage with an unarmed strike. Your damage is also based on your size.

Special: A monk automatically gains Improved Unarmed Strike as a bonus feat at 1st level. He need not select it, nor does he increase his unarmed damage because of this feat. The increase is already factored into the monk's class features.

Mobility [Combat]

You are harder to hit when moving.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +1 dodge bonus to Armor Class when you move more than a 5-foot step. This bonus lasts until the beginning of your next turn. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

Rapid Reload [Combat]

You can reload crossbows and firearms quicker than normal.

Prerequisite: Proficiency with a crossbow or firearm.

Benefit: The time required for you to reload a crossbow is reduced to a free action (for a hand or light crossbow) or a move action (for a heavy crossbow or a firearm). This feat allows you to fire a hand crossbow or light crossbow 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 or firearm.

Superior Two-Weapon Fighting [Combat]

Prerequisites: Dex 21, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +16.

Benefit: Your penalty for fighting with two weapons is reduced by another 1 to -2/-2. If your offhand weapon is light, these penalties are reduced by another 2 each, to +0/+0. (See the table under Two Weapon Fighting for details.)

Two-Weapon Fighting [Combat]

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons (not including shields) are reduced. The penalty for your primary and off hand is lessened by 4 each.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon when you make a full attack. When fighting in this way you suffer a -8 penalty with your regular attack or attacks with your primary hand and a -8 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

Special: A 2nd-level ranger who has chosen the two-weapon combat style is treated as having Two-Weapon Fighting, even if he does not have the prerequisite for it, but only when he is wearing light or no armor.

Table: Two Weapon Fighting

BAB	Iterative Attacks	No Feat		TWF Feat		Imp. TWF		Greater TWF		Superior TWF	
		Primary	Off Hand	Primary	Off Hand	Primary	Off Hand	Primary	Off Hand	Primary	Off Hand
+0-5	+0	-8	-8	-4	-4	--	--	--	--	--	--
+6-10	-2/-2	-10/-10	-10	-6/-6	-6	-6/-6	-6/-6	--	--	--	--
+11-15	-1/-1	-9/-9	-9	-5/-5	-5	-5/-5	-5/-5	-4/-4	-4/-4	--	--
+16+	+0/+0	-8/-8	-8	-4/-4	-4	-4/-4	-4/-4	-3/-3	-3/-3	-2/-2	-2/-2

Minimum 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. If penalties reduce the damage result to less than 1, a hit still deals 1 point of nonlethal damage. Armor DR applies against this damage (see **Damage Conversion, Armor & BAB**).

Armor Class

Your 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:

$$10 + \text{BAB}^3 + \text{armor bonus} + \text{shield bonus} + \text{Dexterity modifier} + \text{size modifier}$$

Note that armor limits your Dexterity bonus as normal, so if you're wearing armor, you might not be able to apply your whole Dexterity bonus to your AC. Sometimes you can't use your Dexterity bonus (if you have one). If you can't react to a blow, you can't use your base attack bonus (BAB) and Dexterity bonus to AC. (If you don't have a Dexterity bonus, nothing happens.)

Damage Conversion & Armor

Armor not only increases AC, but also turns fatal blows into less-threatening hits. Armored characters are often more easily battered into unconsciousness than brought down by lethal damage. Armor, in addition

³ This has the potential to noticeably increase ACs in the game, especially at mid- to higher-levels. If you're using these rules at levels 10th and higher, I recommend you cap the BAB bonus to AC based on character level. So, for example, a 10th-level fighter would get a +10 bonus to his AC whereas a 10th-level sorcerer would get a +5 bonus to his AC. Do the same thing with monsters and NPCs.

to adding a bonus to AC, also converts lethal damage from physical attacks into nonlethal damage. Shields provide a shield bonus to AC, as normal, but do not convert damage.

Each time an armor-wearing character is struck by an attack that deals lethal damage, the amount of damage dealt to the character is reduced by an amount equal to the armor bonus (including enhancement) of the armor worn. The character takes an equal amount of nonlethal damage. Damage that is not affected by damage reduction (energy damage and the like) is not converted.

Armor and Nonlethal Damage

An armor-wearing character can ignore nonlethal damage equal to his armor bonus. (In effect, armor grants damage reduction equal to its armor bonus against nonlethal attacks.)

Critical Hits and Armor

A successful critical hit ignores either damage conversion (for lethal attacks) or armor DR (for nonlethal attacks).

Spells and magic items that grant an armor bonus (such as *mage armor* or *bracers of armor*) are modified to follow these rules as well. If the granted armor bonus equals +1, treat the spell or item as padded armor. Otherwise, divide the armor bonus by two. Apply the smaller portion to AC as an armor bonus and use the other portion as lethal to nonlethal conversion and DR/lethal. For example, *mage armor* would grant a +2 armor bonus, 2 points of lethal to nonlethal conversion, and DR 2/lethal. *Bracers of armor +5* would grant a +2 armor bonus, 3 points of lethal to nonlethal conversion, and DR 3/lethal.

A member of an elven press gang strikes Horace Berkeley, who is wearing a chain shirt, inflicting 9 points of lethal damage. Horace suffers 4 points of nonlethal damage and 5 points of lethal damage. (Note that the armor's nonlethal DR does not count against this damage since it was inflicted by a lethal damage attack.) Later that round, another elf hits Horace with a sap, inflicting 3 points of nonlethal damage. The character suffers no damage because a chain shirt provides DR 4/lethal.

Magical armor adds its enhancement bonus to the armor's damage conversion and DR/lethal. Thus, +1 *chainmail* has a +3 armor bonus, converts 6 points of lethal damage to nonlethal damage, and provides DR 6/lethal.

Table: Armor Features

Armor Type	Armor Bonus	Lethal to Nonlethal	DR
Padded	+1	1 point	--
Leather	+1	2 points	2/lethal
Studded leather	+2	3 points	3/lethal
Chain shirt	+2	4 points	4/lethal
Hide	+2	3 points	3/lethal
Scale mail	+2	4 points	4/lethal
Chain mail	+3	5 points	5/lethal
Breastplate	+3	5 points	5/lethal
Splint mail	+3	6 points	6/lethal
Banded mail	+3	6 points	6/lethal
Half-plate	+4	7 points	7/lethal
Full plate	+4	8 points	8/lethal

Initiative

At the start of a battle, each combatant makes an initiative check. An initiative check is a Dexterity check. Each character applies his or her Dexterity modifier to the roll. The DM rolls for the monsters, usually as a

single group.⁴ All characters with initiatives higher than the monsters get to act as a group in whatever order the players prefer. Then the monsters act, followed by any characters whose initiatives were lower than monsters acting in whatever order the players prefer.

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.

Full-Round Actions

A full-round action requires an entire round to complete. Thus, it can't be coupled with a standard or a move action, though if it does not involve moving any distance, you can take a 5-foot step.

Full Attack

If you get more than one attack per round because your base attack bonus 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.

Base Attack Bonus

If your base attack bonus is +6 or higher, you can make two attacks per round with a full attack:

- When your BAB equals +6, you get a second attack, but both attacks suffer a -2 penalty (-2/-2 instead of 0/-5).
- When your BAB equals +11, the penalty drops to -1/-1 (instead of 0/-5/-10).
- When your BAB equals +16, the penalty drops to -0/-0 (instead of 0/-5/-10/-20).

Cast a Spell

If your caster level is 6th or higher, you can use a full-round action to cast any spell that has a normal casting time of one standard action⁵. Doing so increases either the spell's save DC or to your caster level check to overcome spell resistance (your choice when casting the spell).

- If your caster level is 6th or higher, you gain either a +1 bonus to the save DC or your caster level to overcome spell resistance.
- If your caster level is 11th or higher, you gain either a +2 bonus to the save DC or your caster level to overcome spell resistance.
- If your caster level is 16th or higher, you gain either a +3 bonus to the save DC or your caster level to overcome spell resistance.

Jeremiah Dawes, Horace Berkeley, Moshup, and Kojo face down a pack of wolves. Initiatives are rolled with the following results: Jeremiah (13), Horace (15), Moshup (8), Kojo (19), and the wolves (11). Kojo, Horace, and Jeremiah act first, taking their actions in any order the players desire. Then, the wolves act, followed lastly by Moshup.



4 If you're using elite and solo monsters (see *Rewarding Roleplaying*), consider giving these special monsters their own initiatives.

5 In order to take full advantage of these rules, it is strongly encouraged that spontaneous casters, such as sorcerers, not be penalized with longer casting times when using metamagic feats on the fly. Hat tip to Alzrius of EN World for suggesting this.

Take a 5-Foot Step

You can take a 5-foot step in any round when you don't perform any other kind of movement. You can take more than one 5-foot step in a round, depending on your base attack bonus:

- When your BAB equals +6, you can take two 5-foot steps per round.
- When your BAB equals +11, you can take three 5-foot steps per round.
- When your BAB equals +16, you can take four 5-foot steps per round.

You can take a 5-foot step before, during, or after your other actions in the round. The total distance of your 5-foot steps cannot exceed your base speed. 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.

If you can take more than one 5-foot step per round due high BAB, all of your 5-foot steps count as a single free action. You can take each 5-foot step before, during, or after your others actions in the round.

Injury and Death

Your hit points measure how hard you are to kill. No matter how many hit points you lose, your character isn't hindered in any way until your hit points drop to 0 or lower.

Effects of Hit Point Damage

You function as disabled⁶ between 0 and negative hit points equal to your Constitution bonus. You are unconscious and dying at one more negative hit points than your Constitution bonus down to a negative value equal to your Constitution score. One more point into the negatives and you are dead.

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 (see footnote below), and when it exceeds your current hit points, you fall unconscious.

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 (in addition to free, immediate, and swift actions). 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. Spellcasters who fall unconscious retain any spellcasting ability they had before going unconscious.

If a creature's nonlethal damage is equal to his total maximum hit points (not his current hit points), all further nonlethal damage is treated as lethal damage. This does not apply to creatures with regeneration. Such creatures simply accrue additional nonlethal damage, increasing the amount of time they remain unconscious.

6 A disabled character has the staggered condition. He may take a single move action or standard action each round (but not both, nor can he take full-round actions, but he can still take swift, immediate, and free actions). He moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act.

Magical Healing

Various abilities and spells, such as cleric's *cure* spells or a paladin's lay on hands ability, restore only nonlethal damage, unless the ability has a level-dependent bonus. The effect's level-dependent bonus restores lethal damage.

Stable Characters and Recovery

On their next turn after a character is reduced to unconscious and dying, he must make a stabilization check. A stabilization check is a Fortitude save (DC 10 + the character's negative hit point total).

Moshup has a 14 Constitution. He is disabled from 0 to -2 hit points, unconscious and dying from -3 to -14 hit points, and dead at -15 hit points or lower.

Horace has suffered 5 points of lethal damage and 4 points of nonlethal damage. Kojo casts *cure light wounds* for 1d8+1 points of healing. Kojo's player rolls a four. Horace is healed 1 point of lethal damage and 4 points of nonlethal damage. Horace now has 4 points of lethal damage and no nonlethal damage.

A successful check means the character stabilizes and is no longer dying. If he doesn't stabilize, he loses 1 hit point and must attempt another stabilization check on his next turn. (A character who's unconscious or dying can't use any special action that changes the initiative count on which his action occurs.)

The 10-Minute Rest Period

Ten minutes of uninterrupted rest is a rest period. This period may include no more activity than conversation and light activity. Character abilities and class features that were previously granted "per day" are instead granted "per rest." "Per rest" abilities include such things as rage, smite, and wild shape, as well as some spellcasting (see below). Regardless of how many 10-minute rest periods taken in a day, all abilities are refreshed once every 24 hours as normal. After a successful rest period, the following happens:

- All "per rest" class abilities are refreshed.
- All characters heal an amount of hit points equal to 50% of their normal, maximum hit point total.
- All spell slots used to cast routine spells are refreshed (for spontaneous casters), or all routine spells are refreshed (for casters that prepare spells). Routine spells include all 0-level spells and any single-target spell with a duration of 1 min/level or less.
- Any ongoing spell effects on a character are dispelled when the rest is complete, regardless duration remaining. This does not apply to instantaneous or permanent duration spells. It does apply to spells both beneficial and harmful, regardless of origin.

A 10-minute rest period does not recover spells/spell slots used to cast restricted or ritual spells. Restricted spells are those that:

- Have an area of effect or multiple targets
- Have a duration of 10 minutes per level or longer
- Are Conjunction (creation, calling, or teleport) spells

Ritual spells are those that have an XP cost or unusual/expensive material components.

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 an enemy creature at least the same size as your target, the target has cover (+4 to AC).

Simply put, your allies and creatures smaller than your target never grant cover to your target.

Special Attacks

F&F implements changes to the way charging and turning undead function.

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.

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 an enemy creature, you can't charge. (Helpless creatures and allies 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.

Channel Energy

Regardless of alignment, any cleric can release a wave of energy by channeling the power of his faith through his holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or a neutral cleric who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or a neutral cleric who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric of a neutral deity (or one who is not devoted to a particular deity) must choose whether he channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric can cast spontaneous *cure* or *inflict* spells.

Kojo presents his holy symbol while facing three human zombies and a ghoul. He uses turn undead to channel positive energy to damage these monsters. Kojo inflicts 1d4+1 points of damage against the ghoul and 2d4+1 points of damage against the zombies. Kojo's player rolls 3 points of damage and 5 points of damage, respectively. The ghoul takes only 2 points of damage since it has +2 turn resistance.

Channeling energy causes a burst that affects all creatures of one type (either undead or living, cleric's choice at time of channeling) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d4 points of damage plus 1d4 points for every two cleric levels beyond 1st (2d4 at 3rd, 3d4 at 5th, and so on). Undead without an Intelligence score take double damage, but do not gain double healing from negative energy channeling. Creatures healed by channel energy cannot exceed their maximum hit point total; all excess healing is lost. Undead with turn resistance subtract their turn resistance bonus from the damage inflicted⁷.

⁷ This is different than the channel energy rules in the *Pathfinder Roleplaying Game*. F&F eliminates the saving throw against damage caused by channeling energy at the same time the damage inflicted is reduced. Why? Because it's quicker.

In all cases, add cleric level to the dice total.

A cleric may channel energy a number of times per rest equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include himself in this effect. A cleric must be able to present his holy symbol to use this ability.

Remember: When channeling positive energy, healing dice restore only nonlethal damage. Bonuses to healing dice (such as granted due to cleric level or spells such as *consecrate*) restore lethal damage.

Glory and Sun Domains

The granted powers for these two domains are changed to fit the new turn undead rules.

Glory Domain: Whenever a cleric with this domain channels positive energy to harm undead creatures, any undead thus damaged are shaken⁸ for his cleric level in rounds.

Sun Domain: Whenever a cleric with this domain channels positive energy to harm undead creatures, they do not subtract their turn resistance resistance from the damage inflicted. Furthermore, the cleric adds his Wisdom modifier to the damage caused to undead by channeling energy.

Changes to a Few Spells

A few spells that affect turn undead are also modified. Use these descriptions for how the spells function in place of the normal descriptions.

Consecrate: This spell blesses an area with positive energy. Positive channeled energy within this area gains a +3 sacred bonus to the amount healed or inflicted. Every undead creature entering a consecrated area suffers minor disruption, suffering a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into a consecrated area. If the consecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity, pantheon, or aligned higher power, the modifiers given above are doubled (+6 sacred bonus to positive channeled energy totals, -2 penalties for undead in the area).

You cannot *consecrate* an area with a similar fixture of a deity other than your own patron. Instead, the *consecrate* spell curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Consecrate counters and dispels *desecrate*.

Desecrate: This spell imbues an area with negative energy. Negative channeled energy within this area gains a +3 profane bonus to the amount healed or inflicted. Every undead creature entering a desecrated area gains a +1 profane bonus on all attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit points per HD.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to your deity or aligned higher power, the modifiers given above are doubled (+6 profane bonus to negative channeled energy totals, +2 profane bonus and +2 hit points per HD for undead created in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent fixture of a deity, pantheon, or higher power other than your patron, the *desecrate* spell instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels *consecrate*.

⁸ A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Hallow: This spell makes a particular site, building, or structure a holy site. This has four major effects.

First, the site or structure is guarded by a *magic circle against evil* effect.

Second, turn undead via positive energy healing or damage totals gain a +4 sacred bonus, and those same totals from negative energy take a -4 sacred penalty. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Third, any dead body interred in a hallowed site cannot be turned into an undead creature.

Finally, you may choose to fix a single spell effect to the hallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures who share your faith or alignment, or creatures who adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *hallow* again.

Spell effects that may be tied to a hallowed site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect evil*, *detect magic*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *hallow* spell (and its associated spell effect) at a time. *Hallow* counters but does not dispel *unhallow*.

Unhallow: This spell makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a *magic circle against good* effect.

Second, turn undead via negative energy healing or damage totals gain a +4 sacred bonus, and those same totals from positive energy take a -4 sacred penalty. Spell resistance does not apply to this effect. (This provision does not apply to the druid version of the spell.)

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an unhallowed site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *deeper darkness*, *detect magic*, *detect good*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *invisibility purge*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* spell (and its associated spell effect) at a time. *Unhallow* counters but does not dispel *hallow*.

Combat Maneuvers

Combat maneuvers are special attacks that you may perform in combat. These include pushing an opponent back, knocking him to the ground, or smashing a weapon he is holding.

Table: Combat Maneuvers Summary

Bull rush	Push a foe back 5 feet or more
Disarm	Knock a weapon from your foe's hands
Grapple	Wrestle with a foe
Overrun	Plow past or over a foe as you move
Sunder	Strike a foe's weapon or shield
Trip	Trip a foe

The Combat Maneuver Mechanic

All combat maneuvers follow the same mechanic. As a standard action, the attacker makes a combat maneuver attack roll against the defender's combat maneuver AC. When you make a combat maneuver attack roll, you roll a d20 and add your combat maneuver bonus. If your result equals or beats the target's combat maneuver Armor Class, your maneuver is successful. As with a normal attack roll, a natural 1 (the d20 comes up 1) is always a failure. A natural 20 (the d20 comes up 20) is always a success.

$$\text{Combat Maneuver Bonus} = \text{BAB} + \text{STR} + \text{Maneuver Modifier}$$
$$\text{Combat Maneuver Defense Bonus} = \text{DEX} + \text{BAB} + \text{STR} + \text{dodge} + \text{Maneuver Modifier}$$

A creature's maneuver modifier is dependent on its size, as shown on the table below⁹.

But what about Big Change #2? To determine a creature's **CMB Score**, add 11 to the creature's standard CMB (the number it would use, as either a bonus or penalty to its combat maneuver check). For example, a hill giant has a +15 CMB. That means its CMB score is 26.

To make a **Combat Maneuver Defense Check**, roll 1d20 and add your CMD. If your combat maneuver defense check equals or exceeds your foe's combat maneuver score, you successfully defend against the foe's combat maneuver.

Table: Combat Maneuver Modifiers

Creature Size	Modifier	Creature Size	Modifier
Fine	-8	Large	+1
Diminutive	-4	Huge	+2
Tiny	-2	Gargantuan	+4
Small	-1	Colossal	+8
Medium	0		

It takes a minimum of work to convert existing characters and monsters to the combat maneuver system. Let's look at the hill giant. Its melee attack bonus is +15 (+7 BAB, +7 STR, -1 Size). Its touch AC is 8 (-1 DEX, -1 Size). Its size is Large (+1 Maneuver Modifier). This gives the hill giant a +15 CMB and a +14 CMD.

When a PC uses a combat maneuver against an opponent, he makes a combat maneuver check against the opponent's combat maneuver AC as normal.

Weapon Permitted?

If the combat maneuver allows you to use a weapon, it will be noted here. If the maneuver permits weapon use, then you may add feats, weapon enhancements, or any other modifiers that would normally grant you a bonus to your melee attack roll when using that weapon.

⁹ These modifiers and the combat maneuver are normal for the *Pathfinder Roleplaying Game*. They're presented here because of the Big Changes and for the sake of completeness.

Bull Rush

A bull rush attempts to push an opponent straight back without doing any harm.

You can attempt a bull rush combat maneuver as a standard action or as part of a charge. You can only bull rush an opponent who is one size category larger than you or smaller.

If your attack is successful, your target is pushed back 5 feet. For every 5 by which your attack exceeds the target's maneuver AC, you can push the target back an additional 5 feet. You can move with the target if you wish but you must have the available movement to do so. If your attack fails, your movement ends in front of the target.

Weapon Permitted? No.

Disarm

You attempt to knock (or grab) a weapon or an object out of an opponent's hands. You may attempt a disarm combat maneuver as a standard action.

The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus to his combat maneuver attack roll or AC, and the wielder of a light weapon takes a -4 penalty. An unarmed strike is considered a light weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike. If the targeted item isn't a melee weapon, the defender takes a -4 penalty on the roll.



If you beat the defender, the defender is disarmed. If you were armed, the defender's weapon is on the ground in the defender's square. If you attempted the disarm action unarmed, you now have the weapon.

If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with a combat maneuver attack. His attempt does not provoke an attack of opportunity from you. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

A defender wearing spiked gauntlets can't be disarmed. A defender using a weapon attached to a locked gauntlet gets a +10 bonus to resist being disarmed.

Grabbing Items

You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack. If the item is poorly secured or otherwise easy to snatch or cut away the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above.

You can't snatch an item that is well secured unless you have pinned the wearer (see **Grapple**). Even then, the defender gains a +4 bonus on his AC to resist the attempt.

Weapon Permitted? Yes.

Grapple

You attempt to grab an opponent and restrict his movement.

You may attempt a grapple combat maneuver as a standard action. You can only grapple an opponent who is one size category larger than you or smaller. If your combat maneuver attack roll is successful, you and your target both gain the grappled condition, and you deal damage to the target as if with an unarmed strike. If you lose, you fail to start the grapple.

Grappled Condition

A grappled creature suffers the following effects:

No Dexterity Bonus: You lose your Dexterity bonus to AC (if you have one) against opponents you aren't grappling. (You can still use it against opponents you are grappling.)

No Movement: You can't move normally while grappling. You may, however, make a grapple combat maneuver roll to move while grappling.

No Aid Attack or Aid Defense: You cannot use the Aid Attack or Aid Defense universal feats except to help someone in the same grapple you are in.

Maintain Grapple

To maintain the grapple for later rounds, you and your target must occupy the same space. If you are the same size or larger than your target, you pull your target into your space. If your target is larger, however, you move into his space. (This movement is free and doesn't count as part of your movement in the round.)

If You're Grappling

When you are grappling (regardless of who started the grapple), you can perform any of the following actions. All of these actions require standard actions, unless specified otherwise.

Activate a Magic Item: You can activate a magic item, as long as the item doesn't require a spell completion trigger. You don't need to make a grapple check to activate the item.

Attack Your Opponent: You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a -4 penalty on such attacks. You can't attack with two weapons while grappling, even if both are light weapons.

Cast a Spell: You can attempt to cast a spell while grappling or even while pinned (see below), provided its casting time is no more than 1 standard action, it has no somatic component, and you have in hand any material components or focuses you might need. Any spell that requires precise and careful action is impossible to cast while grappling or being pinned.

If the spell is one that you can cast while grappling, you must make a Concentration check (DC 15 + twice the spell level) or lose the spell. You don't have to make a successful combat maneuver roll to cast the spell.

Damage Your Opponent: While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make a combat maneuver roll. If you win, you deal nonlethal damage as normal for your

Horace Berkeley moves forward to face down a charging black bear. Horace is a 1st-level fighter with a 16 Strength and a 14 Dexterity. His has a +4 CMB and a +6 CMDB. The black bear is normal for its type. It has a 19 Strength, a 13 Dexterity, and a +1 BAB. This gives the bear a +5 CMB and a +6 CMDB (combat maneuver score 16 and combat maneuver AC 16).

The bear wins initiative and attempts to overrun Horace. Horace makes a combat maneuver defense check against DC 16 (11 + the bear's CMB). He gets a 14 total (on 1d20+6) and is knocked prone. The bear continues its rush toward Jeremiah Dawes. Jeremiah and Horace get to act now. Horace gets to his feet and closes on the bear. Jeremiah moves back and casts *magic missile*, inflicting 3 points of damage to the bear.

The next round starts. Horace wins initiative and attempts to grapple the bear. Horace's combat maneuver check total equals 17. He grapples the bear and deals 1 point of nonlethal damage. The bear doesn't like this uses a standard action for an escape attempt. Horace makes another combat maneuver defense check against DC 16, and this time gets a 19 total. The bear fails to break the grapple.

unarmed strike (1d3 points for Medium attackers or 1d2 points for Small attackers, plus Strength modifiers). If you want to deal lethal damage, you take a -4 penalty on your grapple roll.

Exception: Monks deal more damage on an unarmed strike than other characters, and the damage is lethal. However, they can choose to deal their damage as nonlethal damage when grappling without taking the usual -4 penalty for changing lethal damage to nonlethal damage.

Draw a Light Weapon: You can draw a light weapon as a move action with a successful combat maneuver roll.

Escape from Grapple or Pin: You can escape a grapple or a pin by making a successful combat maneuver roll. You can make an Escape Artist check in place of a combat maneuver roll if you so desire. If more than one opponent is grappling you, your combat maneuver roll (or Escape Artist check) has to succeed against all their individual combat maneuver ACs to escape. (Opponents don't have to try to hold you if they don't want to.) If you were grappling, you escape, and you no longer have the grappled condition. You finish the action by moving into any space adjacent to your opponent(s). If you were pinned, you instead become grappled.

Move: You can move half your speed (bringing all others engaged in the grapple with you) by making a successful combat maneuver roll. This requires a standard action, and you must beat all the other individual check results to move the grapple.

Note: You get a +4 bonus on your combat maneuver roll to move a pinned opponent, but only if no one else is involved in the grapple.

Retrieve a Spell Component: You can produce a spell component from your pouch while grappling by using a full-round action. Doing so does not require a successful combat maneuver roll.

Pin Your Opponent: You can hold your opponent immobile for 1 round by winning a combat maneuver roll. Once you have an opponent pinned, you have a few options available to you (see below).

Break Another's Pin: If you are grappling an opponent who has another character pinned, you can make a combat maneuver roll. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.

Use Opponent's Weapon: If your opponent is holding a light weapon, you can use it to attack him. Make a combat maneuver roll. If you win, make an attack roll with the weapon with a -4 penalty (doing this doesn't require another action). You don't gain possession of the weapon by performing this action.

If You're Pinning an Opponent

When you have an opponent pinned, you can only perform the following actions, as described above: Damage Your Opponent, Use Opponent's Weapon, Move the Grapple.

At your option, you can prevent a pinned opponent from speaking. You can use a disarm action to remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his combat maneuver AC to resist your attempt (see **Disarm** above).

You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa).

Joining a Grapple

If your target is already grappling someone else, you can use a standard action to attempt a grapple, as above, except that the target doesn't get an attack of opportunity against you.

If there are multiple opponents involved in the grapple, you pick one to make your combat maneuver roll against.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one or more size categories smaller than you count for half, creatures that are one size category larger than you count double, and creatures two or more size categories larger count quadruple.

When you are grappling with multiple opponents, you choose one opponent to make your combat maneuver roll against. The exception is an attempt to escape from the grapple; to successfully escape, your combat maneuver roll must succeed against the combat maneuver AC of each opponent.

Weapon Permitted? No.

Overrun

With an overrun, you attempt to plow past or over your opponent (and move through his square) as you move. You can attempt an overrun as a standard action taken during your move. (In general, you cannot take a standard action during a move; this is an exception.) You can only overrun an opponent who is one size category larger than you, the same size, or smaller. Since you begin the overrun by moving into the defender's space, you provoke an attack of opportunity from the defender.

The defender has the option to simply avoid you. If he avoids you, he doesn't suffer any ill effect and you may keep moving (You can always move through a square occupied by someone who lets you by.) The overrun attempt doesn't count against your actions this round (except for any movement required to enter the opponent's square).

If your opponent blocks you, make a combat maneuver attack roll. If you win, you knock the defender prone and can continue your movement as normal. If you lose, the defender may immediately react and make a combat maneuver attack roll to try to knock you prone.

If you fail and are knocked prone in turn, you have to move 5 feet back the way you came and fall prone, ending your movement there. If you fail but are not knocked prone, you have to move 5 feet back the way you came, ending your movement there. If that square is occupied, you fall prone in that square. The defender gets a +4 bonus on his combat maneuver AC if he has more than two legs or is otherwise more stable than a normal humanoid.

Improved Overrun: If you have the Improved Overrun feat, your target may not choose to avoid you.

Mounted Overrun (Trample): If you attempt an overrun while mounted, your mount makes the combat maneuver roll to determine the success or failure of the overrun attack (and applies its maneuver modifier, rather than yours). If you have the Trample feat and attempt an overrun while mounted, your target may not choose to avoid you, and if you knock your opponent prone with the overrun, your mount may make one hoof attack against your opponent.

Weapon Permitted? No.

Sunder

You attempt to damage a weapon, shield, armor, or item your opponent is holding or wearing.



You can attempt a sunder combat maneuver as a standard action with a slashing or bludgeoning weapon. If your attack is successful, you deal damage to the item normally. Damage that exceeds the object's Hardness is subtracted from its hit points. If an object has equal to or less than half its total hit points remaining, it gains the broken condition. If the damage you deal would reduce the object to less than 0 hit points, you can choose to destroy it. If you do not choose to destroy it, the object is left with only 1 hit point and the broken condition.

The wielder of a two-handed weapon on a sunder attempt gets a +4 bonus to his combat maneuver attack roll or AC, and the wielder of a light weapon takes a -4 penalty.

To attempt to snatch away an item worn by a defender rather than damage it (see **Disarm** above).

Weapon Permitted? Yes.

Broken Condition

Items that have taken damage in excess of half their total hit points gain the broken condition, meaning they are less effective at their designated task. The broken condition has the following effects, depending upon the item.

If the item is a weapon, any attacks made with the item suffer a -2 penalty on attack and damage rolls. Such weapons only score a critical hit on a natural 20 and only deal $\times 2$ damage on a confirmed critical hit.

If the item is a suit of armor or a shield, the bonus it grants to AC is halved, rounding down. Broken armor doubles its armor check penalty on skills.

If the item is a tool needed for a skill, any skill check made with the item takes a -2 penalty.

If the item is a wand or staff, it uses up twice as many charges when used.

If the item does not fit into any of these categories, the broken condition has no effect on its use. Items with the broken condition, regardless of type, are worth 75% of their normal value. If the item is magical, it can only be repaired with a *mending* or *make whole* spell cast by a character with a caster level equal to or higher than the item's. Items lose the broken condition if the spell restores the object to half its original hit points or higher. Non-magical items can be repaired in a similar fashion, or through the Craft skill used to create it. Generally speaking, this requires a DC 20 Craft check and 1 hour of work per point of damage to be repaired. Most craftsmen charge one-tenth the item's total cost to repair such damage (more if the item is badly damaged or ruined).

Trip

You can attempt to trip your opponent in place of a melee attack. You can only trip an opponent who is no more than one size category larger than you.

If your attack exceeds the target's CMAC, the target is knocked prone. If your attack fails by 10 or more, you are knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures - such as oozes, creatures without legs, and flying creatures - cannot be tripped.

Weapon Permitted? Only if the weapon you are wielding can be used to make trip attacks.

Firearms

Before we get started with firearms rules, a few words about what this section is not intended to do. While the 16th through 18th centuries serve as our historical baseline for firearms, we are not hindered by real world concerns. Realism takes a backseat to playability and fun. Thus, firearms and the rules that govern them are deliberately unrealistic.

If we were to be realistic, reloading a blackpowder weapon would be a complicated procedure. All but the most experienced, well-trained soldiers would face reload times of about two minutes per shot. The

development of the flintlock in the late-sixteenth century shortened these reload times, but even then we're still talking about one shot every 30 seconds¹⁰. Even the absolute best, such as the Swedes at the Battle of Breitenfeld in 1631 took about one minute to reload their weapons under battlefield conditions.

Having a musketeer get off one shot every 5 to 20 rounds might be realistic, but playable? Fun? Hardly.

Types of Firearms

F&F divides firearms into two types: matchlocks and flintlocks.

Matchlocks are inferior, cheaper firearms compared to flintlocks, which represent the cutting edge of firearms technology. Both types of firearms are muzzle-loaders. This means that the round of ammunition is loaded into the firearm via the barrel, and that both types of firearms hold only one round of ammunition at a time.

Reloading a matchlock was quite complicated. The shooter had to pour a premeasured amount of black powder into the barrel. He then placed a lead ball into the barrel. The lead ball had to be seated, or packed into place with a wooden ramrod. The matchlock's firing mechanism included a powder pan on the barrel's side. The powder pan was opened and black powder was poured into it. The match, usually prelit and made from saltpeter-soaked cord, was placed in the hammer of the firing mechanism. Then, the shooter could take aim and squeeze the trigger, causing the hammer to force the glowing match into the powder pan, which ignited that powder to ignite the powder in the barrel so that expanding gases would propel the lead ball toward the enemy.

The flintlock was simpler in comparison. The match was replaced with a piece of flint set in the hammer, which would strike a steel frizzen to produce sparks that would ignite the powder in the pan. That might seem like a small change, but it did reduce reload times to a fraction of those associated with the matchlock¹¹.

Who Can Use Firearms?

Matchlocks and flintlocks are further divided into light and heavy. All light firearms are simple weapons. All heavy firearms are martial weapons¹². Anyone with the appropriate weapon proficiencies can use any firearm that falls into the known category.

Using a Firearm

Firearms are missile weapons, and they follow the normal rules for making attacks with ranged weapons. Matchlocks and flintlocks can only be fired once before they have to be reloaded.

Reload Times

Reloading a firearm requires a full-round action. A flintlock can be loaded ahead of time and carried ready to fire. A matchlock can be loaded ahead of time, but cannot be carried with a lit match. Setting the lit match to loaded matchlock requires a move action.

10 And that doesn't even begin to include complications related to misfires, inclement weather, and residue build-up in the pan, chamber, and barrel.

11 There were two other types of firearms from our time period: wheellocks and snaphaunces. Both were sort of early versions of flintlocks, especially snaphaunces. Wheellocks used a complex firing mechanism that included more than four dozen moving parts. They were quite expensive, very much a nobleman's weapon. For purposes of these rules, both wheellocks and snaphaunces can be considered fluff text descriptions for specific flintlocks.

12 Why are heavy matchlocks and heavy flintlocks martial weapons? Two reasons. From a game mechanics point of view, it seems necessary to somewhat restrict access to these higher damage weapons. From a game rationale point of view, these weapons are heavy and pack quite a kick. The additional combat training implied by the martial weapon category seems a good way to simulate this.

Report and Muzzle Flash

Firearms are loud and flashy. A firearm's report and muzzle flash make it easy to detect when it's shot. The report can be heard about a half mile away in open country and about 200 yards in more crowded areas (such as a town). Listen checks are not needed to hear a firearm's report. A DC 0 Perception check (modified by range) can be used to pinpoint the direction from which the sound came. A DC 0 Perception check (modified by range) detects muzzle flash at night. Increase this to DC 10 during the day.

Firearm Descriptions

Matchlocks do not have rifled barrels. Matchlocks have a critical threat range of 20 and inflict x2 damage with a critical hit. Flintlocks have rifled barrels. Flintlocks have a critical threat range of 19-20 and inflict x2 damage with a critical hit. All firearms cause piercing damage.

You can shoot any pistol with one hand at no penalty. You can shoot any pistol with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. Two-Weapon Fighting and related feats reduce these penalties as normal.

You can shoot a short rifle or rifle with one hand at a -2 penalty on attack rolls. You can shoot a short rifle or rifle with each hand, but you take a penalty on attack rolls as if attacking with two weapons. This penalty is cumulative with the penalty for one-handed firing.

You can shoot a long rifle with one hand at a -4 penalty on attack rolls. You can shoot a long rifle with each hand, but you take a penalty on attack rolls as if attacking with two weapons. This penalty is cumulative with the penalty for one-handed firing.

Firearms are sturdily made of iron, brass, and heavy wood. They can be used as melee weapons, inflicting bludgeoning damage. A firearm's accuracy and penetration statistics do not apply when using it as a melee weapon. In all cases, the critical threat range is 20 for x2 damage with a successful critical hit.

Bayonet: Any dagger can be declared a bayonet when purchased. It takes a move action to fix a bayonet to the end of a rifle. This effectively turns the rifle into a spear, although it cannot be effectively thrown.

Long Pistol: This pistol has a barrel between 8 to 12 inches in length. Its length, weight, and large caliber make it a difficult weapon to fire without martial training. Wielded as a club, a long pistol inflicts 1d4 points of damage.

Long Rifle: The heaviest, most powerful rifle has a barrel length between 5 to 6 feet. Its length, weight, and large caliber make it a difficult weapon to fire without martial training. Wielded as a club, a long rifle inflicts 1d8 points of damage. It is a two-handed weapon when swung in melee combat.

Pistol: This pistol's barrel runs 5 to 7 inches long. Wielded as a club, a pistol inflicts 1d3 points of damage.

Rifle: A rifle has a barrel between 2 and 4 feet long. Wielded as a club, a rifle inflicts 1d6 points of damage. It can be wielded with one hand in melee combat.

Short Pistol: A short pistol's barrel is about 4 inches long. You get a +2 bonus on Sleight of Hand checks made to conceal a short pistol on your body (see the Sleight of Hand skill). Wielded as a club, a short pistol inflicts 1d3 points of nonlethal damage.

Short Rifle: Short rifles have barrels between 12 and 18 inches long. Wielded as a club, a short rifle inflicts 1d6 points of damage. It can be wielded with one hand in melee combat.

Table: Light Matchlocks (Simple)

Weapon	Cost	Dmg (S)	Dmg (M)	Range Increment	Weight
Short pistol	75 gp	1d4	1d6	10 ft.	4 lbs.
Pistol	125 gp	1d6	1d8	30 ft.	6 lbs.
Short rifle	175 gp	1d6+1 ¹³	1d8+1	60 ft.	8 lbs.
Rifle	225 gp	1d8+2	1d10+2	120 ft.	10 lbs.

Table: Light Flintlocks (Simple)

Weapon	Cost	Dmg (S)	Dmg (M)	Range Increment	Weight
Short pistol	100 gp	1d4	1d6	15 ft.	2 lbs.
Pistol	150 gp	1d6	1d8	45 ft.	4 lbs.
Short rifle	200 gp	1d6+1	1d8+1	90 ft.	6 lbs.
Rifle	250 gp	1d8+2	1d10+2	180 ft.	8 lbs.

Table: Heavy Matchlocks (Martial)

Weapon	Cost	Dmg (S)	Dmg (M)	Range Increment	Weight
Long pistol	135 gp	1d8+1	1d10+1	45 ft.	7 lbs.
Long rifle	335 gp	1d10+3	1d12+3	180 ft.	15 lbs.

Table: Heavy Flintlocks (Martial)

Weapon	Cost	Dmg (S)	Dmg (M)	Range Increment	Weight
Long pistol	170 gp	1d8+1	1d10+1	60 ft.	5 lbs.
Long rifle	370 gp	1d10+3	1d12+3	240 ft.	12 lbs.

Other Equipment

Bandoleer: Fitted across the chest, this utility strap features loops and buckles for duodecim, powder horns, and other accessories.

Bullet: Bullets are lead balls sold in traditional batches of 12 at a time.

Duodecim: A small wooden container holding sufficient powder for a single shot. A typical bandoleer holds 12 duodecim.

Powder Horn: A horn holds sufficient powder for 10 shots.

Ramrod: This slender wooden rod is used for tamping down powder in a firearm. Most weapons come with a custom-fitted ramrod in a bracket under the barrel.

Swinefeather: This is a wood and metal forked rod used to support the barrel of a rifle or long rifle. Setting up a swinefeather is a standard action. It grants a +1 bonus on attack rolls when set up and used with a rifle or long rifle.

¹³ Adding a damage bonus to a weapon's base damage goes against d20 design norms. This anomaly reflects the more efficient use of energy released from ignited powder in a longer barrel. This is mechanically similar to a high-Strength character adding his Strength bonus to damage with a melee weapon.

Table: Firearm Accessories

Item	Cost	Weight	Item	Cost	Weight
Bandoleer	5 sp	1 lb.	Powder horn	1 gp	1/2 lb.
Bullet (12)	5 sp	1 lb.	Ramrod	5 cp	1 lb.
Duodecim	2 sp	--	Swinefeather	2 sp	2 lb.

Explosives

If there are firearms, there must be gunpowder, or at least some fantasy equivalent. These rules assume the latter, placing gunpowder under the heading of alchemy.

Craft (Alchemy)

With this skill, a character can make gunpowder and alchemical gunpowder, set a fuse, and correctly place an explosive.

Check: Making gunpowder or alchemical gunpowder follows the normal rules for crafting items. It takes 1 gp of raw materials to create gunpowder sufficient for 2 shots. The DCs and costs for alchemical gunpowder vary depending on the type crafted. See **Alchemical Gunpowder** below for more information.

Table: Craft (Alchemy) Tasks

Task	DC	Task	DC
Make gunpowder	20	Set fuse	15 or 20
Make alchemical gunpowder	25	Place an explosive	15

Set Fuse: To set a fuse on an explosive so that it detonates after one round requires a DC 15 Craft (alchemy) check. You can set a timed fuse so that an explosive detonates at a predetermined time, but the DC is higher. A successful check indicates that the explosive goes off after the desired time interval. A failed skill check means that something goes wrong with the timed fuse. Roll 1d20 and consult the following table.

Table: Timed Fuse Error

d20	Round of Detonation
1-4	Explosives fail to go off
5-8	Two rounds early
9-12	One round early
13-16	One round late
17-20	Two rounds late

Special: If you fail a Craft (alchemy) check to set a fuse by more than 5, the explosive detonates immediately.

Craft (Munitions)

With this skill, a character can make firearms, bullets, and grenades.

Check: Making firearms, bullets, and grenades all follow the normal rules for crafting items. Note that grenades require gunpowder, which must be either purchased or crafted separately. Ten shots of gunpowder costs 1 gold piece.

Table: Munitions DCs

Item	DC
Light matchlock	15
Heavy matchlock	18
Light flintlock	18
Heavy flintlock	21
Light grenade	15
Regular grenade	18
Heavy grenade	21

Special: A light grenade requires 10 shots of gunpowder. A regular grenade requires 20 shots of gunpowder. A heavy grenade requires 30 shots of gunpowder.

Grenades

A grenade is an explosive charge of gunpowder contained in a hard shell. Grenades have a built-in fuse of sufficient length that the grenade typically explodes the same round it is thrown. Additional fuse can be added with a successful Craft (alchemy) check (see above).

Grenades come in three classes: light, regular, and heavy. The difference is in the amount of explosive gunpowder packed inside the grenade's shell. All grenades inflict full damage in a single 5-foot square. Surrounding squares suffer shrapnel damage. In all cases, a Reflex save halves grenade damage.

All grenades have a range increment of 10 feet. They are thrown as a [splash weapon](#), except that regular and heavy grenade causes "splash damage" farther away than 5 feet. It takes a move action to ignite a grenade's fuse and a standard action to throw it.

Optional Grenade Malfunctions

Whenever a player rolls a 1 with a grenade attack, roll 1d4. On a 1, the grenade goes off in the thrower's hands. On a 2-4, it detonates that number of rounds after it is thrown.

Table: Grenades

Weapon	Cost	Full Damage	5-ft. Away	10-ft. Away	15-ft. Away	Reflex DC	Weight
Light grenade	150 gp	1d6	1d3	--	--	15	1/2 lb.
Regular grenade	200 gp	2d6	1d6	1d3	--	18	1 lb.
Heavy grenade	250 gp	3d6	2d6	1d6	1d3	21	2 lbs.

Alchemical Gunpowder

Alchemical gunpowders are made with special processes that cause weapons made with them to inflict additional damage. The choice of damage type is made when the alchemical gunpowder is crafted. In all cases, alchemical gunpowder causes 1d4 points of extra damage of one of the following types: acid, cold, electricity, or fire. If none of these are desired, alchemical gunpowder can be crafted to inflict 1d4 points of extra damage against a specific category of creatures. Use the [Designated Fo](#) Table associated with the bane special ability.

In all cases, alchemical gunpowder costs 50 gp per shot.

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