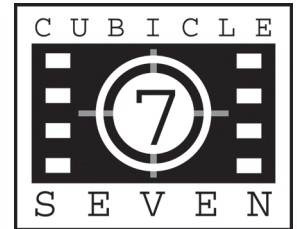


THE TOME OF SECRETS

ADVANCED OPTIONS FOR
PLAYERS & GAME MASTERS



THE TOME OF SECRETS



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INTRODUCTION

Welcome to the **Tome of Secrets** -- Adamant Entertainment's first foray into the world of **The Pathfinder Roleplaying Game** from Paizo Publishing. We're thrilled to providing support for this game, which keeps the flame of Third Edition burning bright!

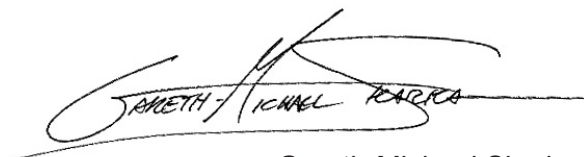
As such, we have produced this book. The **Tome of Secrets** is a collection of optional rules for both Players and Game Masters. Within these pages, you'll find new races, new classes, new rules systems and tools for your use, adapted from earlier work produced by Adamant Entertainment during the Third Edition era (as well as some brand-new material appearing for the first time).

The **Tome of Secrets** is divided into two sections: Character Options and Game Master Options. In the first section, we present new races, new classes, a system of character drawbacks, and a system for determining the pre-adventuring occupation of a character. In the second section, we provide a series of optional rules systems that can be added to your campaign, including Morale, Stunts, Chases and more.

We here at Adamant Entertainment firmly believe that the Third Edition is the most complete and widely-adaptable version of the world's most popular fantasy roleplaying game, and with its continuation and improvement in the form of **The Pathfinder Roleplaying Game**, we look forward to producing more material for use in your campaigns in the years to come.

We'd like to offer profound thanks to the folks at Paizo Publishing for keeping the dream alive, and for giving us the advance look at the rules which allowed us to produce the **Tome of Secrets** in time for the debut. We'd also like to thank our print partners at Cubicle 7 Entertainment for their invaluable assistance in getting this book to market.

But enough about that -- turn the page.... The **Tome of Secrets** awaits.



Gareth-Michael Skarka
Director, Adamant Entertainment

I: CHARACTER OPTIONS



NEW RACES

The following are optional additions to the core races presented in **The Pathfinder Roleplaying Game**. They are not as common as the core races, and may appear in the distant reaches of your campaign world.

HALF-OGRE

The half-ogre is a rare creature, generally born from a forced union. In very rare instances, half-ogres are bred to serve in a particularly vicious army. In either case, a half-ogre's upbringing is rarely a happy one, as they are tolerated for their usefulness and shown little love. Those half-ogres that do manage to survive to adulthood with their sanity intact are solitary creatures, putting their muscles to use while understanding that most civilized folk will give them a wide berth. The half-ogre much prefers the country to the city, where urban architecture rarely accommodates their bulk. Half-ogres have miserable tempers and are quick to anger, but those that show one kindness will never have a more loyal friend.

Physical Description:

While technically medium creatures, most half-ogres straddle the line at around 8 feet tall. Like dwarves, half-ogres are stocky creatures for their size. From a distance, a half-ogre can pass as a large human, and many ancient legends about extraordinarily large human warriors probably referred to half-ogres. Up close, the wild stare and unkempt appearance, in addition to his larger height, unmistakably mark one as a half-ogre.

Society: Half-ogres are solitary creatures since, unless they were bred, there are no known half-ogre communities. Most half-ogres are born into roving ogre bands and are too frail in such instances to live very long. Other half-



ogres are raised in human communities but rarely treated as an equal. Perhaps due to their shame, half-ogres prefer the company of humans or ogres rather than with other half-ogres.

Relations: Half-ogres get along well with half-orcs, especially since they share similar life experiences. Half-ogres also get along with humans who find their strength useful for labor and military purposes. The smaller races tend to be intimidated by half-ogres and the feeling is mutual; half-ogres fear that gnomes or halflings can play tricks on them or steal their stuff without getting caught. Half-ogres don't enjoy the company of elves or half-elves, as they often have the beauty, grace, and acceptance that was denied to the half-ogre.

Alignment and Religion: A half-ogre tends to follow the same religions as does the human or ogre community in which she grew up, usually choosing a deity that favors strength or war. Half-ogres tend to be neutral creatures, remaining aloof from society while relying on others for needed supplies, offering their strength in return.

Adventurers: For the obvious reasons, half-ogres gravitate toward the non-lawful martial classes, such as barbarian, fighter, and warlord. Half-ogres usually lack the temperament to be monks, paladins, or rangers. While generally not spellcasters, half-ogre shamans, sorcerers, and warlocks are not unknown.

RATKIN

Ratkin are not a true race; they are the result of experimentation on dire rats. Every ratkin knows the story even if the specifics are blurred or contradictory. An ancient wizard (or other caster) needed servants and used the materials he had, namely giant rats. These stories often include a ratkin insurrection against their master, although bards and scholars tend to agree that this master, if he existed, was more likely vanquished by an enemy and the ratkin were left to fend for themselves. Hated by other races, the ratkin learned to band together, surviving on the scraps and trash of other races.

HALF OGRE RACIAL TRAITS

+4 Strength, +2 Constitution, -2 Intelligence, -2 Wisdom: Half-ogres are immensely strong and hardy, but somewhat slow-witted and brash.

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

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

Darkvision: Half-ogres can see in the dark out to 60 feet.

Imposing Figure: Half-ogres are intimidating without trying. They get a +2 racial bonus to Intimidate checks.

Ogre Blood: Half-ogres count as both humans and ogres for any effect related to race.

Languages: Common, Giant. Half-ogres with high Intelligence scores can choose any of the following: dwarven, goblin, orc, or giant.

Physical Description: Ratkin generally look like humanoid rats, roughly human size with a rat's head and tail and covered in hairy fur. This unfortunately makes them resemble were-rats and many small ratkin communities were wiped out during a were-rat infestation "just to make sure."

Society: Ratkin tend to form small tribes or bands, living in areas that other races avoid. In the cities, ratkin congregate in slums or sewers. While ratkin appreciate protective laws, they are unconvinced that the authorities have their interests at heart.

In the wild, ratkin form bands that follow more aggressive tribes, picking the scraps left over from vicious raids.

Relations: Ratkin tend to get along with other “outcast” races, such as half-ogres, half-orcs, and saurians, or any race that is a minority in the geographic area. As ratkin have a reputation for being dirty disease carriers, most races give them a wide berth. Still, a ratkin may be tolerated when isolated from other ratkin, and his skills often determine his worth.

Alignment and Religion: As a created race, the ratkin have no patron deity. Instead, ratkin approach religion as they do everything else; they generally worship deities that have been discarded or fallen out of favor within a particular pantheon. Ratkin priests occupy abandoned temples to such deities and fuse old remnants of rituals with ratkin philosophy. Ratkin tend to be neutral in alignment and rarely good.

Adventurers: Ratkin favor speed and stealth over brute force and martial ratkin tend to be rangers and swashbucklers. This also accounts for there being more ratkin priests than clerics (and, since ratkin don’t feel a connection to the natural world, few are druids or shamans). As befitting a race of scavengers, a large number of ratkin are rogues. While magically created, ratkin have had little interbreeding and as such arcane casters tend to be wizards rather than sorcerers and warlocks.



RATKIN RACIAL TRAITS

+2 Dexterity, +2 Intelligence, -2 Strength: Ratkin are quick in both body and mind, but physically weak.

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

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

Athletic: Ratkin get a +2 bonus on Climb and Swim checks.

Bite: A ratkin can bite an opponent for 1d4 points of damage. A ratkin is considered proficient with a bite attack.

Low-light Vision: Ratkin can see twice as far as humans in conditions of dim light.

Ratkin Immunity: Ratkin are immune to disease. If a ratkin loses a saving throw against disease, he becomes a carrier and can transmit the disease through his bite for 1d4 days.

Languages: Common. Ratkin with high intelligence scores can choose any of the following: draconic, gnoll, goblin, orc, or Undercommon.

SAURIAN

Saurians are an ancient, noble race. The Saurian civilization was old when the other races were born, having survived the catastrophes that periodically cleanse the world. Ancient saurian scrolls tell of a time when the world was covered in jungle and giant reptiles stomped across the continents. Perhaps because of this pedigree, modern saurians feel a bit out of place in the modern world. While a proud, civilized people, the saurians are slow to adapt and lost much of their civilization during the last great catastrophe. Now scattered across a colder, unforgiving world, saurians maintain as much of their ancient traditions as possible while acknowledging their status as a dying breed. The typical saurian is stubborn, stoic, and resolute. His pragmatic approach and willingness to accept the inevitable sometimes and unfairly labels him as defeatist.

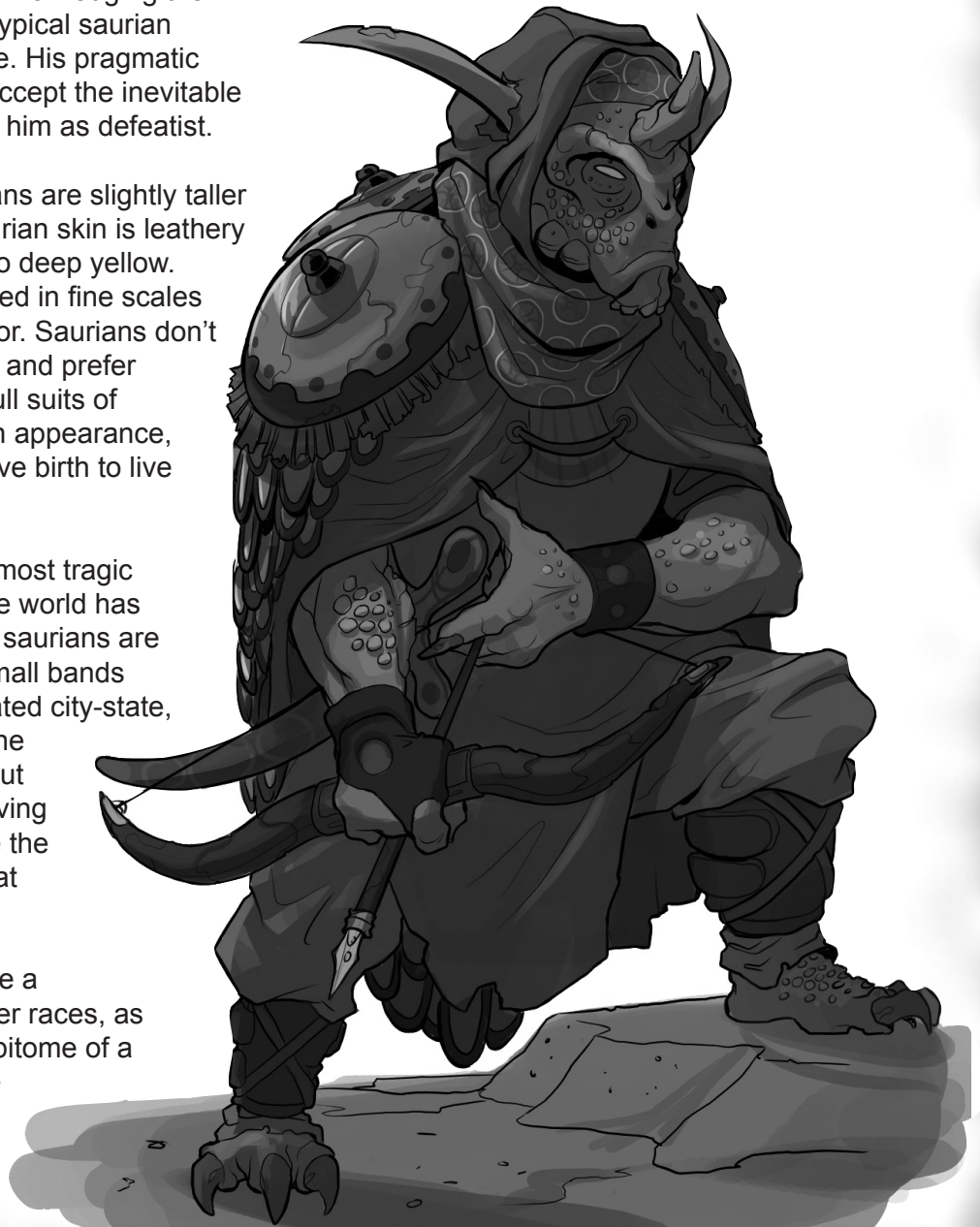
Physical Description: Saurians are slightly taller and bulkier than humans. Saurian skin is leathery and ranges from chalk white to deep yellow. Most of their bodies are covered in fine scales that are usually metallic in color. Saurians don't like to wear too much clothing and prefer breastplates and greaves to full suits of armor. In spite of their reptilian appearance, saurians are mammals and give birth to live young.

Society: Saurians have an almost tragic worldview, as they feel that the world has moved on without them. Most saurians are solitary creatures, although small bands occasionally gather in an isolated city-state, manor, or "saurian quarter." The changing world has weeded out the weakest among them, leaving the solitary saurian to practice the martial or arcane discipline that helped his ancestors survive.

Relations: Saurians often take a paternalistic view towards other races, as they see themselves as the epitome of a particular discipline or lifestyle and they want to impart their wisdom on the younger races. Unfortunately, this is often misunderstood and is

mistaken for arrogance or stubbornness (although it is true in some cases). Saurians don't get along well with chaotic races, such as elves or half-orcs, as they tend to lack the comfortable predictability that saurians thrive on.

Alignment and Religion: Saurians have little use for religion; they feel that their gods either abandoned them or died out. Saurians instead pledge themselves to philosophies, and it is through these philosophies that some saurians manifest divine powers. Most saurians are lawful and feel that their civilization fell due to chaos.



Adventurers: Saurians adventure for a variety of reasons, usually related to their class. Saurian fighters, knights and spellblades go to battle to hone their skills and defend the weak, while saurian priests, sorcerers and wizards scour

ruins for lost knowledge. Saurians tend to have small skill sets tempered with a healthy dose of honor. Thus, saurians tend to favor the knight and sorcerer classes.

SAURIAN RACIAL TRAITS

+2 Constitution, +2 Charisma, -2 Intelligence. Saurians are hardy and personable creatures, but a bit dull when it comes to new ideas.

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

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

Natural Armor: Saurians get a +2 natural armor bonus due to their tough, scaly skin.

Noble Bearing: Saurians get a +2 racial bonus on Diplomacy and Intimidate checks.

Fearless: Saurians get a +2 racial bonus on saves against fear.

Languages: Saurians begin play speaking Common and Draconic (of which saurish is a dialect). Saurian with high Intelligence scores can choose any of the following: dwarven, elven, giant, or infernal.



NEW CLASSES

The following are eight optional additions to the eleven core classes presented in **The Pathfinder Roleplaying Game**. You should consult with your Game Master as to their availability within any particular campaign.

ARTIFICER

An artificer is an individual who lives on the edge of magic and science. They are craftsmen and engineers, mixing the arcane and divine with a new discipline: technology. Artificers are students of exotic sciences and theories, and are often viewed with distrust, derision or outright hostility by those versed in traditional magic.

Adventures

Many artificers live a life of seclusion, far from the outside world, where they are free to hone their understanding of science, magic and technology far from the prying eyes of the ignorant. For other artificers, however, the world is their laboratory -- life is best spent travelling to foreign lands and learning everything they can. Their theories and skills can be thoroughly tested only through regular application, which adventure affords.

Characteristics

Artificers are driven by a unyielding thirst for knowledge, but often at the expense of their social skills. In many ways, they are the archetypal 'mad scientist', revelling in invention but difficult to understand.

Alignment

Artificers are far more interested in their work than in its moral implications. As such, all artificers tend towards neutrality. Lawfully minded artificers focus on methods for improvement and the betterment of society, while Chaotically minded artificers tend to follow

their whims, whether that road leads them to inventions of creation or destruction.

Background

Similar to wizards, artificers receive formal training and education through years of hard study. The talents and desire to enter the world of the artificer often manifest at a very early age, through the disassembling of objects and devices for no other reason than curiosity.

Artificers are a closely knit society, sharing a sense of camaraderie with others who have similar training and knowledge. They relish intellectual debate and conversation with their fellows, sharing theories



and commentary upon each other's techniques and innovations. Rivalry between artificers is common, with each viewing themselves as the pinnacle of a rare and exclusive breed, and eager to correct the "mistakes" of their rivals.

Role

Artificers are valuable support within their party, offering technological and magical assistance to others. Their weird science abilities make them

well suited to augmenting the specific needs of any adventuring group.

Alignment: Any Neutral.

Hit Die: d6.

CLASS SKILLS

The artificer's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Knowledge (arcana) (Int),

Table: The Artificer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Weird Science Inventions			
						1	2	3	4
1st	+0	+2	+0	+2	Elbow Grease, Jack of all Trades, Weird Science	1			
2nd	+1	+3	+0	+3	Item Creation, Scribe Scroll	2			
3rd	+2	+3	+1	+3	Brew Potion, Bonus Feat	2	1		
4th	+3	+4	+1	+4	Craft Wonderous Item	3	1		
5th	+3	+4	+1	+4	Craft Magic Arms and Armor. Salvage	3	1	1	
6th	+4	+5	+2	+5	Metamagic Science, Elbow Grease +4	3	2	1	
7th	+5	+5	+2	+5	Craft Wand	3	2	2	
8th	+6/+1	+6	+2	+6	Bonus Feat	4	2	2	
9th	+6/+1	+6	+3	+6	Craft Rod	4	3	2	
10th	+7/+2	+7	+3	+7	Elbow Grease +6	4	3	3	
11th	+8/+3	+7	+3	+7	Improved Metamagic Science	4	3	3	1
12th	+9/+4	+8	+4	+8	Craft Staff, Bonus Feat	5	4	3	1
13th	+9/+4	+8	+4	+8	Improved Jack of all Trades	5	4	4	1
14th	+10/+5	+9	+4	+9	Forge Ring	5	4	4	2
15th	+11/+6/+1	+9	+5	+9	--	5	5	4	2
16th	+12/+7/+2	+10	+5	+10	Bonus Feat	5	5	4	3
17th	+12/+7/+2	+10	+5	+10	--	5	5	5	3
18th	+13/+8/+3	+11	+6	+11	--	5	5	5	4
19th	+14/+9/+4	+11	+6	+11	Bonus Feat	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Exemplar	5	5	5	5

Knowledge (engineering) (Int), Perception (Wis), Linguistics (Int), Spellcraft (Int) and Use Magical Device (Cha).

Skill Points per Level: 5 + Int modifier.

CLASS FEATURES

All of the following are class features of the artificer.

Weapon and Armor Proficiency: An artificer is proficient with all simple weapons, with light armor, and with shields (except tower shields).

Elbow Grease: The artificer gains a +2 bonus to all Craft checks. This bonus raises to +4 at 6th level, and +6 at 10th level.

Jack of All Trades: The artificer has picked up a smattering of even the most obscure skills. They may use any skill untrained.

Weird Science: An artificer is not a spellcaster, but instead possesses the ability to imbue items with magical power. This weird science allows the artificer to create devices that combine the effects of one or more spells, either arcane or divine.

An artificer has access to both arcane and divine spell lists, but only up to 4th level. Any number of spells can be combined into a single device. Spell statistics (casting times, etc.) remain unchanged, although no components are required and the artificer is considered the “caster” for the purposes of CL.

Weird science devices must be invented in advance, however -- they cannot be created on the fly. The time to create such devices is 4 hours per spell level used. As such, an artificer usually has a fixed collection of regularly-carried devices.

Weird science devices are temporary and unreliable. They are able to be used reliably a number of times per day equal to 1 plus half the class level of the artificer who built the device (rounding up, naturally). The device may be used by anyone -- but if used by someone other than the artificer who built it, it requires a Use Magical Device roll at DC 15 to activate (a failed roll indicates that the device fails to activate for that user, and a roll of 1 means that the device breaks down for good).

If the device is used more times than allowed (by anyone), it requires a Use Magical Device skill check with a DC equal starting at 20 and rising by 1 every additional time the device is used. A failed roll means that the device breaks down and may not be used again (the artificer will have to build another).

Combining multiple magical effects into a single device means that both effects function simultaneously upon activation (effectively casting two or more spells at once) -- but such devices are even more unstable than usual: The Use Magical Device check for extra activations starts at DC 25 + the number of effects used, and goes up for each additional usage by the number of effects used.

For example: Roderick, a 5th level artificer, invents an electromagnetic projector -- a gun which emulates the effect of the 3rd level wizard spell, Lightning Bolt. It will have a range of 120 feet, and do 5d6 points of electricity damage to any target. This device will take Roderick 12 hours to build. It can be fired 4 times per day before becoming unreliable (Use Magical Device, DC 20 +1 for each additional use).

If Roderick had decided to combine Lightning Bolt, Inflict Light Wounds (2nd level Cleric spell) and Shield (1st level Wizard) into his gun, giving him a weapon which did a weapon which does 5d6 electricity damage at 120' range, 1d8+5 points of damage if you use touch attack and bestows +4 shield bonus to AC for 1 min/level, it would have taken him 24 hours to complete. The gun would be able to be fired 4 times per day (Use Magical Device, DC 28 +3 for each additional use).

Item Creation: At second level, an artificer's invention ability expands to include the creation of true magic items, even if the artificer does not have access to the prerequisite spells. The artificer must make a successful Craft check (DC 20 + caster level) to emulate each spell normally required to create the item. This ability does not stack with the Master Craftsman feat.

For example, to make a 1st-level wand of *magic missile*, an artificer would need a Craft check result of 21 or higher. To create a Carpet of Flying, (caster level 5th), he would need a check result of 25 or higher to emulate the *overland flight*

prerequisite spell. The artificer must make a successful check for each prerequisite of the item.

The magic item creation guidelines that appear in **The Pathfinder Roleplaying Game** are used, and for the purpose of emulating prerequisites, the artificer's effective CL equals his class level +2. However, if the item duplicates a spell effect, the statistics of that effect use the artificer's actual level.

For example -- access to a 3rd level spell usually requires a 5th level caster. Under these rules, an artificer could emulate *fireball* at 3rd level -- but the damage of a fireball coming from such an item would only be 3d6, rather than 5d6, since the artificer is only 3rd level.

An artificer can also make Use Magic Device checks to emulate nonspell requirements, including alignment and race, as per the normal DCs for the skill. He cannot emulate skill or feat requirements, however, including item creation feat prerequisites.

Bonus Feats: An artificer gains every item creation feat as a bonus feat. He gets Scribe Scroll as a bonus feat at 2nd level, Brew Potion at 3rd level, Craft Wondrous Item at 4th level, Craft Magic Arms and Armor at 5th level, Craft Wand at 7th level, Craft Rod at 9th level, Craft Staff at 12th level, and Forge Ring at 14th level.

In addition, an artificer gains a bonus feat at 3rd, 8th, 12th, 16th and 19th level. For each of these bonus feats, the artificer must choose a feat from the following list:

Empower Spell, Enlarge Spell, Extend Spell, Heighten Spell, Magical Aptitude, Maximize Spell, Quicken Spell, Silent Spell, Skill Focus, Still Spell, Widen Spell

Salvage: At 5th level, an artificer gains the ability to salvage the gold piece value from a magic item and use those funds to create another magic item. The artificer must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging.

After one day, the item is destroyed and the artificer gains the gp value it took to create the item. This value is cannot be spent as gold, it may only be used in the creation of another magic item.

For example, an artificer wants to salvage a wand of *lightning bolts* that has 20 charges. Originally created (like all wands) with 50 charges, it required 5625 gp when initially made, or approximately 113 gp (5625 divided by 50) per charge. The artificer is able to recover the gp value from the remaining charges. He gains the value of (113 x 20) 2260 gp to put toward the creation of another item.

Metamagic Science: At 6th level, an artificer gains the ability to apply a metamagic feat he knows to a spell trigger item (such as a wand). He must have the appropriate item creation feat for the spell trigger item he is using. Using this ability expends additional charges from the item equal to the number of effective spell levels the metamagic feat would add to a spell.

For example, an artificer can quicken a spell cast from a wand by spending 5 charges (4 additional charges), empower the spell by spending 3 charges, or trigger it silently by spending 2 charges. The Still Spell feat confers no benefit when applied to a spell trigger item. An artificer cannot use this ability when using a spell trigger item that does not have charges.

Improved Metamagic Science: At 11th level, an artificer gains the ability to apply a metamagic feat he knows to a spell completion item (a scroll, for example). He must have the appropriate item creation feat for the spell completion item he is using. The DC for the Use Magic Device check is equal to 20 + (3 times the modified level of the spell). For example, applying the Empower Spell feat to a scroll of cone of cold, creating a 7th-level effect, has a DC of 20 + (3 x 7), or 41. An artificer can use this ability a number of times per day equal to 3 + his Int modifier.

Improved Jack of All Trades: All skills are now considered class skills for the artificer, receiving the usual +3 bonus given to class skill checks.

Exemplar: The artificer's Jack of All Trades ability reaches its zenith: The artificer may now add half his class level to all untrained skill checks.

KNIGHT

The knight is a noble warrior, set apart from other fighters by her breeding and training. Leaders on the battlefield, knights adhere to a code of behavior that garners respect from those around them. Knights are not limited to Western European-inspired settings. The samurai of Japan are certainly knights, as are the Hindu kshatriya. Any culture with an aristocracy will have knights, often as noble guardsmen and army officers.

Adventures

Knights often adventure for duty or glory. A knight may be commanded by her lord to protect a manor, clear a wood of humanoids, escort a noble, or rescue a hostage. A knight, especially a wandering knight, may also go on adventures to make a name for himself or to bring honor to his family.

Characteristics

Knights are bound by honor and, unlike paladins, their adherence to a moral code does not necessarily mean justice. Knights prefer order and will take command of an adventuring party if no one else will or the knight finds the current leadership lacking. They will not, however, command from behind, as their martial prowess ensures that they will always be on the front line with the other heavy hitters.

Alignment

With their dedication to honor and a moral code, knights are lawful by nature. They respect order and, in the absence of such, will work towards restoring it. Ethically, knights are more varied. There are good knights that believe in adhering to a code of chivalry to promote justice just as there are evil knights that enjoy the power that rank and privilege give them. Those in the middle, the neutral knights, are often more practical, enjoying the benefits of rank but not particularly charitable or harmful to others.

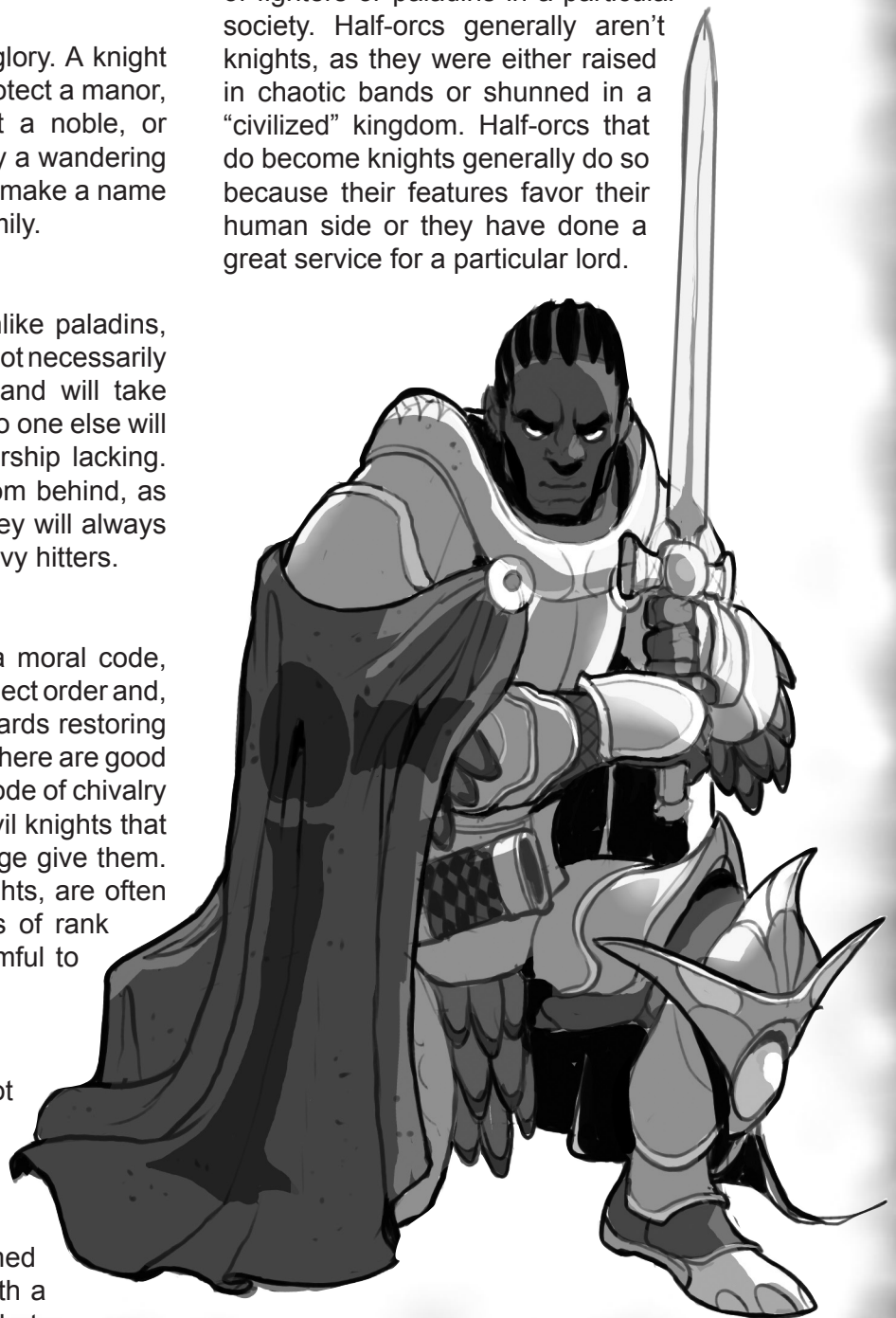
Background

The traditional knight is made, not born. Knighthoods are bestowed for service rendered, although children of knights or noble families are more often granted the privilege. Still, some knights were common folk that performed a great act and found themselves with a knighthood. There are often rivalries between

those of an aristocratic background and those who were “uplifted” into knighthood. Not surprisingly, the population at large tend to support common-born knights more than aristocrats.

Races

Knights are a creation of a state and as such the race of a knight depends on the society that made her. Typically, knights are racially reflective of fighters or paladins in a particular society. Half-orcs generally aren't knights, as they were either raised in chaotic bands or shunned in a “civilized” kingdom. Half-orcs that do become knights generally do so because their features favor their human side or they have done a great service for a particular lord.



Role

Knights are frontline combatants, especially while mounted on a battlefield. Within the adventuring party, the knight plays a front line role, although he is more likely to ensure that the weaker (martially-speaking) members of the party are protected.

Alignment: Any Lawful.

Hit Die: d12.

CLASS SKILLS

The knight's class skills (and the key ability for each skill) are Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points per Level: 2 + Int modifier.

Table: The Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Code of Chivalry, Hospitality, Knightly Presence
2nd	+2	+3	+0	+3	Bonus Feat
3rd	+3	+3	+1	+3	Gallant
4th	+4	+4	+1	+4	Mounted Combat +1
5th	+5	+4	+1	+4	Rallying Presence +1
6th	+6/+1	+5	+2	+5	Bonus Feat
7th	+7/+2	+5	+2	+5	Protector
8th	+8/+3	+6	+2	+6	Mounted Combat +2
9th	+9/+4	+6	+3	+6	Champion
10th	+10/+5	+7	+3	+7	Bonus Feat
11th	+11/+6/+1	+7	+3	+7	Rallying Presence +2
12th	+12/+7/+2	+8	+4	+8	Mounted Combat +3
13th	+13/+8/+3	+8	+4	+8	Unshakable
14th	+14/+9/+4	+9	+4	+9	Bonus Feat
15th	+15/+10/+5	+9	+5	+9	Rallying Presence +3
16th	+16/+11/+6/+1	+10	+5	+10	Mounted Combat +4
17th	+17/+12/+7/+2	+10	+5	+10	Sturdy
18th	+18/+13/+8/+3	+11	+6	+11	Bonus Feat
19th	+19/+14/+9/+4	+11	+6	+11	Fearless
20th	+20/+15/+10/+5	+12	+6	+12	Mounted Combat +5

CLASS FEATURES

All of the following are class features of the knight.

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

Code of Chivalry: A knight is expected to follow a moral code, even in combat. While the GM should feel free to create a code for roleplaying purposes, all knights should observe certain battlefield tactics. First, a knight will never attack a flat-footed or helpless foe. Second, a knight can never gain the benefit of flanking (although his position counts for an ally's flanking bonus). Third, a knight will never attack a fleeing foe.

Hospitality (Ex): A knight is respected in civilized lands, even if the knight does not serve the lord or country in question. Once per day, a knight can call upon the hospitality of a household. All of his basic needs and that of his companions will be met for that evening. Hospitality cannot be invoked if the household is at war with the knight's lord or if the knight's ill reputation (or that of her companions) precedes her. In these cases it is the GM's judgment call.

Knightly Presence (Ex): When wearing heavy armor, a knight gains a +4 on Intimidate checks against any opponent that can see him. In addition, when the knight uses her Intimidate check to demoralize an opponent, then the opponent is shaken for 1d4 rounds plus 1 round per point of the knight's Charisma modifier.

Bonus Feat: At 2nd level and every four levels thereafter, the knight may take a bonus feat from the following list. The knight must meet any prerequisites when taking a feat.

Animal Affinity, Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Initiative, Intimidating Prowess, Improved Vital Strike, Leadership, Mounted combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Vital Strike, Weapon Focus, Weapon Specialization.

Gallant (Ex): At 3rd level the knight has been subject to enough courtly intrigue to learn some tips. She gets a +2 bonus on Diplomacy and Sense Motive checks.



Mounted Combat (Ex): At 4th level and every four levels thereafter, the knight receives a bonus to his melee attack and armor class while mounted. The amount of the bonus is indicated on the knight table.

Rallying Presence (Ex): At 5th level the knight can inspire her allies in combat. The knight and all allies within 10 ft per point of her Charisma bonus (minimum 10ft) gain a +1 morale bonus on saves against fear spells and effects. This bonus increases to +2 at 11th level and +3 at 15th level.

Protector (Ex): At 7th level the knight becomes difficult to get around. She may add her class level to the DC of Acrobatic checks to get around her without provoking an attack of opportunity.

Champion (Ex): At 9th level the knight can use her prowess to protect an ally that is within one of her threatened squares. She may grant that ally half of her Armor Class bonus at the expense of her own (this effect lasts a round, unless the knight chooses to continue the protection).

Unshakable (Ex): At 13th level the knight can no longer be shaken.

Sturdy (Ex): At 17th level the knight can no longer be frightened. In addition, all allies under the effects of the knight's rallying presence can no longer be shaken.

Fearless (Ex): At 19th level knights are immune to fear of any sort. . In addition, all allies under the effects of the knight's rallying presence can no longer be frightened or shaken.

EX KNIGHTS

A knight that violates the Code of Chivalry will have her reputation ruined. She may atone for her actions by performing a special service, but if she takes a level in another class she may never take another level of knight. A knight that has not atoned loses her Hospitality and Knightly Presence abilities.



PRIEST

The priest is a divine caster that focuses on knowledge rather than martial combat ability. Unlike the cleric, the priest is usually not found on the front lines, preferring to advise from a distance while healing wounds and asking for divine assistance. In civilized lands, priests are often found in the upper echelons of religious orders, running monasteries and temples while their cleric brethren protect them from harm.

Adventures

Priests are often quest-driven, traveling into dangerous territories on a mission for their gods. Priests have a thirst for knowledge, especially within their own pantheons and will often seek out ancient ruins to secure powerful artifacts, preserve a sacred temple, or banish evil from the world.

Characteristics

Priests are spiritual advisors and knowledge experts. Much of their authority comes from divine guidance, as many priests choose the knowledge domain. That said priests come in all stripes and they tend to have similar characteristics to those of their deity or philosophy, albeit a bit less martial.

Alignment

A priest's choice of alignment largely depends on the deity she serves. Alignment is important as it determines the type of energy that a priest channels. Alignment is also a general indicator of the order in which the priest belongs. Lawful priesthoods tend to have strict hierarchies and rules, as well as tenets for paladins to pledge to. Chaotic priesthoods tend to be decentralized, with each priest free to create her own rules and rituals. Neutral priesthoods tend to fall somewhere in between, allowing for some structure yet also granting their individual priests a few freedoms.

Background

Priests come from all walks of life. Many are monastic or temple priests, rarely leaving their abodes to venture into the wide world. Some were orphans raised in a monastery, others were sent there because they would not inherit the family fortune or their family could not afford to feed them. Some were simply seekers of knowledge.



Races

Priests can be found amongst all races. Only half-orcs tend not to be well-represented, as the more martial cleric is a better fit for their society.

Role

The priest has a support role within a typical adventuring party. Like the sorcerer or wizard, the priest usually stays in the back, supporting the front line with his spells. The priest is also useful when knowledge must be brought to bear to solve ancient puzzles or read forgotten texts.

Alignment: Any.

Hit Die: d6.

CLASS SKILLS

The priest's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis) and Spellcraft (Int).

Skill Points per Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the priest.

Weapon and Armor Proficiency: Priests are proficient with all simple weapons and light armor. A priest who chooses the War domain receives the Weapon Focus feat related to his deity's weapon as a bonus feat. He also receives the appropriate Martial Weapon Proficiency feat as a bonus feat, if the weapon falls into that category.

Spells: A priest casts divine spells, which are drawn from the cleric spell list. However, his alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells, below. A priest must choose and prepare his spells in advance (see below).

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

Like other spellcasters, a priest can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the Priest

table. In addition, he receives bonus spells per day if he has a high Wisdom score. A priest also gets two domain spells of each spell level he can cast, starting at 1st level. When a priest prepares a spell in a domain spell slot, it must come from one of his three domains (see Deities, Domains, and Domain Spells, below).

Priests meditate or pray for their spells. Each priest must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether a cleric can prepare spells. A priest may prepare and cast any spell on the priest spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Aura (Ex): A priest of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see the *detect evil* spell for details). Priests that don't worship a specific deity but choose the Chaotic, Evil, Good, or Lawful domain have a similarly powerful aura of the corresponding alignment.

Channel Energy (Su): Regardless of alignment, any priest 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.

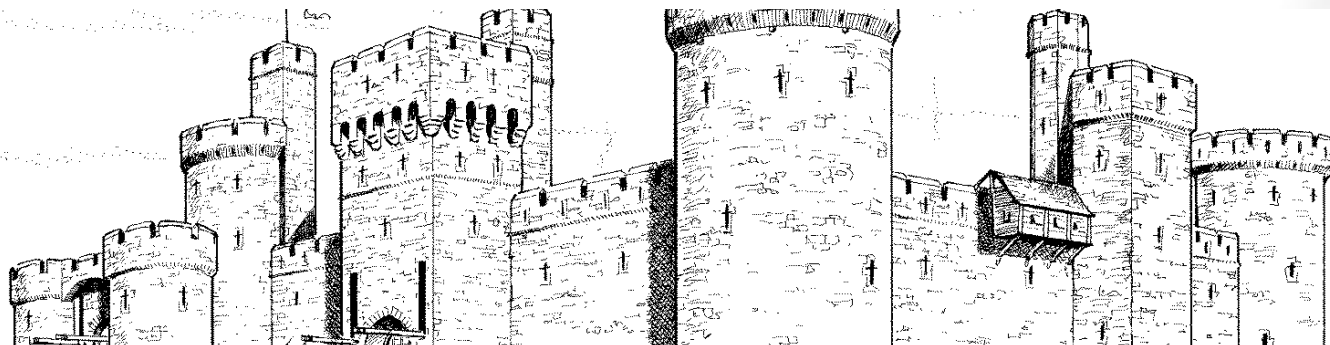
A good priest (or one that worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil priest (or one that worships an evil deity) channels negative energy and can choose to deal damage to living creatures or heal undead creatures. A neutral cleric that worships a neutral deity (or one that 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.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the priest. The amount of damage dealt or healed is equal to 1d8 points of damage plus 1d8 points of damage for every two priest levels beyond first. Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save

Table: The Priest

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day ¹													
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th				
1st	+0	+2	+0	+2	Aura, channel energy 1d8, domains, lore, orisons	3	1+2												
2nd	+1	+3	+0	+3		4	2+2												
3rd	+1	+3	+1	+3	Channel Energy 2d8	4	2+2	1+2											
4th	+2	+4	+1	+4		5	3+2	2+2											
5th	+2	+4	+1	+4	Channel Energy 3d8	5	3+2	2+2	1+2										
6th	+3	+5	+2	+5		5	3+2	3+2	2+2										
7th	+3	+5	+2	+5	Channel Energy 4d8	6	4+2	3+2	2+2	1+2									
8th	+4	+6	+2	+6		6	4+2	3+2	3+2	2+2									
9th	+4	+6	+3	+6	Channel Energy 5d8	6	4+2	4+2	3+2	3+2	1+2								
10th	+5	+7	+3	+7		6	4+2	4+2	3+2	3+2	2+2								
11th	+5	+7	+3	+7	Channel Energy 6d8	6	5+2	4+2	4+2	3+2	2+2	1+2							
12th	+6/+1	+8	+4	+8		6	5+2	4+2	4+2	3+2	3+2	2+2							
13th	+6/+1	+8	+4	+8	Channel Energy 7d8	6	5+2	5+2	4+2	4+2	3+2	2+2	1+2						
14th	+7/+2	+9	+4	+9		6	5+2	5+2	4+2	4+2	3+2	3+2	2+2						
15th	+7/+2	+9	+5	+9	Channel Energy 8d8	6	5+2	5+2	5+2	4+2	4+2	3+2	2+2	1+2					
16th	+8/+3	+10	+5	+10		6	5+2	5+2	5+2	4+2	4+2	3+2	3+2	2+2					
17th	+8/+3	+10	+5	+10	Channel Energy 9d8	6	5+2	5+2	5+2	5+2	4+2	4+2	3+2	2+2	1+2				
18th	+9/+4	+11	+6	+11		6	5+2	5+2	5+2	5+2	4+2	4+2	3+2	3+2	2+2				
19th	+9/+4	+11	+6	+11	Channel Energy 10d8	6	5+2	5+2	5+2	5+2	5+2	4+2	4+2	3+2	3+2				
20th	+10/+5	+12	+6	+12		6	5+2	5+2	5+2	5+2	5+2	4+2	4+2	4+2	4+2				

¹ In addition to the stated number of spells per day for 1st- through 9th-level spells, a priest gets a domain spell for each spell level, starting at 1st. The "+2" in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the priest may receive for having a high Wisdom score.



is equal to $10 + \frac{1}{2}$ the priest's level + the priest's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total – all excess healing is lost. A priest may channel energy a number of times per day equal to $3 +$ his charisma modifier. This is a standard action that does not provoke an attack of opportunity. A priest can choose whether or not to include himself in this effect. A priest must be able to present his holy symbol to use this ability.

Domains: Most priests worship deities associated with knowledge and learning. A priest's deity influences his alignment, what magic he can perform, his values, and how others see him. A priest chooses two domains from among those belonging to his deity. A priest can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain. In addition to any domains selected from his deity's list, a priest automatically gains the Knowledge domain as a bonus domain (even if the Knowledge domain is not normally available to clerics of that deity). He gains the Knowledge domain granted power and may select his bonus domain spells from the Knowledge domain or from one of his two regular domains.

If a priest is not devoted to a particular deity, he still gains the Knowledge domain and selects two domains to represent his spiritual inclinations and abilities. The restriction on alignment domains still applies. Each domain gives the priest access to a domain spell at each spell level he can cast, from 1st on up, as well as a granted power. The priest gets the granted powers of both the domains selected as well as the Knowledge domain.

With access to three domain spells at a given spell level, a priest prepares two of the three each day in his domain spell slots for each spell level that he can access. If a domain spell is not on the priest spell list, a priest can prepare it only in his domain spell slot.

Lore (Ex): Thanks to long hours of study, a priest has a wide range of stray knowledge. This ability is identical to the bard's bardic knowledge class feature, using the priest's class level in place of the bard level.

Orisons: Priests can prepare a number of orisons, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spontaneous Casting: A priest can channel stored spell energy into domain spells that the priest did not prepare ahead of time. The priest can "lose" any prepared spell that is not a domain spell in order to cast any domain spell of the same spell level or lower. The priest may only choose one of his domains for this purpose. The domain is chosen when the first priest level is taken and cannot be changed later.

If cure or inflict spells are not part of the priest's domain, he may choose to spontaneously cast cure or inflict spells instead of domain spells (as if he were a cleric). A priest that channels positive energy may spontaneously cast cure spells, while a priest that channels negative energy may spontaneously cast inflict spells.

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

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

EX-PRIESTS

A priest who grossly violates the code of conduct required by his god loses all spells and class features, except for proficiency with light armor and simple weapons. He cannot thereafter gain levels as a priest of that god until he atones (see the *atonement* spell description).

SHAMAN

The shaman is a spiritual advisor found primarily in primitive, countryside, and wilderness settings. That said the shaman is not a loner; she serves a particular community and often in a leadership capacity. A shaman does not rely on spell books nor pray to distant deities; instead, the shaman considers the immediate needs of her community and asks the spirits that are currently listening for assistance.

Adventures

A shaman adventures for a variety of reasons. Most seek to protect their communities, whether confronting a spirit that plagues them or seeking out spirits that could become a threat later. In this latter case, shamans often go into ruins and dungeons expecting to find spirits that need to be dealt with.

Characteristics

A shaman is a spiritual leader filled with the wisdom of her ancestors. She is at home in the outdoors, preferring to sleep under the stars than in a warm bed. She follows practical rules modeled on survival and finds most civilizations too artificially codified for her liking. Such societies rarely follow the will of the spirits; how can they when they live so packed together that it's difficult to hear them?

Alignment

Shamans tend to reject artificial or impractical laws. This outlook keeps them away from lawful alignments. Neutral shamans see value in some laws, especially when the community needs them to survive. Chaotic shamans tend to teach their communities that self-help is the key to survival. On the other axis, shamans can be good or evil. Good shamans attempt to help those in need, while evil shamans use their contacts within the spirit world for their own benefit.

Background

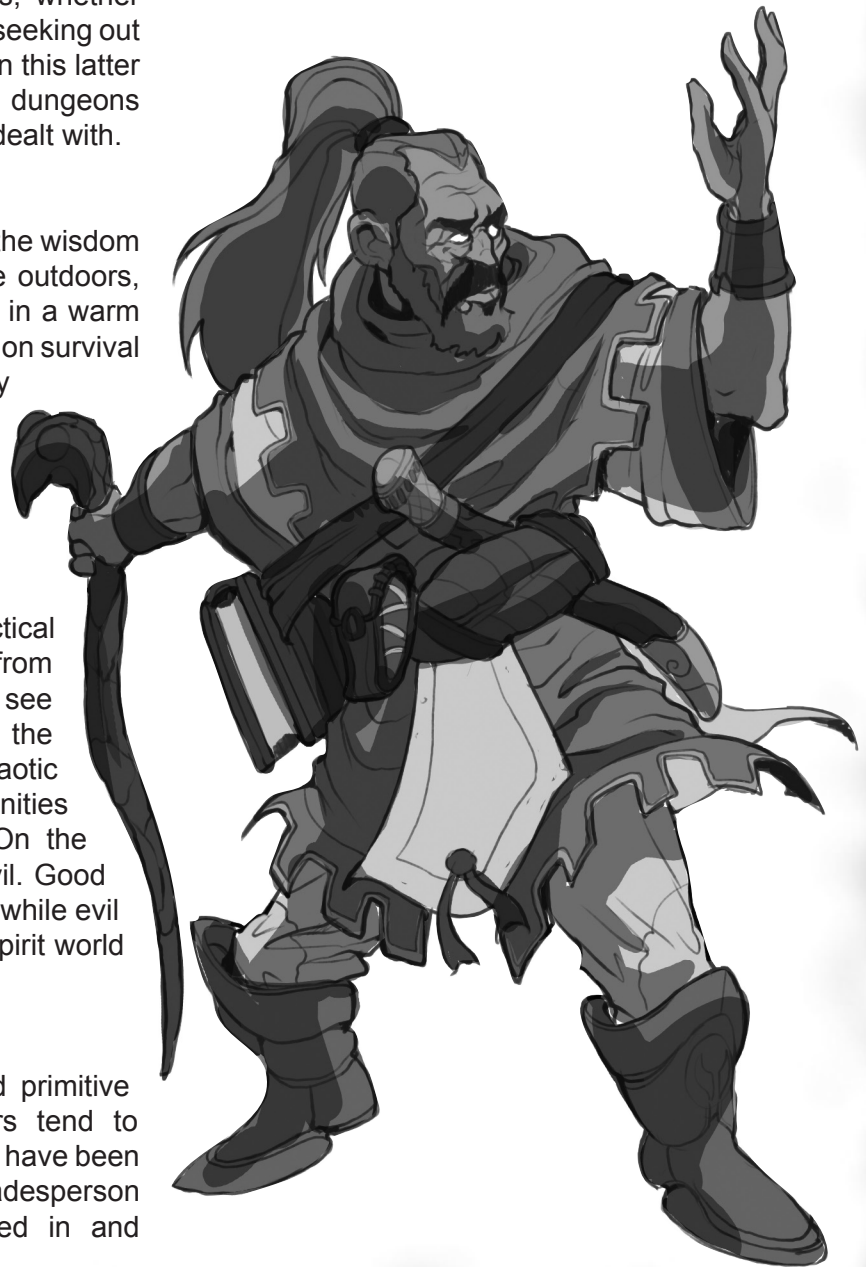
Shamans tend to come from rural and primitive societies. Noble and urban characters tend to become priests or clerics, although there have been a few instances of an aristocrat or tradesperson eschewing the society she was raised in and becoming a shaman.

Races

As perhaps the first of the divine classes, shamans are found amongst all races. Perhaps only the dwarves lack shamans in great numbers, as their underground civilizations require a stratified society more suited to priests and clerics. Half-orcs are more commonly shamans than any other divine class.

Role

While an advisor or leader in her own community, a shaman will rarely lead an adventuring party unless



it is primarily made up of “rural folk.” Instead, the shaman will act in a supporting role, providing the party with that extra measure of divine power.

Alignment: Any non-lawful

Hit Die: d8.

CLASS SKILLS

The shaman’s class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nature) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Points per Level: 4 + Int modifier.

Table: The Shaman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day ¹												
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th			
1st	+0	+2	+0	+2	Domain, orisons, spirit energy 1d6	4	2											
2nd	+1	+3	+0	+3	Detect spirits	5	3											
3rd	+2	+3	+1	+3	Spirit energy 2d6	5	3	2										
4th	+3	+4	+1	+4		5	4	3										
5th	+3	+4	+1	+4	Spirit energy 3d6	5	4	3	2									
6th	+4	+5	+2	+5	See invisibility	5	4	4	3									
7th	+5	+5	+2	+5	Spirit energy 4d6	5	5	4	3	2								
8th	+6/+1	+6	+2	+6	Ghost touch	5	5	4	4	3								
9th	+6/+1	+6	+3	+6	Spirit energy 5d6	5	5	5	4	3	2							
10th	+7/+2	+7	+3	+7		5	5	5	4	4	3							
11th	+8/+3	+7	+3	+7	Spirit energy 6d6	5	5	5	5	4	3	2						
12th	+9/+4	+8	+4	+8		5	5	5	5	4	4	3						
13th	+9/+4	+8	+4	+8	Spirit energy 7d6	5	5	5	5	5	4	3	2					
14th	+10/+5	+9	+4	+9		5	5	5	5	5	4	4	3					
15th	+11/+6/+1	+9	+5	+9	Spirit energy 8d6	5	5	5	5	5	5	4	3	2				
16th	+12/+7/+2	+10	+5	+10		5	5	5	5	5	5	4	4	3				
17th	+12/+7/+2	+10	+5	+10	Spirit energy 9d6	5	5	5	5	5	5	5	4	3	2			
18th	+13/+8/+3	+11	+6	+11		5	5	5	5	5	5	5	4	4	3			
19th	+14/+9/+4	+11	+6	+11	Spirit energy 10d6	5	5	5	5	5	5	5	5	4	4			
20th	+15/+10/+5	+12	+6	+12		5	5	5	5	5	5	5	5	5	5			

¹ In addition to the stated number of spells per day for 1st- through 9th-level spells, a priest gets a domain spell for each spell level, starting at 1st. The “+2” in the entries on this table represents that spell. Domain spells are in addition to any bonus spells the priest may receive for having a high Wisdom score.

Table: Shaman Daily Spells Known

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

WHAT IS A SPIRIT?

For purposes of the shaman's class features, a "spirit" is any creature of the elemental, fey, or outsider type, or of the incorporeal subtype. For example, undead are not included, so the shaman may only affect incorporeal undead (such as ghosts).

CLASS FEATURES

All of the following are class features of the shaman.

Weapon and Armor Proficiency: A shaman is proficient with simple weapons. She is also proficient with light armor (except the chain shirt) and hide armor, as well as bucklers and light shields.

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

To cast a spell, the shaman must have a Wisdom score equal to at least 10 + the spell level. The Difficulty class for a saving throw against a shaman's

spell is 10 + the spell level + the shaman's Wisdom modifier.

A shaman prepares her daily spells by communing with her spirit guide for an hour each day. The time of day is chosen at the start of the shaman's career and remains the same throughout. The shaman may select a number of spells from the druid spell list as according to the Shaman Daily Spells Known table. Like a sorcerer, the shaman need not assign these spells to her daily slots. She may use any spell on her daily spells list provided that she has a spell slot available. The shaman may burn a higher level slot for a lower level spell.

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

Spirit Guides: Shamans often come from primitive cultures that don't have distinct divisions within a particular pantheon; the shaman attempts to placate them all. Through his spirit guide, a shaman may ask for extra assistance from a particular domain each day. For that day, a shaman gains the domain's granted powers accorded to a cleric of the shaman's level as well as access to domain spells. Domain spells do not grant extra daily spells known, although the shaman may select them as part of his daily spell list. A shaman can select an alignment domain (Chaos, Evil, Good, or Law) only if his alignment matches that domain.

A spirit guide can take any shape or form but exists only in the shaman's head. It is a roleplaying tool; nothing more. The GM should feel free to use the spirit guide to communicate messages to the shaman while in communion with him (this is a great way to get a party back on track if they've lost focus).

Orisons: Shamans can learn a number of orisons, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. A Shaman has access to any of the orisons, every day.

Bonus Languages: A shaman's bonus language options include Celestial, Abyssal, and Infernal (the languages of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in

addition to the bonus languages available to the character because of his race.

Spirit Energy (Su): Through communion with the spirit world, the shaman can channel energy like a cleric, except that she only affects spirit creatures. This energy can be used to cause or heal spirits. Unlike a cleric, the shaman cannot heal or harm other types of creatures.

Shamans can choose to heal or deal damage to spirit creatures, the choice is often dependant on the alignments involved as well as the situation at hand. Channeling energy causes a burst that affects all spirit creatures within 30 feet of the shaman. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two shaman levels above 1st. Spirits that take damage from spirit energy receive a Will save to halve the damage. The DC of this save is equal to 10 + ½ the shaman's level + the shaman's Charisma modifier. Spirits healed by spirit energy cannot exceed their maximum hit point total – all excess healing is lost. A shaman may channel spirit energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity.

Detect Spirits (Sp): At 2nd level, the shaman can detect spirits at will. This functions as *detect undead* but covers spirits instead.

See Invisibility (Sp): At 6th level the shaman can see *invisibility* at will.

Ghost Touch (Sp): At 8th level any weapon or armor that the shaman is holding or wearing is treated as having the *ghost touch* ability. The shaman must be in physical contact with the item and proficient in its use. Missile weapons can be *ghost touched*, but they lose this ability after the shaman hits or misses his target (she may, of course, *re-ghost touch* the missile by picking it back up).

EX-SHAMANS

A shaman that embraces law or otherwise offends the spirits loses all spells and shaman abilities (except for weapon and armor proficiencies). She cannot thereafter gain levels as a shaman until she atones (see *atonement* spell description).

SPELLBLADE

The spellblade is a magical warrior that infuses magic into his fighting style. In his hands, any weapon can be a magic weapon, and the spellblade supplements that with a few arcane spells as well. Spellblades are prized soldiers, as their spell knowledge, while useful in its own right, also indicates a high degree of intelligence.

Adventures

Spellblades enjoy seeking challenges and unearthing forgotten knowledge. Spellblades are often valued for providing both martial and arcane support. Some spellblades are bodyguards for nobles while others roam the land to protect travelers and villagers. Others are more mercenary, fighting wars and raiding ruins for profit.

Characteristics

A spellblade is an intelligent warrior. He was not born into privilege like the knight, nor was he blessed like the paladin. A spellblade has spent years honing both his mind and body to become an arcane warrior. While a spellblade rarely has the mindset or inclination to lead, he respects leaders that have earned his trust and does not suffer fools gladly. As such he is a model soldier.

Alignment

Spellblades may be of any alignment, although they tend toward law. A spellblade must undergo rigorous training in both physical and intellectual arts, requiring a disciplined lifestyle. That said, there are chaotic spellblades that shun forced discipline, and there are as many evil spellblades as there are good ones.

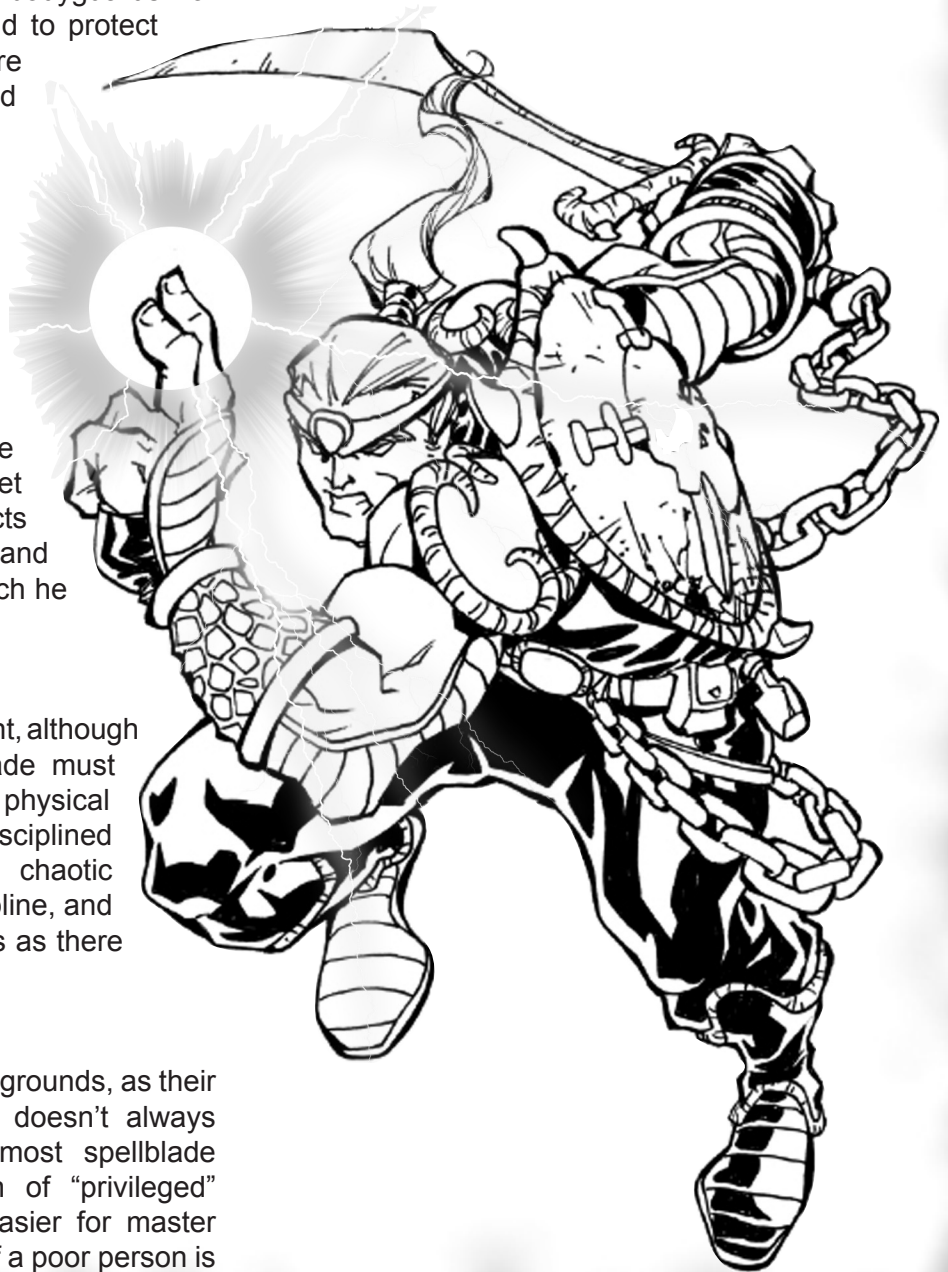
Background

Spellblades come from many backgrounds, as their training requires raw talent that doesn't always follow social class. That said most spellblade schools have a high proportion of "privileged" students, if only because it is easier for master spellblades to identify them. Still, if a poor person is

deemed worthy, a spellblade school will often defer the cost until the student can repay them (usually after becoming a spellblade).

Races

While spellblades are commonly humans, half-elves, and elves, there is a large number of half-orc spellblades. With its martial prowess, the spellblade is an attractive alternative to other arcane classes. The spellblade class is an attractive option for dwarves as well. Gnome and halfling spellblades are rare as the smaller races are at a disadvantage in melee combat.



Role

Spellblades are an attractive addition to any adventuring party, especially since most other martial spellcasters (clerics, paladins, and rangers) are divine casters. Because of their limited spell lists, spellblades work best to specialize, allowing the party wizard to be a generalist.

Alignment: Any
Hit Die: d8

CLASS SKILLS

The spellblade's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Linguistics (Int), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Swim (Str).

Skill Points per Level: 2 + Int modifier.

Table: The Spellblade

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+0	Arcane Armor Training, Infuse weapon +0	1					
2nd	+1	+3	+0	+0		2					
3rd	+2	+3	+1	+1	Special ability +1	3					
4th	+3	+4	+1	+1	Infuse weapon +1	3	1				
5th	+3	+4	+1	+1		4	2				
6th	+4	+5	+2	+2	Special ability +1	4	3				
7th	+5	+5	+2	+2		4	3	1			
8th	+6/+1	+6	+2	+2	Infuse weapon +2	4	4	2			
9th	+6/+1	+6	+3	+3	Special ability +1	5	4	3			
10th	+7/+2	+7	+3	+3		5	4	3	1		
11th	+8/+3	+7	+3	+3		5	4	4	2		
12th	+9/+4	+8	+4	+4	Infuse weapon +3, Special ability +2	5	5	4	3		
13th	+9/+4	+8	+4	+4		5	5	4	3	1	
14th	+10/+5	+9	+4	+4		5	5	4	4	2	
15th	+11/+6/+1	+9	+5	+5	Special ability +2	5	5	5	4	3	
16th	+12/+7/+2	+10	+5	+5	Infuse weapon +4	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+5		5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+6	Special ability +2	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+6		5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+6	Infuse weapon +5	5	5	5	5	5	5

Table: Spellblade Spells Known

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

CLASS FEATURES

All of the following are class features of the spellblade.

Weapon and Armor Proficiency: Spellblades are proficient with all simple and martial weapons and light and medium armor and shields (except for tower shields).

Spells: A spellblade casts arcane spells, which are drawn from the sorcerer/wizard spell list. He can cast any spell he knows without preparing it ahead of time. Every spellblade spell has a verbal component which consists of a quick battle cry. To learn to cast a spell, a spellblade must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a spellblade's spell is 10 + the spell level + the spellblade's Intelligence modifier.

Like other spellcasters, the spellblade can cast only a certain number of spells per day. His base daily allotment is given on the Spellblade table. In addition, he receives bonus spells per day if he has a high Intelligence score.

The spellblade's selection of spells is extremely limited. A spellblade begins play knowing 4 0-level spells and two 1st level spells of the spellblade's choice. At each new spellblade level, he gains one or more new spells, as indicated on the Spellblade Spells Known table. (Unlike spells per day, the number of spells a spellblade knows is not affected by his Intelligence score).

Upon reaching 5th level, and at every third spellblade level after that (8th, 11th, and so on), a spellblade can choose to learn a new spell in place of one he already knows. In effect, the spellblade "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than

the highest-level spellblade spell the spellblade can cast. A spellblade may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A spellblade need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level. A spellblade may burn a higher level slot for a lower level spell.

Arcane Armor Training (Ex): The spellblade is adept at casting spells while wearing armor. At 1st level, the spellblade can reduce his arcane spell failure chance while wearing armor by 20%. This ability stacks with any other feats or abilities that reduce the chance of arcane spell failure.

Infuse Weapon (Sp): A spellblade can channel arcane energy into a single melee weapon. At 1st level, the spellblade can make any single melee weapon a magic weapon for purposes of overcoming magic resistance. He can perform this 2 + ½ spellblade level + Intelligence modifier times per day. The effects last for 3 rounds + highest spell level known + Intelligence modifier.

While a spellblade often chooses a single weapon to use this ability, he may switch weapons throughout the duration of the ability (although he cannot infuse more than one weapon in a single round). Should a spellblade let go of a weapon (e.g. throwing or dropping it) then it loses its infusion prior to the spellblade's next turn.

At fourth level and every four levels thereafter, the spellblade may infuse a cumulative bonus to attack and damage into his weapon. The spellblade may infuse a previously enchanted weapon as well, provided that the total bonus does not exceed half of the spellblade's class level (round down). For example, a 6th level spellblade could add his +1 bonus to a *longsword* +2, since at 6th level any weapon he wields can have a total bonus of +3. A 6th level spellblade could not, however, add his +1 bonus to a *dagger* +2, *giant bane*, since it is already a +3 weapon.

Special Ability (Sp): At 3rd level, the spellblade may add special abilities to his infused weapons. A special ability functions the same as if were enchanted on the weapon. Unlike a magic weapon, however, the special ability may be infused without the minimum +1 requirement (although it is considered a +1 or +2 enhancement for purposes of adding it to an existing magic weapon).

At 3rd level, the spellblade may choose one of the following +1 enhancements:

Bane, Defending, Flaming, Frost, Shock, Ghost Touch, Keen, Merciful, Mighty Cleaving and, Thundering. *Mighty Cleaving* requires the spellblade to have the Cleave feat.

The spellblade may select an additional +1 enhancement at 6th and 9th levels. Some enhancements, such as *bane*, are actually several enhancements. The spellblade will need to select a specific enhancement within the group, although he may select another enhancement from within that group later. For example, at 3rd level a spellblade may select *bane (aberrations)* and then select *bane (elf)* at 5th level.

At 12th, 15th, and 18th level, the spellblade may either take two +1 enhancements or select a +2 enhancement from the following list:

Disruption, Flaming Burst, Icy Burst, Shocking Burst, Wounding.

A spellblade must keep his total limit of enhancements (1/2 spellblade level, round down) in mind when adding a special ability. Thus, a 4th level spellblade could create a *dagger* +1, *orc bane*, but a 9th level spellblade could not put all three of his special abilities into his +2 infused weapon (as he is limited to a total of +4 enhancements). A spellblade may sacrifice some of his infused weapon bonus in order to attach extra special abilities.

Like the Infuse Weapon bonus, special abilities may be attached to a magic weapon that the spellblade is holding, as long as it does not violate his enhancement limit. A spellblade may not take away enhancement bonuses or special abilities built into the magic weapon to make room for his own. For example, a 6th level spellblade is holding a *morning star* +3. He cannot drop the enhancement bonus to +2 in order to make room for his *flaming* ability.

SWASHBUCKLER

The swashbuckler is a romantic fantasy staple, a warrior that relies on his agility and wits rather than heavy armor, shields and crushing weapons. The swashbuckling style is particularly suited to environments where heavy armor would be a liability, such as in deserts, tropical locales, and the high seas. Swashbucklers are also prevalent in advanced societies, where gunpowder or magic has made the wearing of armor less desirable.

Adventures

Swashbucklers have a reputation for seeking adventure. Some, especially noble swashbucklers, become duelists. Others take to the high seas as pirates or privateers. Some seek justice for the oppressed (or at least give it lip service), while others use their abilities against jealous lovers when pursuing adventures of a salacious sort. Many bandits are swashbucklers, as their training involves taking down opponents quickly and having the mobility to flee.

Characteristics

Swashbucklers are warriors, although like rangers they tend to be more dexterous and light on their feet than their armored fighter cousins. A swashbuckler also relies on his wits, as he often prefers to negotiate his way out of situations rather than fight. Don't mistake parley for weakness, however. When pressed, the swashbuckler is a formidable opponent.

Alignment

Swashbucklers come from all walks of life. Freedom-loving swashbucklers tend to be chaotic, often traveling the wilderness or high seas to seek their fortunes. Lawful swashbucklers are often bodyguards or duelists, upholding the law and protecting the weak.

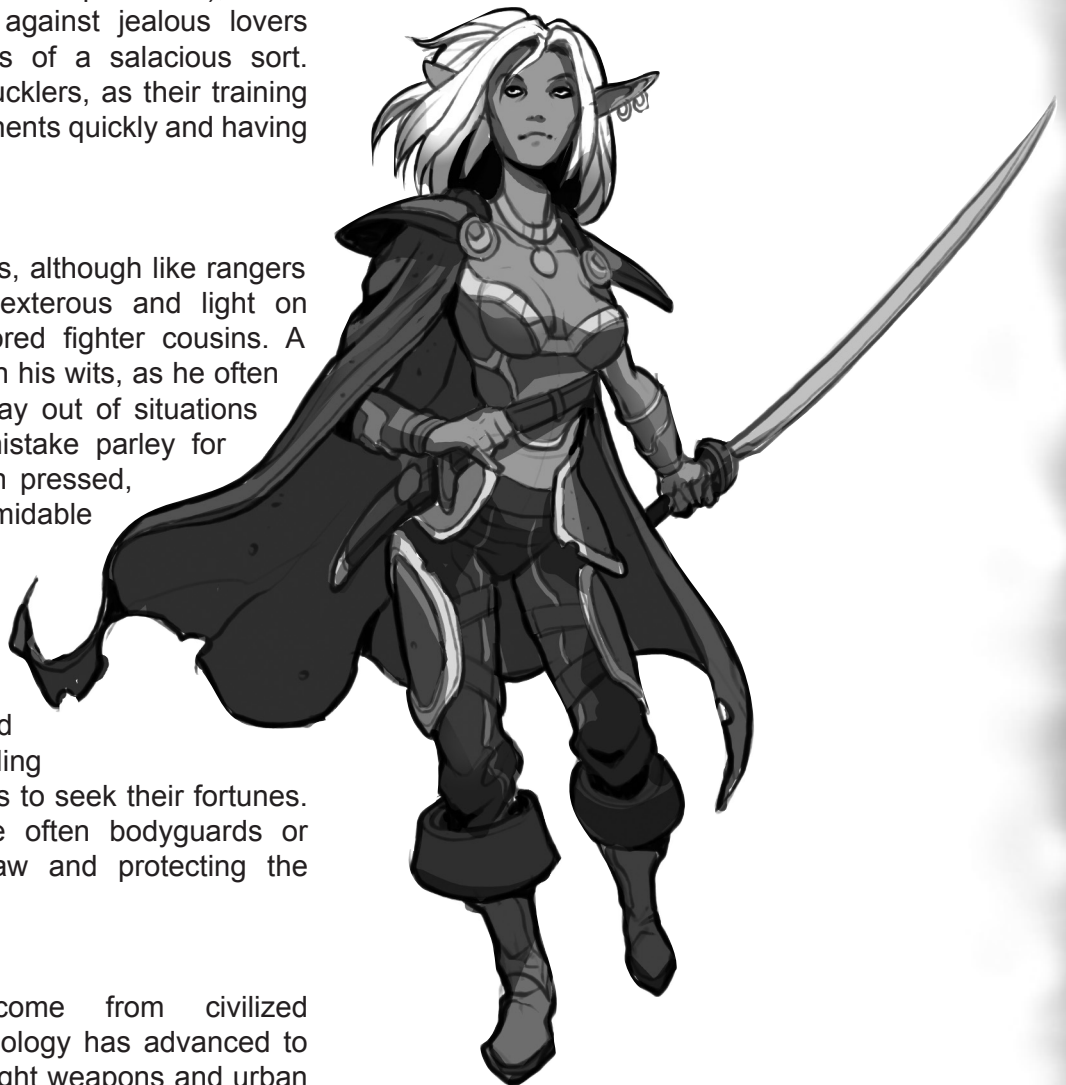
Background

Many swashbucklers come from civilized backgrounds, where technology has advanced to the point of making good light weapons and urban society frowns on carrying heavy weapons and armor. Such swashbucklers tend to be affluent,

learning new techniques from fencing masters or even a swordsman school. Other swashbucklers learn their tricks for more practical reasons, such as serving aboard a naval or pirate ship. These swashbucklers tend to come from lower class or outlaw backgrounds.

Races

It is said that swashbuckling began as an elven fighting style. Swashbucklers are also common amongst half-elves and humans. Halflings also tend to be swashbucklers rather than fighters. Gnomish swashbucklers are almost unheard of and the class tends to be shunned by the dwarves. Half-orcs raised in human societies sometimes choose to be swashbucklers, especially on the high seas.



Role

Swashbucklers work well with bards and rogues, especially in pirate settings. Swashbucklers also make good leaders, as their social skills are often more developed than other martial characters in the group.

Alignment: Any.

Hit Die: d10.

CLASS SKILLS

The swashbuckler's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Points Per Level: 4 + Int modifier.

Table: The Swashbuckler

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Evade +1, Weapon Finesse
2nd	+2	+3	+3	+0	Thrust +1d6, Uncanny Dodge
3rd	+3	+3	+3	+1	Bonus Feat
4th	+4	+4	+4	+1	Evade +2
5th	+5	+4	+4	+1	Evasion, Thrust +2d6
6th	+6/+1	+5	+5	+2	Bonus Feat
7th	+7/+2	+5	+5	+2	Improved uncanny Dodge
8th	+8/+3	+6	+6	+2	Find the Mark, Thrust +3d6
9th	+9/+4	+6	+6	+3	Bonus Feat, Evade +3
10th	+10/+5	+7	+7	+3	Improved Evasion
11th	+11/+6/+1	+7	+7	+3	Thrust +4d6
12th	+12/+7/+2	+8	+8	+4	Bonus Feat
13th	+13/+8/+3	+8	+8	+4	Deflect Arrows
14th	+14/+9/+4	+9	+9	+4	Evade +4, Thrust +5d6
15th	+15/+10/+5	+9	+9	+5	Bonus Feat
16th	+16/+11/+6/+1	+10	+10	+5	Improved Mark
17th	+17/+12/+7/+2	+10	+10	+5	Thrust +6d6
18th	+18/+13/+8/+3	+11	+11	+6	Bonus Feat
19th	+19/+14/+9/+4	+11	+11	+6	Evade +5
20th	+20/+15/+10/+5	+12	+12	+6	Thrust +7d6

CLASS FEATURES

All of the following are class features of the swashbuckler. Class features with an asterisk (*) cannot be used if the swashbuckler is carrying a medium load or greater or wearing any armor heavier than light armor.

Weapon and Armor Proficiency: A swashbuckler is proficient with all simple and martial weapons and light armor.

Evade (Ex): A swashbuckler is a fluid combatant, relying on quickness rather than heavy armor to deflect blows. When wearing no or light armor, the swashbuckler adds his Evade bonus to his armor class. This is considered a Dodge bonus and whenever the swashbuckler is denied his Dexterity bonus to armor class he also loses his Evade bonus.

Evade may be substituted for the Dodge feat as a prerequisite for other feats (for example, a swashbuckler with Evade +1 need not take the Dodge feat in order to select the Mobility feat).

Weapon Finesse (Ex): While proficient in all martial weapons, dexterous swashbucklers are particularly effective with light weapons. The swashbuckler gets weapon finesse as a bonus feat.

Thrust (Ex): At 2nd level, the swashbuckler learns how to exploit an opening, dealing extra damage. The swashbuckler may thrust whenever his opponent is denied her Dexterity bonus to her armor class (whether the target actually has a Dexterity bonus or not) or when he flanks his opponent. This extra damage is indicated on the Swashbuckler Table. Should the swashbuckler score a critical hit with a thrust, this extra damage is not multiplied.

A swashbuckler may only thrust with a piercing melee weapon that is covered under the weapon finesse feat. The thrust bonus stacks with the rogue's sneak attack and similar abilities.



Uncanny Dodge (Ex): At 2nd level the swashbuckler retains his Dexterity bonus to armor class even when he is considered flat-footed.

Bonus Feat: At 3rd level and every 3 levels thereafter, the swashbuckler gains a bonus feat from the following list:

Blind-Fight, Catcht Off-Guard, Combat Expertise, Combat Reflexes, Dazzling Display, Deadly Stroke, Double Slice, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Improved Disarm, Improved Critical, Improved Feint, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Improved Vital Strike, Improvised Weapon Mastery, Intimidating Prowess, Lightning Stance, Mobility, Quick Draw, Spring Attack, Throw Anything, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Vital Strike, Weapon Focus, Weapon Specialization, Whirlwind Attack, Wind Stance.

The swashbuckler must meet all prerequisites in order to select a bonus feat.

Evasion (Ex): At 5th level the swashbuckler is adept at avoiding unusual attacks. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can only be used if the swashbuckler is wearing light or no armor. A helpless swashbuckler does not gain the benefit of evasion.

Weapon Training (Ex): At 5th level, the swashbuckler receives weapon training as per the fighter special ability.

Improved Uncanny Dodge (Ex): At 7th level the swashbuckler's uncanny ability to dodge is honed to the point where he can no longer be flanked.

Find the Mark (Ex): At 8th level, the swashbuckler increases his threat range by one when using any melee weapon with which he has Weapon Finesse. A weapon that would threaten a critical on 20 would now do so on a 19 or 20, and one which threatens on a 19 or 20 would now do so on an 18 to 20. This ability works with other abilities which increase threat ranges.

Improved Evasion (Ex): At 10th level, the swashbuckler's evasion improves. In addition to taking no damage on successful saves, the swashbuckler now takes only half damage on failed saves.

Deflect Arrows (Ex): At 13th level, the swashbuckler may use any weapon covered under the weapon finesse feat to deflect ranged attacks. This ability functions exactly as the feat of the same name, except that the swashbuckler uses a weapon instead of his bare hands.

Improved Mark (Ex): At 16th level, the swashbuckler becomes even more adept at finding marks. The threat range now improves by two when the swashbuckler uses his Find the Mark ability.

WARLOCK

The warlock is an enigma, a person so infused with magic that he manifests power with no training. While his repertoire of effects is small, he has little or no limits on the amount of times he can use them. Warlocks are chaotic creatures at heart, perhaps as a result of the wild magical energy that courses through their veins.

Adventures

Warlocks generally adventure for curiosity or profit. They tend to be selfish and don't work well in a rigid command structure. While understanding the need to stay within a group, the warlock won't hesitate to leave the group to pursue something interesting.

Characteristics

Warlocks are infused with magical energy. This often manifests in minor cosmetic changes to their appearance that fosters a sense of wrongness about them. A human warlock might have catlike eyes, while a dwarven warlock may be hairless. Warlocks tend to be solitary, preferring to be left alone rather than join in camaraderie.

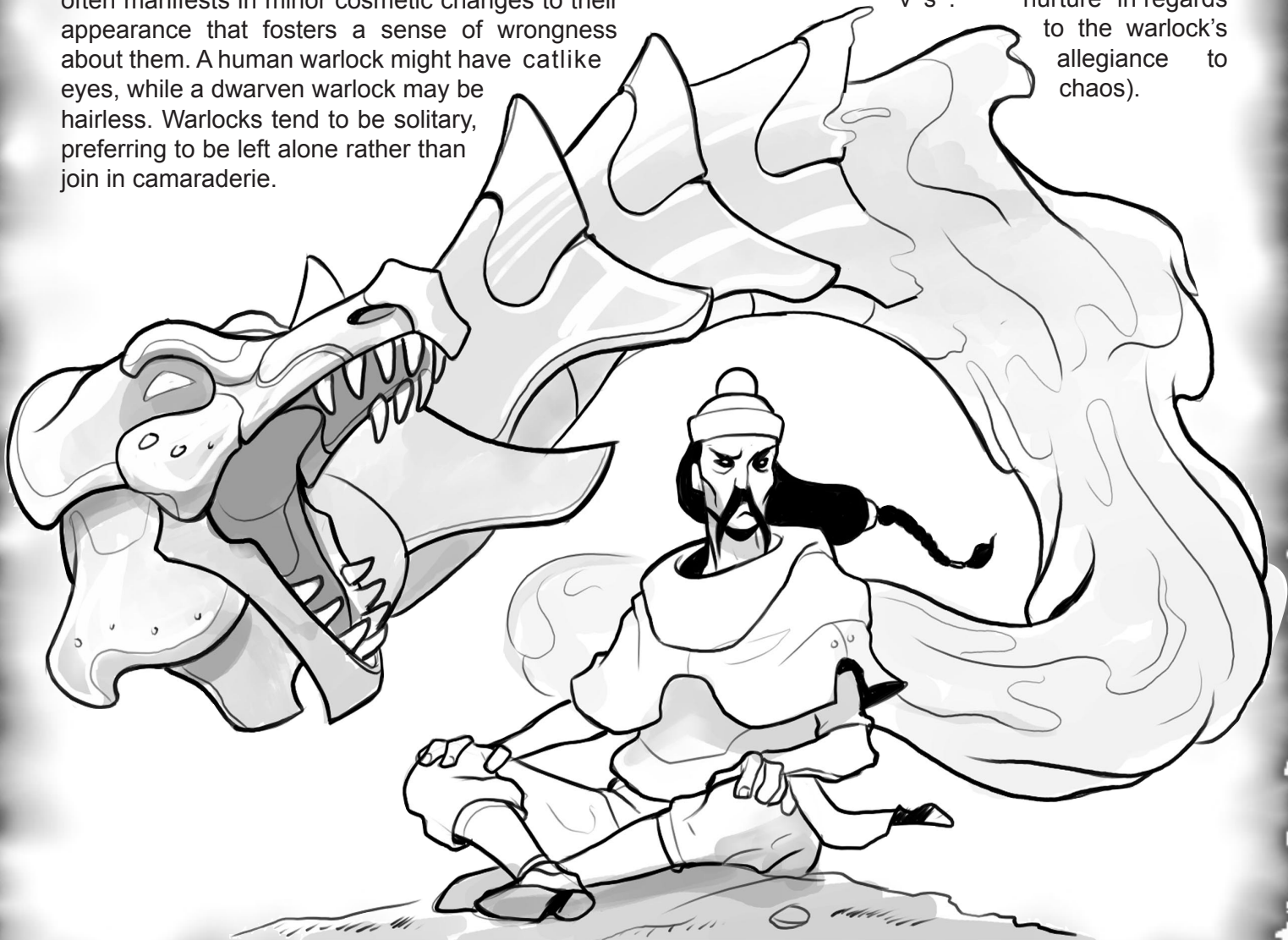
Alignment

Warlocks are a chaotic class, although they run the spectrum between good and evil. Chaotic good warlocks are freedom lovers and freedom fighters, often helping commoners overthrow oppressive regimes. Chaotic neutral warlocks are solitary and selfish, while chaotic evil warlocks live for anarchy and destruction, often against the societies that shunned them.

Background

Warlocks come from varied backgrounds. It is not known how or why the magic picks them; it just does. A common thought is that the warlock has aberration, elemental, fey, or outsider blood in his veins. Many warlocks are driven out of their communities and left to fend for themselves (leading to many scholarly debates about "nature

v s . nurture" in regards to the warlock's allegiance to chaos).



Races

Warlocks are found amongst all races, but are most common in races that produce sorcerers. This lends some credence to the “alien ancestor” theory. Most warlocks are human or half-elf, although there are large numbers of gnomish and half-orcish warlocks as well.

Role

The warlock is a support class. He only has a few arcane tricks up his sleeve, but he can be relied on to provide them on a regular basis. While not a good substitute for a sorcerer or wizard, the warlock is a great supplement to one.

Alignment: Any chaotic.

Hit Die: d8

CLASS SKILLS

The warlock’s class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill Points per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the warlock.

Weapon and Armor Proficiency: Warlocks are proficient with all simple weapons and light armor.

Arcane Armor Mastery: As the warlock increases in level, his school abilities are less subject to arcane failure while the warlock is wearing armor. At 1st level, the warlock does not suffer an arcane failure penalty when using a school ability while wearing light armor. This extends to medium armor at 5th level and heavy armor at 9th level. The warlock may still select feats to reduce the arcane failure chance when wearing armor that he has yet to master.

Cantrips: At 1st level the warlock learns a number of cantrips equal to their Charisma modifier.

School Ability: The warlock does not cast spells. Instead, he is infused with supernatural energy that allows him to perform magical powers at will. At 1st level, the warlock may select two school abilities; he also gains new school abilities at higher levels (see the warlock table).

School abilities come from the arcane school lists in **The Pathfinder Roleplaying Game**. In addition, the warlock may learn additional school abilities listed in this section. The warlock does not gain any specialist bonuses or bonus spells.

The warlock may only take a school ability less than or equal to his warlock level. He may also take a cantrip in place of a school ability. For example, a 2nd level warlock gets a new school ability. Since he is not yet fourth level, he must select a 1st level ability or cantrip.

The warlock does not need to take a lower level school ability in order to select a higher one. For example, a 4th level warlock can select *summon monster* even if he doesn’t have *acid dart*. In addition, the warlock may swap school abilities whenever he is able to take a new school ability, but he must replace the old one with a school ability of equal or lesser value (cantrips can only be swapped for other cantrips).

The warlock’s level is used to determine the caster level for school abilities. The DC for any save is equal to 10 + the spell’s level + the caster’s Charisma modifier. School abilities are not spells and thus cannot be affected by metamagic feats. Using a school ability is a standard action.

Abjuration School

CL Ability

4th *Arcane Grip (Su):* Any door, window, chest, or other opening with a lid that you touch remains locked as per the *arcane lock* spell. You must continue to touch the object in order for this effect to remain in place. Anything that can open an *arcane lock* can also foil this ability.

12th *Break Enchantment (Su):* This ability works exactly as the spell of the same name. You can only use this ability on a single person or object once per day.

Table: The Warlock

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Arcane armor mastery (light), cantrips, two school abilities
2nd	+1	+0	+0	+3	School ability
3rd	+2	+1	+1	+3	Damage reduction 2
4th	+3	+1	+1	+4	School ability
5th	+3	+1	+1	+4	Arcane armor mastery (medium)
6th	+4	+2	+2	+5	School ability
7th	+5	+2	+2	+5	Damage reduction +1
8th	+6/+1	+2	+2	+6	School ability
9th	+6/+1	+3	+3	+6	Arcane armor mastery (heavy)
10th	+7/+2	+3	+3	+7	School ability
11th	+8/+3	+3	+3	+7	Damage reduction +1
12th	+9/+4	+4	+4	+8	School ability
13th	+9/+4	+4	+4	+8	
14th	+10/+5	+4	+4	+9	School ability
15th	+11/+6/+1	+5	+5	+9	Damage reduction +1
16th	+12/+7/+2	+5	+5	+10	School ability
17th	+12/+7/+2	+5	+5	+10	
18th	+13/+8/+3	+6	+6	+11	School ability
19th	+14/+9/+4	+6	+6	+11	Damage reduction +1
20th	+15/+10/+5	+6	+6	+12	School ability

16th *Mind Veil (Su):* Your mind is shielded from scrying or manipulation as per the *mind blank* spell.

Conjuration School

CL Ability

4th *Summon Monster (Su):* You can summon monsters to aid you as per the *Summon Monster II* spell. The duration lasts a day. Creatures summoned always have maximum hit points.

12th *Combat Teleport (Su):* You can instantly teleport anywhere that you can see. Roll a

d20. On a 6-20, you end up exactly where you want to be. On a 2-5, you appear close to it. Roll a d8 to determine the direction (N, NE, E, etc) and then roll a 1d4 to determine the number of 5-foot squares in that direction you've moved. If this is impossible (e.g. you were trying to teleport near a wall), then you appear as close as you can in that direction. On a roll of 1, you suffer a mishap. You take 1d10 points of damage and roll again (perhaps changing directions and/or suffering mishaps again). You keep rerolling as long as you suffer mishaps. In addition, you are dazed for 1d4 rounds.

16th *Phase Self (Su)*: You can create an ethereal door that only you can pass through. This functions as the *phase door* spell except that you cannot take or allow anyone else through the passage. The ethereal door only opens as you pass through it and closes as soon as you leave. It is possible for an opponent to target you through the door before your next turn.

20th *Summoning Master (Su)*: You may use any *summon monster* spell for this ability.

Divination School

CL Ability

4th *See Invisible (Su)*: You see invisible creatures or objects as per the *see invisibility* spell.

12th *Analyze Magic (Su)*: You discern the properties of any magic item as per the *analyze dweomer* spell.

16th *Find Person (Su)*: You can locate a person no matter where she is. You can only concentrate on a single individual at a time and, once you change people, you can no longer use this ability for the previous target for the rest of the day.

Enchantment School

CL Ability

4th *Heroic Touch (Su)*: You gain a +2 morale bonus on attack rolls, saves, and skill checks. You can transfer this ability to another creature with a touch, but you lose the benefits while the other creature is affected. You can take back the bonus at any time.

12th *Hypnotic Presence (Su)*: You can influence anyone within 10 feet with as per a *suggestion* spell.

16th *Trembling Presence (Su)*: Any creature that gets within 30 feet of you gets the shaken condition. You may select which creatures within range are affected. There is no saving throw, but magic resistance applies.

Evocation School

CL Ability

1st *Arcane Bolt (Su)*: You can make a ranged touch attack (range 100ft + 10ft/level) that does 1d6 points of damage, +1d6 for every two warlock levels. The warlock may choose whether the damage is acid, cold, electricity, or fire.

4th *Arcane Burst (Su)*: You can use his arcane bolt as a burst effect with a 20 foot radius.

12th *Arcane Flurry (Su)*: You can divide your arcane bolts into multiple bolts that do half damage. You may manifest a number of bolts equal to your caster level/4 (so three at 12th, four at 16th). These bolts require separate ranged touch attacks and cannot manifest a burst effect.

16th *Arcane Eruption (Su)*: You can now use your flurry bolts for burst effects. Each bolt has a burst effect with a 40 foot radius.

Illusion School

CL Ability

4th *Blurry Form (Su)*: Attacks miss you 20% of the time when you use this ability. Your attacks also have a 20% miss chance while you are in blurry form.

12th *Phantasmal Demon (Su)*: You can create a phantom fear that attacks the target. This operates as per *phantasmal killer*, except that the target is not subject to immediate death and takes 1d6 damage for every 3 warlock levels (4d6 at 12th level, 5d6 at 15th level, 6d6 at 18th level).

16th *Phantasmal Dance (Su)*: You can affect multiple targets, as per the *weird* spell. This ability still does not cause death, nor does it cause the Strength damage.

Necromancy school

CL Ability

- 4th *Draining Touch (Su)*: You can make a melee touch attack. If you succeed then the target is shaken for 1d4 rounds.
- 12th *Touch of Fatigue (Su)*: Your *draining touch* now causes a target to become fatigued if he fails a Fortitude save.
- 16th *Astral Travel (Su)*: You may travel into the astral plane at will, as per *astral projection*. Unlike the spell, however, you cannot take anyone else with you.

Transmutation school

CL Ability

- 4th *Levitate (Su)*: You can levitate as per the *levitate* spell.
- 12th *Physically Fit (Su)*: You can add a +2 bonus to one of his ability scores. You may change the ability score affected from round to round.
- 16th *Iron Skin (Su)*: You can turn your body into living iron, as per the *iron body* spell.

Damage Reduction: As the warlock increases in level, he becomes resistant to certain effects. At 3rd level, the warlock receives damage reduction 2 against physical attacks. The warlock must also choose three effects from the following list: cold, cold iron, electricity, fire, or silver. The damage reduction does not count against the three chosen effects.

At higher levels the damage reduction increases. In lieu of an increase, the warlock can remove one of the three effects from his list. He may only do this twice; at least one effect must always be able to overcome his damage reduction.

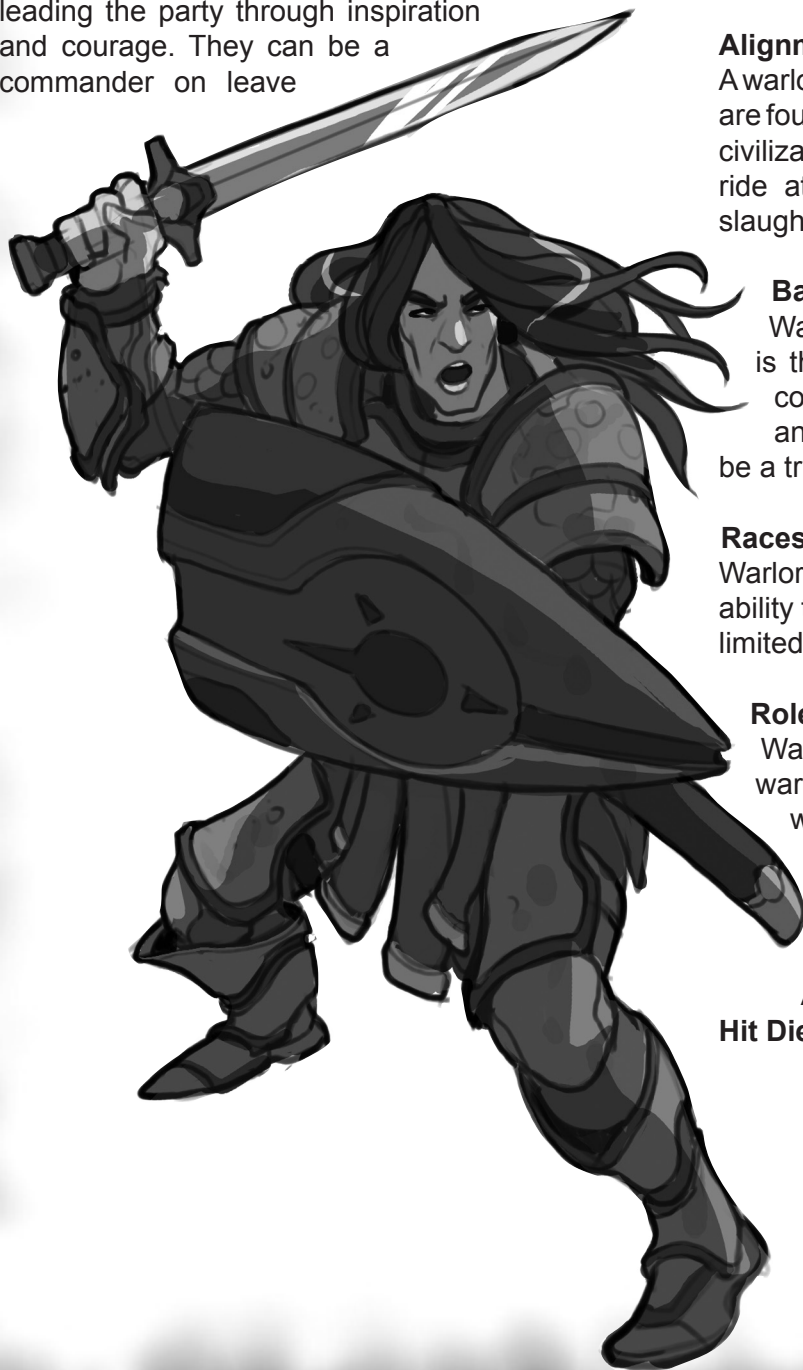


WARLORD

A Warlord is a leader on the battlefield, standing on the front line, commanding troops and offering aid to allies as the battle rages. They are brilliant tacticians, often spelling the difference between defeat and victory.

Adventures

Warlords are more commonly found in command of units of soldiers, whether a cadre of the city guard, or a horde of barbarian raiders. Those warlords who do seek adventure on their own, though, often appear at the head of a group of adventurers, leading the party through inspiration and courage. They can be a commander on leave



from their military order, a minor chieftan looking to make a name for themselves away from their tribe, or a sharp-eyed mercenary wandering between jobs.

Characteristics

Warlords are warriors, born of battle. They stand alongside dedicated warriors like the Knight or the Paladin, without those classes strict codes of behavior. They are focused upon cunning strategies, tactical superiority and offering inspiration and leadership to their allies.

Alignment

A warlord may be of any alignment. Lawful warlords are found in the ranks of the grand armies, defending civilization from destruction, while Chaotic warlords ride at the head of ravaging hordes bent upon slaughter and conquest.

Background

Warlords can come from all walks of life -- it is their ability that differentiates them from the common soldier. By virtue of their instincts and training, the warlord has shown himself to be a true leader.

Races

Warlords can be found among all of the races -- the ability to lead in battle and inspire allies is not a trait limited to any particular race.

Role

Warlords are frontline combatants, strong warriors in melee. Their abilities provide allies with bonuses to attack and defense, inspire them to great deeds, or urge them forward to victory.

Alignment: Any.
Hit Die: d10.

CLASS SKILLS

The warlords class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (history) (Int), Perception (Wis), Ride (Dex), Stealth (Dex) and Survival (Wis)

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the warlord.

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

Combat Leader: At 1st level, the warlord begins to demonstrate the brilliance of their battlefield leadership. The warlord and all allies within 10 ft per point of his Charisma bonus + half his class level

Table: The Warlord					
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Combat Leader, Commanding Presence, Inspiration 1d6
2nd	+2	+3	+0	+3	Hold the Line, Bonus Feat
3rd	+3	+3	+1	+3	Inspiration 2d6
4th	+4	+4	+1	+4	Bonus Feat
5th	+5	+4	+1	+4	Inspiration 3d6, Rallying Presence
6th	+6/+1	+5	+2	+5	Combat Leader +3
7th	+7/+2	+5	+2	+5	Inspiration 4d6
8th	+8/+3	+6	+2	+6	Bonus Feat, Commanding Presence +2
9th	+9/+4	+6	+3	+6	Inspiration 5d6
10th	+10/+5	+7	+3	+7	Cry Havoc!
11th	+11/+6/+1	+7	+3	+7	Inspiration 6d6, Rallying Presence +2
12th	+12/+7/+2	+8	+4	+8	Bonus Feat
13th	+13/+8/+3	+8	+4	+8	Inspiration 7d6
14th	+14/+9/+4	+9	+4	+9	Combat Leader +4
15th	+15/+10/+5	+9	+5	+9	Inspiration 8d6, Rallying Presence +3
16th	+16/+11/+6/+1	+10	+5	+10	Bonus Feat
17th	+17/+12/+7/+2	+10	+5	+10	Inspiration 9d6
18th	+18/+13/+8/+3	+11	+6	+11	Commanding Presence +3
19th	+19/+14/+9/+4	+11	+6	+11	Inspiration 10d6
20th	+20/+15/+10/+5	+12	+6	+12	Onward to Victory!

gain a +2 bonus to initiative. This bonus increases to +3 at 6th level and +4 at 14th level

Commanding Presence: The mere appearance of a warlord upon the field of battle has a positive impact among his allies. All allies that can see the warlord gain a +1 bonus to attack and weapons damage rolls. This bonus increases to +2 at 8th level, and +3 at 18th level.

Inspiration: During battle, the warlord exhorts his comrades with words of courage and determination. This inspiration affects all allies within a 30-foot radius centered on the warlord, and bestows 1d6 temporary hit points, plus 1d6 additional points for every two warlord levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on)

These temporary hit points last until the battle ends, or until they are removed through damage. A warlord may inspire a number of times per day equal to 3+ his Charisma modifier. This is a standard action and does not provoke an attack of opportunity. The warlord can choose whether or not to include himself in this effect.

Hold the Line: At 3rd level, the warlord gains the ability to bolster a defensive line. When forming a defensive line (fighting defensively and standing adjacent to one another), the warlord and all allies gain a +2 competence bonus to AC.

Bonus Feat: At 2nd, 4th, 8th 12th and 16th level, the warlord may take a bonus feat from the following list. The warlord must meet any prerequisites when taking a feat.

Animal Affinity, Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Improved Initiative, Intimidating Prowess, Improved Vital Strike, Leadership, Mounted combat, Power Attack, Ride-By Attack, Spirited Charge, Trample, Vital Strike, Weapon Focus, Weapon Specialization.

Rallying Presence: At 5th level the warlord gains the ability to rally others, identical to the knight's ability of the same name. The warlord and all allies within 10 ft per point of her Charisma bonus (minimum 10ft) gain a +1 morale bonus on saves against fear spells and effects. This bonus increases to +2 at 11th level and +3 at 15th level.

Cry Havoc! At 10th level, the warlord may direct their allies to attack a specific target, overwhelming the enemy. The warlord designates a particular target, and until the end of the warlord's next turn, any attack roll against that target can now score a critical hit on a roll of 18-20, and receive a +4 bonus to confirm the results of a critical hit.

The warlord can cry havoc a number of times per day equal to 3+ his Charisma modifier. This is a standard action, and does not provoke an attack of opportunity.

Onward to Victory! At 20th level, the warlord may exhort their allies to glory. Until the end of warlord's next turn, the warlord and all allies within 10 ft per point of point of his Charisma bonus + half his class level may follow up a standard action with an attack made as a free action. This ability may be used once per day.



CHARACTER DRAWBACKS

INTRODUCTION

One of the more interesting concepts in **The Pathfinder Roleplaying Game** is the concept of Feats. While any two fighters or wizards will look more or less the same in class abilities and skills, it is their Feats that differentiate them. One fighter might use his Feat slots to become more skilled in mounted combat, while another might strive to be an excellent archer. Even at low levels, these two fighters will look and act very differently in combat.

In literature and popular culture, characters are often just as, if not more, defined by their faults than their abilities. Othello was gullible, and this enabled Iago to manipulate him. Han Solo was notable for his mercenary attitude. Captain Hook is remembered for...well, his hook. These faults, or drawbacks, lend color to the characters that have them. This chapter is designed to add these drawbacks to player characters.

Some Game Masters may balk at the idea of drawbacks because of their perception as negative Feats. Such systems tend to grant the player an extra Feat in return for taking a drawback, making starting player characters a bit more powerful. This can seriously unbalance a campaign. Character Drawbacks resolves this problem by granting skill points for each drawback instead of an extra Feat.

It is a common complaint among players that they never have enough skill points to accurately reflect what their characters know. Since the skill level caps are still in place (you may have no more ranks in a skill than your total number of hit dice), player characters will not be seriously overpowered by taking Drawbacks. Indeed, Drawbacks are intended to add a little spice to a character concept and offer the player appropriate and significant compensation for taking them, not to create headaches for the Game Master.

Each drawback below is worth 4 skill ranks. Some drawbacks have prerequisites, including other drawbacks. Players may spend these points on their character sheet however they

wish, but they must still abide by the usual skill rank limitations. Unlike feats, players may only select drawbacks at first level, although the Game Master may grant a new drawback to an existing character if he wishes. Any drawbacks gained during play will grant the appropriate amount of skill points to the character upon reaching next level (GMs may waive this and grant the skill points immediately if desired or if the PC has a particularly long wait until he reaches next level). There is no set amount of drawbacks that a PC can take, although GMs should probably limit the number of drawbacks to two or three.

GMs should feel free to create new drawbacks. A good drawback should give penalties equivalent to the bonuses offered to feats in order to maintain game balance. Good drawbacks also have concrete penalties rather than relying on the player to "roleplay" his drawback. Roleplaying a drawback is always a good thing, but penalties should be easily measured and applied.



DRAWBACKS

ABRASIVE ATTITUDE

You have a way of rubbing people the wrong way when you speak. This could be due to your natural belligerence, boastfulness, uncouthness, or other personality flaw.

Detriment: When using Diplomacy to change attitudes, you must add an extra 5 to the DC.

ALBINISM

You lack pigmentation in your skin, giving you a distinctively pale appearance. Your skin is very sensitive to sunlight.

Detriment: You must make a Fortitude saving throw for every hour that your skin is exposed to direct sunlight. The DC is 15 +1 for every hour that you've been exposed. A failure causes 1d4 hit points of sunburn damage.

ALL THUMBS

You aren't very coordinated when it comes to fine manipulation.

Detriment: You take a -2 penalty on all Disable Device and Sleight of Hand checks.

ANIMAL ANTIPATHY

Perhaps you have a bad smell. Maybe they can detect the way you truly feel about them. Maybe they just don't like you. For whatever reason, you have trouble dealing with animals.

Detriment: You take a -2 penalty on all Handle Animal and Ride checks.

AWKWARD GESTURES

Maybe you have stiff joints. Maybe your arms are just a little too long. Whatever the reason, you have trouble making the elegant gestures necessary to cast arcane spells.

Prerequisite: You must be a bard, sorcerer or wizard to select this drawback.

Detriment: You have a natural 5% arcane spell failure chance. This stacks with armor penalties.

BAD LUCK

Whenever you need luck most, you can count on it not being there.

Detriment: Once per session, the GM can negate any success, even if it was a critical hit. This will usually be when you desperately need to succeed.

BAD SHOT

You are unpracticed or inept at making ranged attacks.

Detriment: You take a -2 penalty on all ranged attacks.

BLEEDER

Your body has trouble stabilizing. When dying, you continue to bleed until you are dead.

Detriment: You cannot stabilize while dying. Unless you are treated or healed, you will continue to lose one hit point every round until you are dead.

CLUMSY

You are exceptionally uncoordinated and tend to slip at the most inopportune times.

Detriment: You take a -2 penalty on all Acrobatics checks.

COLD AVERSION

Your body has a hard time adjusting to the rigors of very cold climates.

Detriment: You suffer a -2 circumstance penalty to all saving throws and skill checks in temperatures at or below 40 degrees Fahrenheit. You also suffer an inherent -1 penalty to saving throws made against cold-based spells, damage, and area effects. Cold-weather clothing alone will not remove this penalty.

COWARDICE

You are a coward. You usually choose the safest position in a marching order and rely on others to protect you.

Detriment: Cowards never initiate combat, even when it is to their advantage. You will always maintain a defensive position until attacked. If you defeat your foe, you will attempt to hide or flee rather than engage another foe.

DEAF

You can't hear at all.

Prerequisite: You must have the Hard of Hearing drawback to select this drawback.

Detriment: You cannot learn the Linguistics skill. In addition, you have a 20% chance of spell failure when casting a spell with a verbal component.

DEITY'S WRATH

You have angered a particular god or goddess.

Detriment: You add 1 to the DC of any save you must make against any spells invoked in the name of a particular deity. Healing spells and other aid from that deity will not work on you. The GM should restrict this drawback to common deities in his campaign.

Special: At the GM's option, you may drop this drawback by using a free feat slot. You must also perform some penance in the name of the affected deity.

EASILY READ

You wear your heart on your sleeve. Others can almost read your thoughts.

Detriment: Your opponents get a +4 to their Sense Motive checks when using it against you.

FANATIC

You are so committed to one philosophy or religion that it blinds you to others.

Detriment: You take a -2 penalty to any Knowledge checks when researching histories, religions, or even arcane lore at odds with your own faith. In addition, you will refuse personal aid from any cleric or druid that is contrary to your faith.

Special: If you are a cleric or a paladin, you will refuse aid to anyone that doesn't adhere to your faith.

FRAIL

You are weaker than normal, either due to illness or genetics.

Detriment: You have 3 less hit points than normal.

Special: This drawback may be taken multiple times. A character may only take this feat if doing so will still leave him with at least one hit point. For example, a character with 8 hit points may take this drawback twice, but a character with 6 hit points may only take it once.



GULLIBLE

You are easily persuaded and manipulated by others.

Detriment: You take a -2 penalty on Diplomacy and Sense Motive checks.

HARD OF HEARING

You have lost part of your hearing, making it difficult for you to be aware of all sounds surrounding you. You also have a problem being stealthy.

Detriment: You take a -2 penalty on sound-based Perception checks and Stealth checks.

HEAT AVERSION

Your body has a hard time adjusting to the rigors of very hot climates.

Detriment: You suffer a -2 circumstance penalty to all saving throws and skill checks in tropical or desert conditions (or in artificial conditions of extreme heat, such as steam baths). At the GM's discretion, you may suffer these penalties in any area where the temperature is above 80 degrees Fahrenheit. He also suffers an inherent -1 penalty to saving throws made against heat-based spells, damage, and area effects.

HONEST

You have trouble telling lies or concealing the truth.

Detriment: You take a -2 penalty on Bluff and Intimidate checks.

IMPATIENT

Your character is notoriously incapable of focusing his attention long and hard enough to accomplish tasks requiring great dedication.

Detriment: Your character may never 'take 10' or 'take 20' on any skill check, no matter how much time he has.

INEFFECTIVE RACIAL TRAIT

You lack one of your positive racial traits, either due to mixed lineage in your character's past or a simple genetic anomaly. A gnome might not have keen senses, while an elf may be lacking low-light vision ("unfortunately, you have your human grandfather's eyes").

Detriment: You do not receive the benefit of one of the positive racial traits for your character (including the extra feat for human characters).

INTOLERANCE

You have a particular hatred for a certain class, race, or culture.

Detriment: You take a -4 penalty when making skill checks against a particular group. The GM should limit this feat to frequently encountered groups within his campaign (for example, if you take Intolerance against Psions, but your campaign rarely includes them, the GM can prohibit this. You may still hate Psions, but it's not worth four skill ranks).

Special: You may take this drawback multiple times. You choose a new group each time.

LAME

You walk with a discernable limp.

Detriment: You only move two-thirds of what is normal for your race. A lightly armored human, for example, would move 20ft rather than 30ft.

MAGICAL INEPTITUDE

You find magic difficult to master.

Detriment: You take a -2 penalty on all Spellcraft checks and Use Magic Device checks.

Special: You may never take the Magical Aptitude feat.

MARKED

You have been convicted of a crime in the past (whether you were guilty or not) and bear a lasting mark from the punishment. This mark could be a distinctive scar, tattoo, or missing body part. People treat you as a criminal. This drawback may be coupled with another (missing hand, for example), in which case the other drawback is the mark.

Detriment: You take a -2 penalty to all Bluff and Diplomacy checks when dealing with people that would recognize the mark (which is most of the time). You also add an extra 5 to your DC when trying to change an NPC's attitude.

Special: You get a +2 bonus to Intimidate if the victim recognizes your mark.

MINORITY CULTURE

You belong to a smaller culture within a primary culture that has certain rules and taboos that easily distinguish it from the primary culture. You unintentionally but easily offend members of the primary culture.

Detriment: You take a -2 penalty to all Diplomacy checks against members of the primary culture. In addition, you add 5 to your DC when attempting to influence the attitudes of members of the primary culture.

Special: GMs should be careful when allowing this drawback. A "primary culture" is the dominant group within a particular campaign. If the campaign takes the characters throughout the world, then this drawback should only be available if the particular minority group is a minority culture throughout that world. "Culture" should be loosely defined. If most of the campaign takes place within the walls of a noble's castle, then a PC peasant farmer could be considered a "minority culture." Similarly, a "minority culture" is not necessarily the disadvantaged one. If the PCs are mostly pirates, then a PC noble forced into joining them could be considered from a "minority culture."

MISSING HAND

You have lost a hand in combat.

Detriment: You may not use a two-handed weapon. You may still use a shield. You also take a -2 penalty on all Climb, Disable Device and Sleight of Hand checks.

MUTE

You cannot speak.

Detriment: You take a -4 penalty on any skill checks that would normally require you to speak. While you may continue to learn new languages, you may only understand them, not speak them.

OBLIVIOUS

Your mind wanders so much that you fail to take note of what's going on around you.

Detriment: You take a -2 penalty on all Perception checks.

ONE EYE

You have lost the use of an eye. This hinders your depth perception as well as hinders your ability to engage foes on your blind side.

Detriment: You take an extra -1 penalty per range increment when using a ranged weapon.

QUICK SPELL DISCHARGE

You are unable to hold the charge of touch spells.

Prerequisite: This drawback is only available to spellcasting classes.

Detriment: Any touch spell cast must immediately manifest or you lose it.

RESTLESS

You have trouble remaining calm while preparing spells. You habitually interrupt your own rest.

Prerequisite: This drawback is only available to spellcasting classes.

Detriment: You automatically add 2 hours to your spell preparation time.

SCHOOL DEFICIENCY

Your natural magical abilities have one glaring limitation.

Prerequisite: This drawback is only available to spellcasting classes.

Deficiency: You must select one of the eight schools of magic (the universal school may not be selected). You never learn or cast spells from that school.

Special: If you are a specialist, you must select a school of magic that is not already prohibited to you.

You may take this drawback multiple times, with the GM's permission. Each time it is taken it applies to a different school of magic.

SHORT

You are unusually small for your race.

Detriment: Humans, elves, and half-elves are treated as Halflings for purposes of tactical speed and reach. Short half-orcs are treated as dwarves. Short dwarves have a tactical speed of 15 ft. and a natural reach of 0. Short gnomes and halflings have a tactical speed of 15 ft. (or 10 ft. when wearing medium or heavy armor) and a natural reach of 0.

SLOW HEALER

It takes you longer than normal to heal.

Detriment: With a full night's rest, you only recover 1 hit point for every two character levels. Magical healing effects are also halved.

SLOW PREPARATION

You are unusually slow when dealing with certain formal rituals of magic, including preparing your daily spells from your spellbooks.

Detriment: You must spend 2 hours (rather than 1) studying your spellbooks in order to prepare spells for any given day. You must spend at least 30 minutes when studying a smaller portion of your daily spell allotment.

SLOW REFLEXES

You have slower than normal reflexes.

Detriment: You take a -2 penalty on all Reflex saving throws.

Special: You may not take the Lightning Reflexes feat.

SLOW TO ACT

You are slow to respond to attacks.

Detriment: You take a -4 penalty to initiative checks.

SPINELESS

You have a weaker will than normal.

Detriment: You take a -2 penalty on all Will saving throws.

Special: You may not take the Iron Will feat.

TABOO PROFICIENCY

Due to cultural, personal, or religious restrictions, you have not been trained to use some weapons or armor normally available to your class.

Detriment: You do not receive one of the starting weapon or armor proficiencies normally available for your class.

Special: You may negate this drawback at any time (including character creation) by selecting the taboo proficiency as one of your available feats.



UNCOMELY

You are particularly unattractive to most people. Note that you may not be physically unattractive, but you may belong to a group that is disliked by most people in the setting.

Detriment: You take a -2 circumstance penalty on any Bluff or Diplomacy checks when dealing with someone of the other gender.

WEAK FORTITUDE

You are weaker than normal.

Detriment: You take a -2 penalty on all Fortitude saving throws.

Special: You may not take the Great Fortitude feat.

OCCUPATIONS

INTRODUCTION

This chapter is a resource designed to help players and Game Masters flesh out the backgrounds of 1st level fantasy characters, providing them with a skill set that will follow them throughout their entire adventuring career.

Most adventurers typically start their careers in their late teens or early twenties. While that sounds about right in the modern world, a medieval character could conceivably be married, have children, own property, and work in a profession by the time he was 16. Thus, a 1st level fighter could be leaving a family behind in order to enter his first dungeon. He might have to worry about who's minding his blacksmith shop while he's off slaughtering kobolds.

While it can be argued that player characters are anomalies and haven't planted roots by the time they've started their adventuring careers, it cannot be argued that these same player characters haven't been doing something during adolescence. In fantasy games, this assumption is built into beginning skills. A 1st level fighter that comes from a blacksmith background would put points into the Craft skill. Unfortunately, this has a tendency to limit a player character's history to reflect his class skills. A blacksmith can easily enter any profession, but a good sailor (an agile swimmer) probably won't be a cleric, paladin, sorcerer, or wizard (never mind that sailors are probably the most dedicated worshippers of sea gods and offer prayers for aid on a daily basis).

In addition, studies show that children and adolescents are better learners than adults. Teach a child a skill and it will be with him for life. While arguments can be made that switching classes means that one doesn't have as much time to devote

to a former class skill, it also makes sense that skills learned in youth will always come easier to one later in life.

The rules presented herein use occupations to reflect a player character's former livelihood, taking "occupation" in its loosest sense: how did a player character occupy his time prior to adventuring? Each occupation offers class skills and starting money. Some occupations offer bonus feats as well. Each player character may have only one occupation, and this occupation is chosen at character creation.



A quick perusal through the occupations list will note that typical occupations for a particular character class don't offer much benefit (e.g. the soldier occupation offers the same class skills and feats already available to a fighter). This was done on purpose, as it both reflects reality (the fighter class presumes combat experience) and encourages players to create more colorful backgrounds for their characters. A side benefit is game balance, as this system discourages "stacking" (e.g. coupling soldier with fighter will not increase the fighter's combat prowess).

An occupation reflects the player character's prior life, which normally occurs during adolescence. As such, the fantasy occupations we present here were constructed as adolescent occupations. A 1st level fighter might have been a squire, but he probably would not have been a knight. A 1st level cleric might have spent time in temple learning the basics and performing duties, but was probably not ordained as a priest until he gained 1st level.

Once a player character attains 1st level, he may or may not continue in his previous occupation. The class skills reflect his continuing proficiency in what he learned, regardless of whether he still follows his old calling. Should the character choose a new occupation, he will be limited to skills and feats that he acquires normally as he progresses in levels.

Although occupations are learned prior to 1st level, a player character can take any bonus feats that have 1st level as a requirement.

Some occupations are more broadly defined than others, due to the same skill set being more broadly applicable. A player character that takes the fisherman occupation was probably a fisherman, getting into a boat and casting nets on a daily basis. A player character with the apprentice occupation, by contrast, could be a butcher or a blacksmith. As a result, player characters that choose a broadly defined occupation should keep their narrow focus in mind when selecting class skills.



STARTING MONEY

Using this system, Player Characters start with a number of gold pieces (or an equivalent standard coin) generated according to their occupation, with a bonus based on their character class, as indicated:

Barbarian, Bard	1d4x10
Cleric, Rogue	2d4x10
Druid	1d4x10
Fighter, Paladin, Ranger	3d4x10
Sorcerer, Wizard	None
Monk	See Text.

Monks are a special case. As ascetics, monks generally give their worldly goods away as they dedicate themselves to their discipline. As a result, a monk gains all of the benefits of his prior occupation except for starting money, and a monk is limited to the normal starting funds available to monks.

OCCUPATION CHARTS

This section includes a number of sample occupation charts for various areas of a campaign world. While it is literally impossible to generate generic charts for every conceivable background, a few broadly generic backgrounds are listed.

The charts may be used in two ways. First, each background provides a list of possible fantasy occupations, as defined in the next section. Player Characters and Non-Player Characters from a particular background now have a list of appropriate occupations to choose from. Second, each background includes a random generation method. This enables players to “roll their history” if they can’t decide or rather let fate make the decision for them. The random method is also useful for Dungeon Masters that wish to quickly and randomly generate occupations for Non-Player Characters.

Dungeon Masters are encouraged to customize charts for their campaign, especially in light of exotic cultures. The following charts, for example, are modeled on fantasy human realms. The miner occupation, which is considered rural, might be an urban occupation in a dwarven mountain city.

For players or DMs that like complete randomization, a background chart is provided first. The player or DM should roll on this chart first and then go to the directed background chart to make a final selection.

1	Tribal
2	Marine
3	Wandering
4	Rural
5	Village
6	Urban
7	Castle
8	Outlaw

TRIBAL BACKGROUND

“Tribal” is a bit of a misnomer; characters from this background belong to uncivilized hunter-gatherer societies. They need not be aggressive, although all 1st level barbarians hail from this background.

d8	Tribal Occupation
1	Apprentice
2	Arcane Student
3	Bandit
4	Guide
5	Healer
6	Hermit
7	Nomad
8	Primitive

MARINE BACKGROUND

A character with a marine background has spent most of his time in the water, usually in the open sea.

D8	Marine Occupation
1	Apprentice
2	Arcane Merchant
3	Diplomat
4	Fisherman
5	Guide
6	Merchant
7	Pirate
8	Seaman

WANDERING BACKGROUND

Some occupations require a lot of movement. Entertainers may have to go from castle to castle or village to village, while nomads are constantly moving from place to place. This background is also appropriate for unsavory occupations like bandits or thieves.

d20	Wandering Occupation
1	Acolyte
2	Arcane Merchant
3	Bandit
4	Con Artist
5	Courier
6	Diplomat
7	Entertainer
8	Gladiator
9	Guide
10	Healer
11	Hermit
12	Hunter
13	Investigator
14	Merchant
15	Noble Warrior
16	Nomad
17	Soldier
18	Squire
19	Thief
20	Woodsman

RURAL BACKGROUND

A character with a rural background comes from the countryside. This includes the forest as well as the territory of a feudal noble.

d12	Rural Occupation
1	Acolyte
2	Apprentice
3	Farmer
4	Guardian
5	Healer
6	Hermit
7	Hunter
8	Laborer
9	Miner
10	Serf
11	Soldier
12	Woodsman

VILLAGE BACKGROUND

Villagers are an intermediary step between rural backgrounds and urban backgrounds. They are a small community that can afford specialists, though not to the degree of a big city.

d12	Village Occupations
1	Acolyte
2	Apprentice
3	Arcane Merchant
4	Arcane Student
5	Entertainer
6	Guardian
7	Guide
8	Healer
9	Merchant
10	Scribe
11	Stablehand
12	Tavern server



URBAN BACKGROUND

Urban occupations are those frequently encountered in a large town or city. Specialists thrive in this environment.

D100	Urban Occupations
1-4	Acolyte
5-8	Animal Catcher
9-12	Apprentice
13-16	Arcane Merchant
17-20	Arcane Student
21-24	Athlete
25-28	Beggar
29-32	Con Artist
33-36	Courtesan
37-40	Courier
41-44	Entertainer
45-48	Gladiator
49-52	Guardian
53-56	Guide
57-60	Healer
61-64	Investigator
65-68	Laborer
69-72	Merchant
73-76	Scholar
77-80	Scribe
81-84	Servant
85-88	Soldier
89-92	Stablehand
93-96	Tavern server
97-00	Thief

CASTLE BACKGROUND

Castle backgrounds are occupations, both common and aristocratic, commonly found within the walls of a castle or palace.

d12	Castle Occupations
1	Apprentice
2	Courtesan
3	Courier
4	Courtier
5	Diplomat
6	Entertainer
7	Guardian
8	Noble Warrior
9	Servant
10	Soldier
11	Squire
12	Stablehand

OUTLAW BACKGROUND

The outlaw background is an example of a "utility" background. Some players know they want a criminal occupation, but would rather randomly generate the specific occupation.

D6	Outlaw Occupation
1	Bandit
2	Con Artist
3	Nomad
4	Pirate
5	Seaman
6	Thief



OCCUPATIONS LIST

acolyte

Acolytes are neophytes of a particular temple. In civilized lands, they live in dormitories and spend their days performing various mundane duties for their superiors. In more primitive or rural societies, they may be a single student of a mid or high level cleric.

Alignment: As appropriate

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Diplomacy, Heal, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Linguistics, Profession, Spellcraft

Starting Money: 2d4x10

animal catcher

Animal catchers are employed to rid a city of certain animals, usually vermin. It is an unsavory occupation, but a necessary one.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Acrobatics, Handle Animal, Perception, Profession, Stealth Survival

Starting Money: 3d4x10

apprentice

Apprentices are those learning a trade. This category is broadly defined, including blacksmiths, butchers, chandlers, leather workers, and even street prostitutes.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Appraise, Bluff, Craft, Diplomacy, Disable Device, Profession, Sense Motive

Starting Money: 4d4x10

arcane merchant

Arcane merchants deal in magical items (a variant, the divine merchant, peddles holy items).

Alignment: Any; divine merchants need to have compatible alignments with their wares.

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Appraise, Bluff, Diplomacy, Knowledge (arcana), Knowledge (religion) Linguistics, Profession, Sense Motive, Spellcraft

Starting Money: 3d4x10

arcane student

The arcane student studies magic in the hopes of one day becoming a wizard. An arcane student may be enrolled in a magical academy or privately tutored by a more powerful wizard.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Knowledge (arcana), Knowledge (the planes), Linguistics, Spellcraft, Use Magic Device

Bonus Feat: Choose either Spell Focus or Spell Mastery.

Starting Money: 3d4x10

athlete

Advanced societies can afford to sponsor athletic competitors for the benefit of the masses. Athletes are not gladiators; they compete in track and field games.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Acrobatics, Climb, Escape Artist, Handle Animal, Profession, Ride, Swim

Bonus Feat: Choose Athletic, Endurance, or Run.

Starting Money: 3d4x10

BANDIT

Bandits are robbers that steal from their prey through intimidation. They are adept at surprising their opponents and catching them off-guard. While the rural highwayman is the traditional bandit archetype, this occupation also includes urban muggers.

Alignment: Non-lawful

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Appraise, Bluff, Climb, Disguise, Escape Artist, Intimidate, Perception, Ride, Stealth, Sense Motive

Bonus Feat: Choose either Blind-Fight or Persuasive.

Starting Money: 2d4x10



BEGGAR

Beggars are common in any urban environment. Some of them are shunned due to their status or their health. Others are merely down on their luck. While beggars can be found in any age category, as a fantasy occupation it is assumed that the player character had to beg to survive in childhood.

Alignment: Any

Skills: Choose 4 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Appraise, Bluff, Diplomacy, Intimidate, Knowledge (local), Perception, Stealth, Survival

Bonus Feat: Choose either Persuasive or Self-Sufficient

Starting Money: 1d4x10

CON ARTIST

Con artists are criminals that steal from others using their social skills. They might run a rigged game or gain a person's confidence just to steal from him when his back is turned.

Alignment: Non-lawful

Skills: Choose 1 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Appraise, Bluff, Diplomacy, Disguise, Perform (acting), Perception, Profession, Sense Motive, Sleight of Hand

Bonus Feat: Choose either Deceitful or Persuasive

Starting Money: 2d4x10

COURTESAN

Courtesans are a higher class of prostitute. They are escorts or concubines of those that can afford their services. Courtesans are usually found as escorts of aristocrats or employees of a city brothel.

Alignment: Any, tend toward neutral

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Appraise, Bluff, Diplomacy, Disguise, Knowledge, Linguistics, Perform, Profession, Sense Motive, Sleight of Hand, Stealth.

Starting Money: 4d4x10

COURIER

Couriers are messengers, often selected for their quick feet. Couriers are found in castles and cities. A variant of the courier is the town crier, who travels from place to place to publicly deliver news.

Alignment: Any, usually lawful or good

Skills: Choose 2 of the following skills as

permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Diplomacy, Handle Animal, Knowledge (local), Knowledge (nature), Knowledge (geography), Linguistics, Ride, Survival

Bonus Feat: Choose either Animal Affinity or Run

Starting Money: 3d4x10

COURTIER

The courtier is an attendant of the ruling authority. They are nobles that spend most of their time in the castle or palace of the ruler, where he can keep an eye on them and influence their families.

Alignment: Any

Skills: Choose 1 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Appraise, Bluff, Diplomacy, Intimidate, Knowledge (nobility), Linguistics, Perception, Sense Motive

Starting Money: 5d4x10

DIPLOMAT

The diplomat is a noble that specializes in negotiation.

Alignment: Any

Skills: Choose 1 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Intimidate, Knowledge, Linguistics, Perception, Profession, Sense Motive

Bonus Feat: Persuasive

Starting Money: 4d4x10

ENTERTAINER

Court jesters, tavern singers, circus jugglers, and stage actors have one thing in common; they want to entertain their audience.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Acrobatics, Climb, Escape Artist, Handle Animal, Perform, Sleight of Hand

Bonus Feat: Choose either Acrobatic or Athletic

Starting Money: 3d4x10



farmer

The farmer works his land to grow crops. Unlike a serf, farmers are landowners, giving them a certain level of status and protection in society. Ranchers and shepherds are also covered under this occupation as most farmers also keep animals. Farmers live away from urban areas and enjoy the freedom and solitude.

Alignment: Any (usually chaotic)

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Handle Animal, Knowledge (geography), Knowledge (nature), Perception, Profession (farming), Profession (ranching), Profession (shepherding), Ride

Starting Money: 4d4x10

fisherman

The fisherman is a key food supplier in coastal areas. In addition to knowing how to fish, fishermen are also used to interacting with merchants and foreigners.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Acrobatics, Perception, Profession, Sense Motive, Swim

Bonus Feat: Choose either Deft Hands or Athletic

Starting Money: 3d4x10



gladiator

The gladiator represents any occupation that involves fighting as a spectator sport. While gladiators can be arena fighters, they are also bare-knuckle fighters and duelists.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Acrobatics, Bluff, Escape Artist, Intimidate, Perception, Profession, Ride, Sense Motive

Bonus Feat: Choose either Weapon focus or Toughness

Starting Money: 3d4x10

guardian

Guardians are protectors of castles, cities, and villages.

Alignment: Lawful

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Diplomacy, Intimidation, Knowledge (local), Perception, Profession, Sense Motive

Starting Money: 3d4x10

guide

A guide specializes in helping others get to a particular location. They may be wilderness guides, taking customers through rough terrain, or they may be coachmen, driving a team of horses between towns.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Knowledge (geography), Knowledge (local), Knowledge (nature), Profession, Ride, Survival

Starting Money: 4d4x10

healer

The healer is proficient in herbal remedies and medical procedures. Healers are most commonly found in rural areas, where clerics and temples are sparse. Many healers choose to become druids.

Alignment: Non-evil

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (alchemy), Handle Animal, Heal, Knowledge (geography), Knowledge (nature), Perception, Sense Motive, Survival

Starting Money: 3d4x10

hermit

The hermit lives apart from society. Unlike a nomad, the hermit has a place to call home, but it is often isolated. Adolescent hermits are either fugitives or children of established hermits. Students of druids or other reclusive spell casters are considered hermits.

Alignment: Any

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Climb, Handle Animal, Heal, Stealth, Survival, Swim

Bonus Feat: Choose either Alertness or Endurance.

Starting Money: 2d4x10

hunter

Hunters primarily earn a living by hunting game animals. Unscrupulous hunters, known as poachers, hunt game on land owned by another.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Disable Device, Handle Animal, Knowledge (local), Knowledge (nature), Perception, Stealth, Survival

Bonus Feat: Choose either Deadly Aim or Point-Blank Shot

Starting Money: 3d4x10



Investigator

Despite the name, the investigator occupation includes magistrates, chancellors, and barristers as well as law enforcement investigators. Many feudal lords are also judges, and they may rely on subordinates to do the actual investigating for them. It is important to note that many "investigators" are more interested in extracting confessions rather than actually search for the truth.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Disable Device, Intimidate, Knowledge (local), Perception, Profession Sense Motive

Bonus Feat: Alertness

Starting Money: 3d4x10

Laborer

Laborers are the builders and movers of society. They work the docks, raise castle walls, and load and unload carts.

Alignment: Any

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Acrobatics, Climb, Craft, Disable Device, Knowledge (engineering), Profession, Survival

Bonus Feat: Choose either Endurance or Toughness

Starting Money: 2d4x10

Merchant

The merchant is a buyer and seller of goods.

Alignment: Any (usually non-good)

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Appraise, Bluff, Diplomacy, Intimidate, Linguistics, Perception, Profession, Sense Motive

Bonus Feat: Persuasive

Starting Money: 3d4x10

Miner

Miners spend most of their life beneath the earth, extracting valuable minerals.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Acrobatics, Appraise, Climb, Knowledge (dungeoneering), Profession (mining), Survival

Starting Money: 4d4x10

Noble Warrior

The noble warrior is born of privilege. He is usually a low-ranking noble (knighthoods aren't often acquired until after a player character has begun his career) and pledges his sword to his liege.

Alignment: Lawful

Skills: Choose 1 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Appraise, Diplomacy, Intimidate, Knowledge (history), Knowledge (nobility), Knowledge (religion), Linguistics, Ride, Sense Motive

Bonus Feat: Choose either Martial Weapon Proficiency or Mounted Combat

Starting Money: 4d4x10

Nomad

The nomad is a wanderer, never staying in the same place for too long. He might be following a herd or simply hawking his talents or wares from village to village. The nomad only owns as much as he can carry.

Alignment: Any (usually chaotic)

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Appraise, Bluff, Climb, Diplomacy, Knowledge (geography), Knowledge (nature), Perception, Ride, Sense Motive, Survival, Swim

Bonus Feat: Self-Sufficient

Starting Money: 2d4x10

PIRATE

Pirates are the bandits of the seas.

Alignment: Any non-lawful

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Acrobatics, Appraise, Climb, Intimidate, Knowledge (geography), Profession (sailor), Survival, Swim

Bonus Feat: Choose either Persuasive or Two-Weapon Fighting

Starting Money: 2d4x10

PRIMITIVE

The primitive comes from a tribal society that is often well behind its more advanced neighbors. A primitive is first and foremost a survivalist; his society has not advanced enough to allow for specialization.

Alignment: Any non-lawful

Skills: Choose x of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb Handle Animal, Heal, Perception, Sense Motive, Stealth, Survival, Swim

Special: The primitive is illiterate.

Bonus Feat: Choose either Athletic or Toughness

Starting Money: 1d4x10

SCHOLAR

Scholars are researchers. They generally specialize in a particular field.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Knowledge (any), Linguistics, Perception, Profession, Spellcraft, Use Magical Device.

Bonus Feat: Skill Focus

Starting Money: 3d4x10



SCRIBE

In preliterate societies, scribes were highly prized for keeping records and writing messages. In a literate society, the scribe is both librarian and copiest.

Alignment: Any

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Craft (calligraphy), Diplomacy, Knowledge (any), Linguistics, Perception, Spellcraft

Starting Money: 3d4x10

seaman

The seaman might not have been born on the sea, but he's lived almost his entire life upon it. The seaman is essential for crewing merchant vessels and naval ships. Some seamen are former outlaws, pressed into service for their crimes.

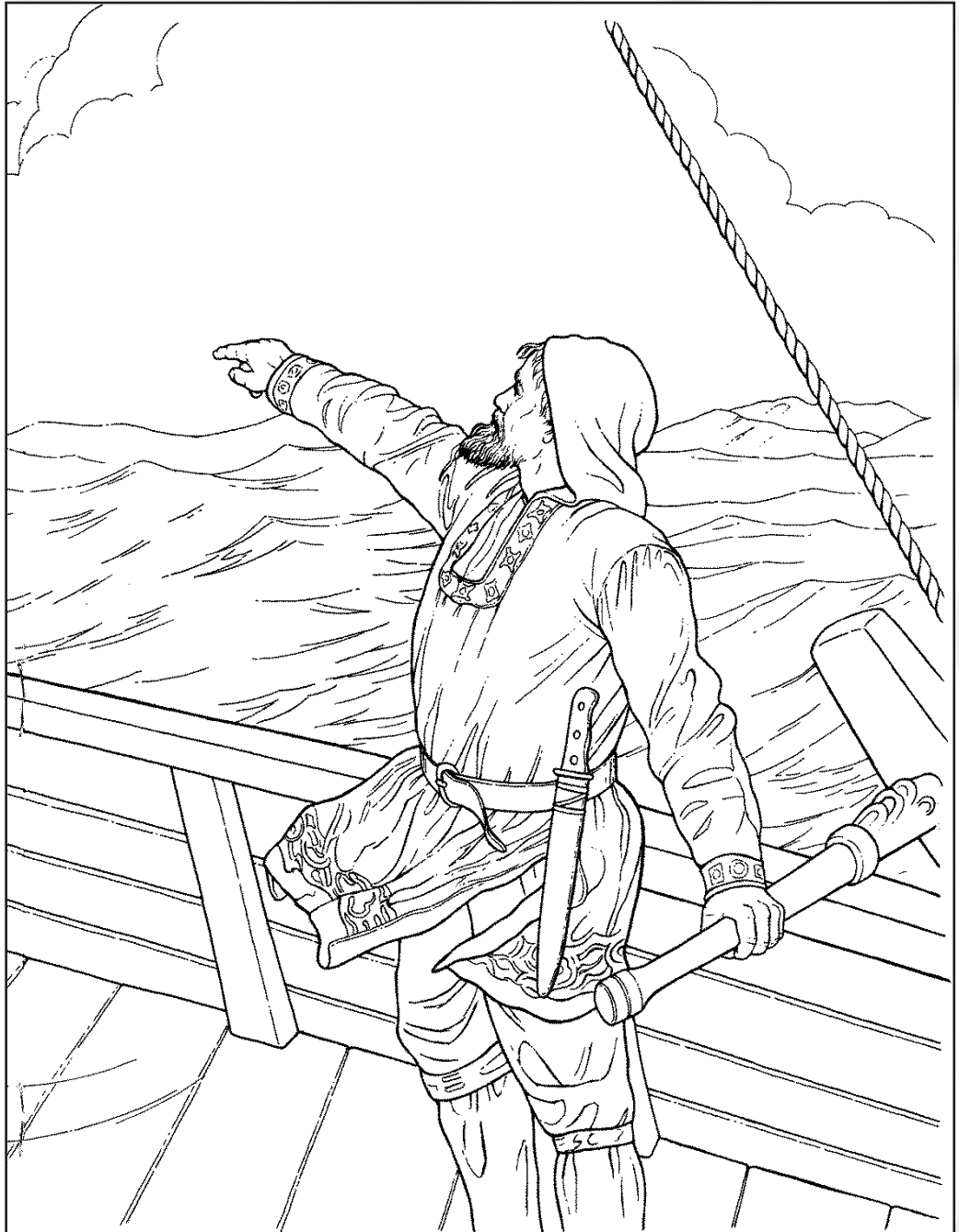
Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

*Acrobatics,
Climb, Knowledge
(geography),
Profession (sailor),
Survival, Swim*

Bonus Feat: Choose either Dodge or Martial Weapons Proficiency

Starting Money: 3d4x10



serf

Serfs are tied to the land of a local lord. They are not slaves, but they are restricted from moving off the lord's land. Most serfs are farmers, working the land for their master.

Alignment: Any

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Handle Animal, Knowledge (local), Profession (farming), Ride, Survival

Bonus Feat: Choose either Animal Affinity or Self-Sufficient

Starting Money: 2d4x10

servant

The servant's job is to see to the needs of his master or patron.

Alignment: Lawful

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Bluff, Diplomacy, Knowledge (nobility), Linguistics, Perception, Profession, Sense Motive

Starting Money: 2d4x10

SOLDIER

The soldier is trained to fight and protect his homeland.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Climb, Handle Animal, Intimidate, Ride, Swim

Bonus Feat: Choose either Armor Proficiency (light) or Martial Weapons Proficiency

Starting Money: 3d4x10

SQUIRE

The squire is a noble warrior in training. He is assigned to a noble warrior and holds his extra weapons and shields. In return, the squire receives the training he needs to be a noble warrior one day.

Alignment: Lawful

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Diplomacy, Intimidate, Knowledge (nobility), Ride, Sense Motive

Starting Money: 4d4x10

STABLEHAND

The stablehand grooms and takes care of horses for a lord or inn. Due to the comings and goings of horsemen, the stablehand learns a lot of information

Alignment: Any

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Handle Animal, Knowledge (local), Knowledge (nature), Perception, Profession (stablehand), Ride

Bonus Feat: Animal Affinity

Starting Money: 2d4x10

TAVERN SERVER

The tavern server is the bartender or serving wench that provides food and drink to customers while sharing information.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Acrobatics, Bluff, Diplomacy, Knowledge, Perception, Profession, Sense Motive

Bonus Feat: Choose either Nimble Moves or Catch Off-guard.

Starting Money: 3d4x10

THIEF

The thief spent his youth on the street, picking pockets and burgling homes. Even at this young age, he is a criminal.

Alignment: Any non-Lawful

Skills: Choose 3 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Appraise, Bluff, Climb, Disguise, Escape Artist, Perception, Sleight of Hand, Stealth

Starting Money: 3d4x10

WOODSMAN

The woodsman is a forester that is generally engaged in providing lumber or firewood.

Alignment: Any

Skills: Choose 2 of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill.

Handle Animal, Knowledge (geography), Knowledge (nature), Perception, Profession (woodsman), Survival,

Starting Money: 4d4x10

II: GAME MASTER OPTIONS



SHOCK & AWE

Morale for The Pathfinder Roleplaying Game

INTRODUCTION

I was ready for open war, but not for the assassin's knife. Late one night after we laid camp, such a blade took my squire, emptying his heart before my eyes. Long shadows danced and suddenly, I knew some of them were those of enemy killers.

Something inside me died for a moment. I took flight when I should have stayed. They lit the tents and I fled our riverside camp.

Now I lie cold upon this hill above it, but my bravery is born again, and in payment for chilling my heart I will make a ruin of the killers. I must do more than have my revenge. I must silence any tongue that might say, "Coward."

Do you want characters to react to the emotional impact of battle? Do you want them to run when it would be a good idea for them to run, for a change?

If so, welcome to **Shock and Awe!** This set of rules is about morale.

Throughout history, militaries have known that a warrior needs a trained mind to prevail. Battlefields are terrifying places, where death can take the form of a close blade or an anonymous bullet. In a fantasy world, monsters and magic and other sources of fear have been added to the mix. Aside from self-preservation, compassion also factors into morale. Only the most heartless characters can stand to see their comrades cut down around them.

Morale is a matter of training and experience. Veterans learn to cope with battle stress far better than green troops. If this is the case, then, shouldn't morale be like similar traits in our games? What possibilities does this open up?

We've rebuilt morale from the ground up, adhering to the game system's logic to make a rules set that's easy to work with. Morale becomes a point system; stress depletes it and anything from flight to stirring speeches renews it. We call this *ablative morale*. With this in force, characters need more than a weapon and a steady hand. They need the will to fight – and win.

Here's what you get:

What Is Ablative Morale? We answer this with rules for morale hit dice, attacks and damage.

Morale Damage Types and Special Effects. Dread, terror, creature and energy types – not all morale damage means the same thing. This includes guidelines for morale-affecting spells.

New Feats. This section includes two new feats that interact with the morale rules

Terror, Dread and Disorders: This section expands on fear and rules for insanity. These guidelines let you connect the system to character creation and customize it for horror genre games. Unify combat morale with supernatural terror in one system!

WHAT IS ABLATIVE MORALE?

Mental preparedness is the key to victory. Battle-hardened mercenaries can shrug off carnage that would leave the average person paralyzed with shock.

In the following system, morale is a limited resource. Like hit points, it can be chipped away until characters are too shocked to participate. Every character has a new trait: morale points.

GAINING MORALE POINTS

Determining character morale points is simple: Morale dice are a function of the character's combat experience and willpower. The following table lists the morale die type a character gains each time he or she goes up a level. This is a function of the character's Will save progression and hit dice.

Each level, characters accumulate morale points just as they do hit points. Morale points are not rolled at 1st level. Heroes just get the maximum roll on the die. A character's Wisdom score adjusts their morale points at each level in the same way the Constitution adjusts hit points.

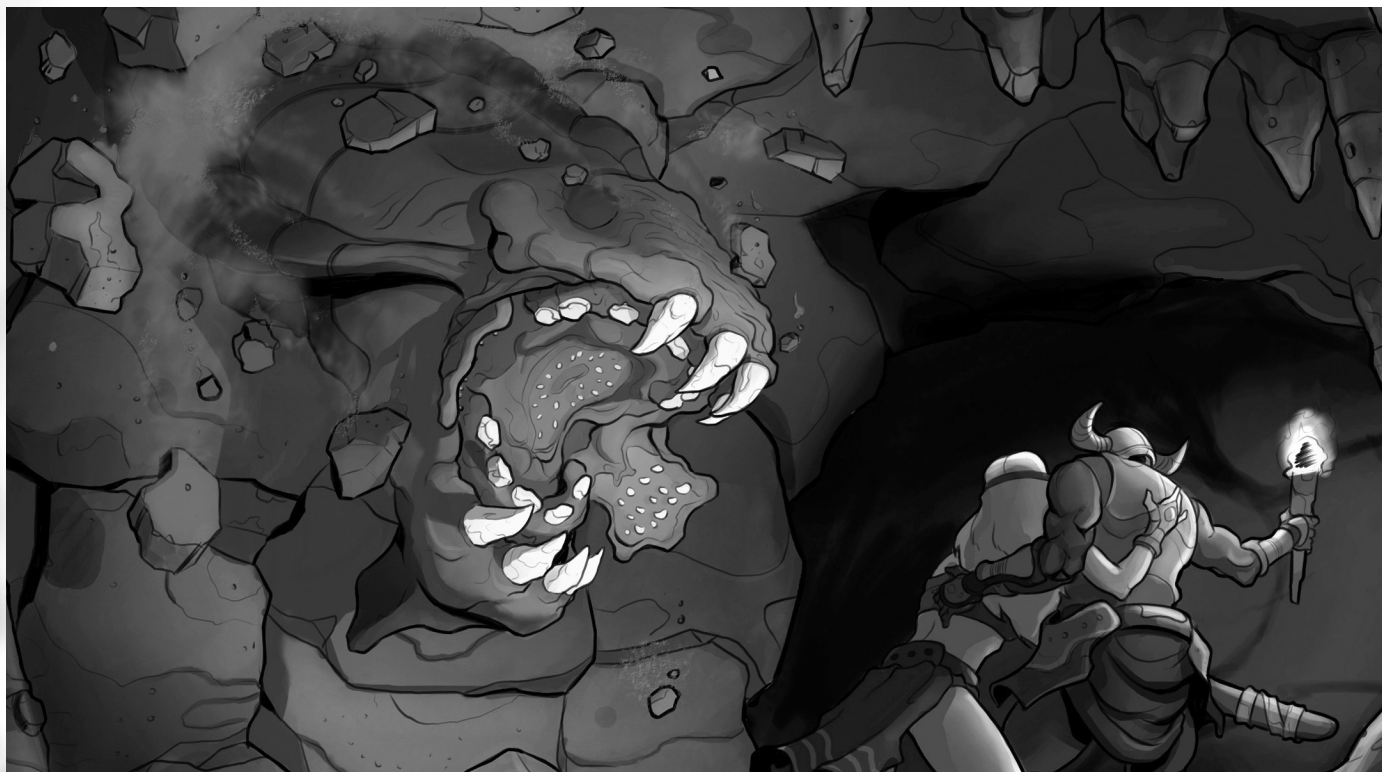
Table 1: Morale Dice Progression

Will Save	Hit Dice				
	d4	d6	d8	d10	d12
Good	d8	d10	d10	d12	d12
Poor	d4	d6	d6	d8	d8

Example: Will has a Wisdom of 16, d8 hit dice and a class has with a good Will Save. He begins at 1st level with 13 morale points. For each additional level he takes in his current class, he'll gain 1d10+3 (his Wisdom adjustment) morale points.

LOSING MORALE POINTS

Characters suffer morale damage for many of the same reasons they suffer hit point damage. A wound or a close shave in combat is a frightening experience. The amount of damage is less important than the fact that the hero was struck at all though, so all morale damage tends to vary less than hit point damage. However, the condition of a character's allies also affects his or her morale, as do a number of other situations. Unnatural creatures and traumatic environmental effects can take their toll, and supernatural abilities like magic spells also cause morale damage.



MORALE attacks

Morale attacks occur much like standard attacks. They do not always require a dedicated attack action to perform, however, and normal attack rolls do not always apply. Instead, use the guidelines below to determine when a morale attack occurs and how to resolve it.

Table 2: Morale Attacks				
Attack	Roll	Damage	Critical	Range
Expertise	Intimidate after successful Attack Roll	1d4*	20/x3	Line of Sight
Feint	Attack Roll after successful Bluff	1d4*	19-20/x2	Touch
Intimidate	Intimidate	1d6*	18-20/x2	Line of Sight and Audible
Nonlethal Attack	Attack Roll	1d3*	Special*	Weapon Range
Suppressive Fire	Ranged Touch Attack	1d6	20/x3	Weapon Range
Taunt	Diplomacy	1d3*	20/x3	Line of Sight and Audible
Wound	Attack Roll	1d6*	Special**	Weapon Range

* If the victim can see or hear the attacker's voice, add the attacker's Charisma modifier to the listed damage.

**If the attack roll delivers a critical hit, the morale attack also delivers a critical hit.

Expertise: A combatant makes a physical attack for the express purpose of inspiring fear. The opponent need not attack the target physically; he or she could torment an ally or even an enemy while obviously directing his or her ire at the intended target. The attacker must succeed with his or her physical attack. Then, the attacker must succeed at an Intimidate check (DC 10) and the target must fail a Will save (DC equal to the attacker's Intimidate check) for the morale damage to strike. *Damage Type:* Social.

Feint: If the attacker succeeds in a physical attack after using a Bluff check to feint, the target of that attack suffers the listed morale damage if he or she fails a Will save (DC equal to the Bluff check). *Damage Type:* Social.

Intimidate: On a successful Intimidate check (DC 10), the target of the attack suffers the listed morale damage if he or she fails a Will save (DC

equal to the attacker's Intimidate check). This is an attack action. *Damage Type:* Social.

Nonlethal Attack: Whenever the character suffers nonlethal damage (whether it has any effect or not), he or she also suffers the listed morale damage unless she succeeds at a Will save with a DC equal to 10 + the damage inflicted. *Damage Type:* Physical.

Suppressive Fire: Suppressive fire consists of attacks with ranged weapons intended to keep a target covering. To use suppressive fire, make a ranged touch attack against the opponent, ignoring cover and concealment. If successful, the attack does not actually strike the opponent, but hits near enough to hinder him or her. *Damage Type:* Social.

Taunt: The attacker insults the victim. This is an attack action. On a successful Diplomacy check

(DC 10), the victim suffers the listed morale damage unless he or she succeeds at a Will save with a DC equal to the Diplomacy check's result.

Damage Type: Social.

Wound: Whenever the character suffers hit point damage (whether it has any effect or not), he or she also suffers the listed morale damage unless she succeeds at a Will save with a DC equal to 10 + the damage inflicted. If the physical attack inflicts a critical hit and the target fails his or her Will save, damage is rolled twice. *Damage Type:* Physical.

Circumstantial Damage

Circumstantial morale damage does not occur because of specific actions by NPCs or PCs, but because of specific events. **Table 3: Circumstantial Morale Damage** lists the sources of such damage. The **Special** column lists how often such damage is inflicted as well as how often those affected may make Will saving throws.

All Will saves versus circumstantial morale damage have a DC 20. On a successful save, the victim suffers half of the full morale damage (rounded up). Thus, even the toughest minds wear down in the face of intimidating circumstances.

Table 3: Circumstantial Morale Damage

Condition	Morale Damage	Special
Ally* flees or is injured	2d4	Each occasion
Ally* betrays characters	2d6+Ally Cha Modifier	Each occasion
Ally* dies	2d4	Each occasion
Character enters a combat in progress	2d4	Once upon entering each combat
Character forced to make a Fort. save to resist massive damage	2d4	Each occasion
Character is alone against multiple opponents	2d4	Each round
Character's side appears outnumbered	2d3	Each round
Debilitating condition	2d6	Each occasion and each round of combat

* An ally is another player character or NPC who the character has a Friendly attitude to. For the purposes of these rules, characters have a maximum number of allies equal to 5 or the number of player characters+1 (whichever is higher).

Ally Flees or is Injured: This damage occurs when an ally suffers hit point damage, ability score damage or nonlethal/subdual damage, or when an ally attempts to leave a threatened area during a combat that the character is also involved in. This applies even if the potential victim of the damage is in a different threatened area but can still see or otherwise sense the ally's actions. *Damage Type:* Ally.

Ally Betrays Characters: An ally inflicts damage when he or she intentionally causes harm to a supposed comrade – and the victim is aware of the ally's damaging actions. What constitutes harm is ultimately up to the DM or GM, but includes hit point or ability score damage, loss of wealth, magical or other FX-driven compulsion (after it wears off), all without the victim's consent. The ally need not directly harm a character, but may otherwise arrange for the harm to occur. *Damage Type:* Ally.

Ally Dies: Self-explanatory. This must occur within the character's line of sight. *Damage Type:* Ally.

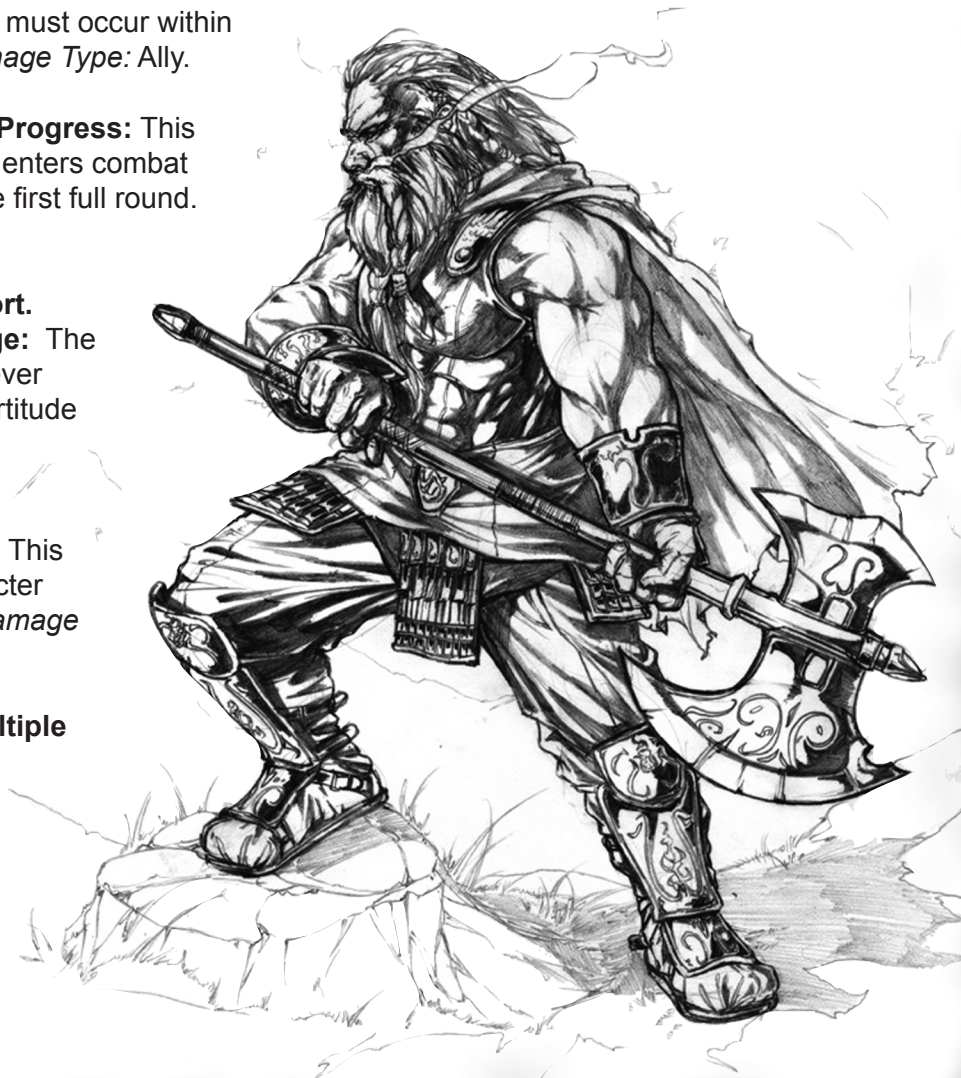
Character Enters a Combat in Progress: This is inflicted upon a character who enters combat at some point after the end of the first full round. *Damage Type:* Stress.

Character Forced to Make a Fort. Save to Resist Massive Damage: The character suffers damage whenever he or she is forced to make a Fortitude save versus Massive Damage, whenever such failing such a save would reduce the character to 0 hit points or fewer. This applies whether or not the character succeeds at the saving throw. *Damage Type:* Physical.

Character is Alone Against Multiple Opponents: This damage strikes a character on each round he or she is fighting more than one opponent and no allies are participating. *Damage Type:* Stress.

Character's Side Appears Outnumbered: This damage applies to all of the characters in an allied force when, as far as they know, they fight a larger number of enemies. *Damage Type:* Stress.

Debilitating Condition: The character suffers the listed damage whenever he or she acquires one of the following conditions, as well as every round of the first combat in which she participates with such conditions in force: *Ability Damaged, Blinded, Confused, Dazzled, Deafened, Disabled, Energy Drained, Entangled, Exhausted, Fatigued, Helpless* (if conscious), *Nauseated, Paralyzed, Sickened, Staggered* and *Stunned*. Apply damage separately for each condition.



MORALE DAMAGE TYPES & SPECIAL EFFECTS

Like standard damage, morale damage can be divided into a number of different types. These types can have different special effects. Furthermore, spells, special abilities and equipment can all interact with some damage types, but not others.

Ally: Ally damage relates to the actions and conditions of a character's allies. For the purposes of these rules, an ally is another player character or NPC who the character has a Friendly attitude to.

Creature: Creature types (such as Aberrations, Undead and so on) stack with other morale damage types whenever the cause of the morale damage is a threatening creature. Normally, this is inconsequential; most characters don't care that a humanoid in particular is weakening their morale.

Furthermore, various creatures suffer morale damage in different ways. Creatures gain morale points in the same way as characters, according to their hit die and Will save types. Characters with a 0 Intelligence, Wisdom or Charisma cannot gain morale points and are immune to morale damage. Optionally, you may add special effects for creature types.

Animal: Animals are immune to Social damage.

Aberration: Aberrations are immune to all morale damage except for that of the Physical type. Aberrations inflict morale damage of the terror type.

Constructs, Oozes, Plants and Vermin: These creature types are immune to all types of morale damage.

Dragon: Dragons are immune to Social and Ally damage, as well as energy damage of the same type as their breath weapon.

Elemental: The energy type a given elemental embodies has the same effect as the corresponding energy type. They are immune to morale damage of that energy type.

Outsider: An outsider with an alignment opposed to a character's inflicts double the standard morale damage. Outsiders are themselves immune to morale damage inflicted by outsiders with an opposed allegiance/alignment.

Undead: Undead are immune to all morale damage except that of the Holy/Unholy type. Undead inflict terror-type morale damage.

Dread: Dread damage comes from certain fearsome objects, writings and strange situations whose dangers are not physical, but which nevertheless terrify those exposed. Cowering, Panic and Safety (see **Healing Morale Points**) do not heal dread damage.

Furthermore, a character who fails a massive stress save against dread damage suffers ability score drain. He or she loses a point of Intelligence or Wisdom. The player chooses which score suffers drain.

At the GM's discretion, a player may apply a disorder to the character instead. See **Disorders** for details. The GM chooses the disorder.

Fear: Fear damage includes all effects that include the fear descriptor. Fear effects are especially potent. When a character is knocked into negative morale points by a fear effect, the resulting negative number is doubled. For example, a *cause fear* magical power that initially inflicts 14 morale points of damage on a character with 10 morale points left actually leaves the victim with -8 morale points.

Energy: Each form of energy damage is a subtype of physical morale damage. Creatures that are vulnerable or resistant to hit point energy damage possess the same vulnerability or resistance to morale damage of that type as well.

Holy/Unholy: Holy and Unholy damage is caused by divine spells or abilities or possesses an alignment descriptor. Creatures that are vulnerable or resistant to hit point holy or unholy damage possess the same vulnerability or resistance to morale damage of that type as well.

It is worth noting that the Channel Energy class ability has a special effect on vulnerable creatures'

morale points. When a vulnerable creature is hit by channeled energy, it suffers 1d6 points of morale damage per channeler's class level.

Physical: Physical morale damage is a side effect of attacks that inflict hit point or ability score damage.

Social: Social morale damage occurs when the character suffers through a stressful interpersonal situation, such as an insult, deception or taunt.

Stress: Stress damage is caused by mundane (but not necessarily social) situations that inspire fear or distress, such as being outnumbered in combat.

Terror: Terror-type morale damage is more difficult to heal than other types. It comes from certain strange, direct threats to a character's safety. Leadership, Safety and Victory (see **Healing Morale Points**) do not heal terror damage.

Furthermore, a character who fails a massive stress save against terror-type stress damage suffers ability score drain. He or she loses a point of Intelligence or Wisdom. The player chooses which score suffers drain.

At the GM's discretion, a player may apply a disorder to the character instead. See **Disorders** for details. The GM/DM chooses the disorder.

MAGIC

Magical spells, supernatural abilities and the like interact with a character's morale points in many different ways.

All abilities or spells that use the fear descriptor inflict fear-type morale damage as well. Use the following table as a guide to determine damage. Targets who succeed at a Will save suffer half damage.

At the GM's discretion, spells that do not use the fear descriptor may also inflict morale damage. Generally, these spells inflict damage as if one spell level lower. Otherwise, spells that cause conditions that would inflict morale damage do so normally.

Abilities such as psionics and special character or creature abilities, usually have the same effects as a spell of the equivalent level. If you cannot otherwise find an equivalent, such a power is considered a spell of half the character's level or creature's hit dice, cast at a level equal to the subject's applicable class levels or hit dice.

Table 4: Magical Fear Damage

Spell Level	Damage	Cap*
0	1d6	1d6
1	1d6+level	1d6+10
2	1d4/level	10d4
3	1d6/level	10d6
4	1d4+1/level	15d4+15
5	1d6/level	15d6
6	1d4+1/level	20d4+20
7	1d6/level	20d6
8	1d8/level	20d8
9	1d8/level	25d8

*This is the maximum damage that can be inflicted or cured, regardless of caster level.

Magic and special powers can also heal morale damage. Generally speaking, any spell or power that cures hit point damage has a counterpart that heals the same amount of morale damage. Any spell which removes magical fear or calms emotions heals morale damage at the same rate a spell of one level lower might inflict it.

EFFECTS OF MORALE DAMAGE

When a character loses all morale points, he or she may continue to act normally, but at an increasing penalty. The character's negative morale point score is applied as a penalty to all attack rolls, skill checks and saving throws. There is no limit to this penalty; the character can be driven into too much psychic shock to act effectively at all.

If your campaign uses disorders, the character also acquires a temporary disorder whenever he or she sits at negative morale points.

massive stress threshold

In addition, every character has a massive stress threshold. The nature of this stress threshold depends on the type of campaign in play.

In a terror genre or gritty campaign: The massive stress threshold is 10 morale points.

In a low fantasy campaign: The massive stress threshold is equal to the character's Wisdom.

In a heroic fantasy campaign: The massive stress threshold is 50 morale points.

Whenever the moral damage inflicted in a single round (not just from a single source) exceeds the character's massive stress threshold, he or she must make a Will save (DC 20) or immediately drop to -1 morale points.

HEALING MORALE POINTS

Fortunately, there are a number of ways to recover morale.

Cower: At any time, a character can take on the cowering condition. The hero is frozen in fear, loses his or her Dexterity bonus, and can take no actions. In addition, the hero suffers a -2 penalty to Defense or Armor Class. Each round the character cowers, he or she regains 1d3 morale points.

Cowering heals morale points to give players control of when their characters freeze in a stressful situation as well as a motive for them to do so.

Leadership: As a full round action a character may use a Diplomacy check (DC 20) to improve one ally's morale. A successful check restores morale points equal to 1d3+ the character's Charisma bonus +the ally's character level . The character must be able to communicate with the ally.

Panic: At any time, a character may take on the panicked condition. A panicked character must flee as fast as possible and defends normally, but may not attack. Each round the character panics, he or she regains 1d3 morale points.

Panicking heals morale points to give players control of when their characters flee in a stressful situation as well as a motive for them to do so.

Safety: Characters regain 1 morale point per character level for every hour in which they are not at risk of obvious physical danger. Simply being out of combat is not enough. The character must not be aware of a potential danger that he or she must take non-routine steps to avoid. For example, a character who has just returned to his or her hideout may heal morale in this fashion, while one who is in a hostile area (camping in a dungeon or near the front in a war) may not.

Victory: Characters who overcome a physically dangerous challenge immediately regain 2d6 morale points.

NEW FEATS

If you use ablative morale, you may also wish to include the following feats.

Rally

You possess the ability to lead people back from the brink of panic. If you use Rally, it becomes a bonus feat selection for the following classes: Fighter, Knight, Paladin, Warlord

Prerequisites: Charisma 13, Diplomacy 4 ranks.

Benefit: Using the Diplomacy skill, you may restore the morale points of multiple allies simultaneously with Leadership. You may restore morale points in a number of characters equal to your Charisma bonus.

Normal: You may only restore the morale points of one ally per round.

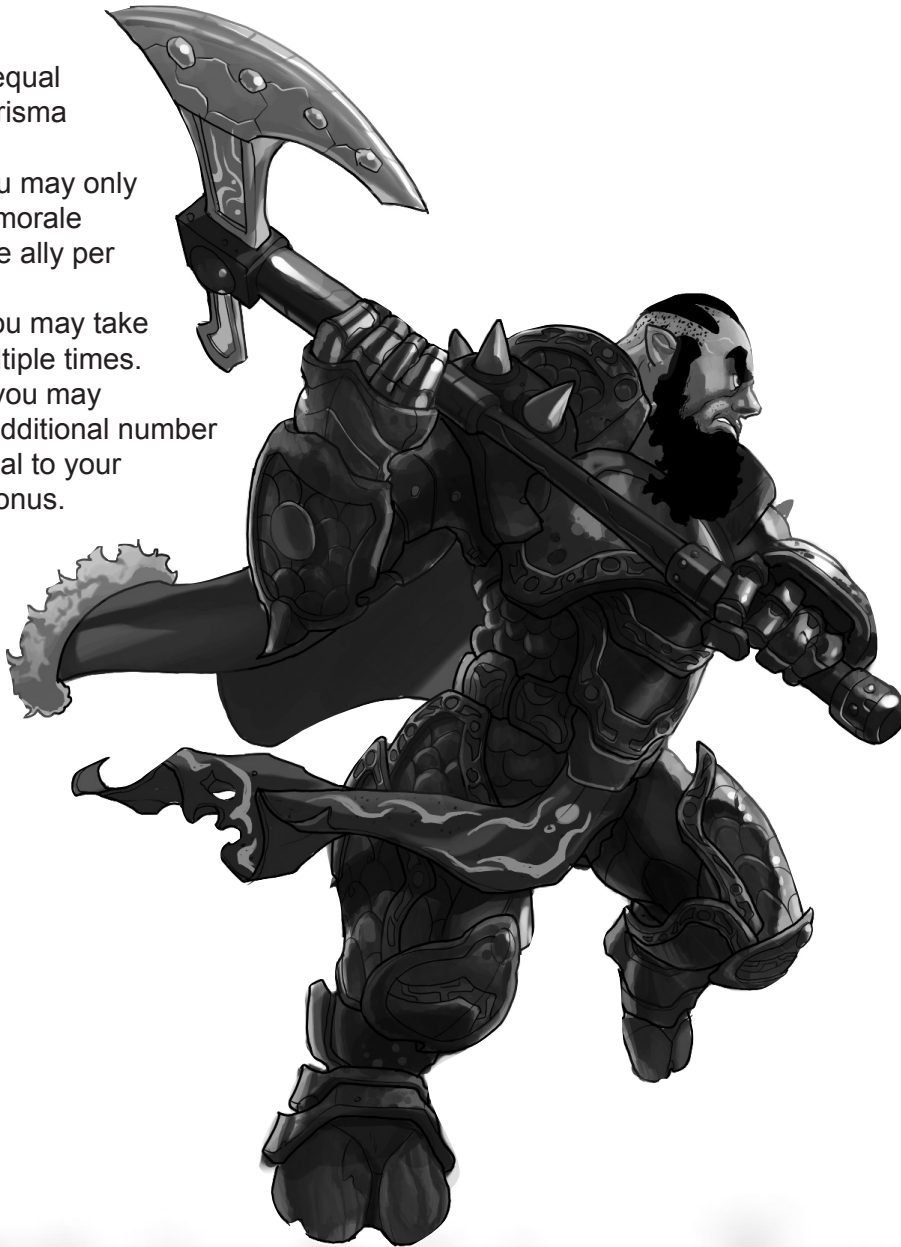
Special: You may take this feat multiple times. Each time, you may restore an additional number of allies equal to your Charisma bonus.

tough-minded

You are made of sterner stuff than the average being. You are an icon of courage.

If you use Tough-Minded, it becomes a bonus feat selection for the following classes: Barbarian, Cleric, Fighter, Knight, Paladin, Sorcerer, Warlord.

Benefit: Your morale die type increases by one step (d4 to d6, d6 to d8, d8 to d10, d10 to d12, and d12 to d12+1).



TERROR, DREAD AND DISORDERS

The basic morale rules treat terror and dread as forms of morale damage that also inflict ability score drain. The following rules give terror and dread the potential to induce maddening disorders as well. These are meant to simulate a dramatic, rather than a clinical approach.

TERROR AND DREAD

Terror and dread are aspects of the same thing. Terror damage occurs when a character comes face to face with a source of danger and terrible fear. Dread is more intellectual in nature. It comes from experiences that may not threaten a hero's

body at all, but call into question his or her sanity. For the purpose of these rules, then, dread is what happens to a character who reads an unspeakable passage from a book of black rites, while terror is what happens when he or she meets the very obscenity that it calls from the depths. It is perfectly possible for a single event to evoke both dread and terror, but never combine both damage types in a single source of morale damage.

SOURCES OF DREAD

Appropriately enough, dread inflicts dread morale damage. Dread can come from many sources. These are objects, sights, sounds, books, and places rather than combat encounters. Thus, dread is a form of circumstantial morale damage.

Table 5: Sources of Dread

Source	Suggested Damage	Special
Animal Corpses Disturbing Art/Literature	1d3	Each occasion, use or reading
Corpses	1d4	Each occasion
Minor Evil* Tome/Item Mutilated Corpses	2d3	Each occasion, use or reading
Major Evil* Tome/Item Mysterious Phenomena	2d4	Each occasion, use or reading
Evil* Artifact Supernatural Phenomena Ally Tortured	2d8	Each occasion
Regional Frightening Phenomena Mass Graves	2d10	Each occasion or day of phenomenon
Global Phenomena Loved One Tortured	2d12	Each occasion or day of phenomenon

*Evil characters may be unaffected, at the GM's discretion.

Many of the circumstances in the above table are self-explanatory. Others are explained on the following page.

Animal Corpses: This applies to animal corpses found under unusual circumstances, not the products of a slaughterhouse or farm.

Disturbing Literature: This is normal art and literature (poetry, journalism or even philosophy) concerning a variety of upsetting topics. The Game Master determines whether a given work qualifies. Such work usually hints at dark truths about the campaign setting.

Corpses: This applies to bodies found under unusual circumstances (such as the scene of a murder), not in circumstances where one would expect to find a corpse (such as a funeral parlor or morgue).

Evil Tome/Item: These are either items that have been imbued with supernatural power or instructional writings (spellbooks, scrolls) about supernatural forces that exist in the campaign. The item have an evil alignment or allegiance themselves or were created by evil entities. Not every such item inflicts dread damage (some seem entirely innocuous), but many do.

Evil Artifact: As an evil tome or item, except that artifacts are exceptionally rare and/or powerful. Some of these may be *regional*, covering a larger area than a mansion or modest underground complex, or *global* affecting all the world that the characters know.

The Game Master may rule that characters who can create a phenomenon (such as arcane spellcasters, divine spellcasters and psions) themselves do not suffer morale damage from being exposed to it. Thus, a necromancer is not fazed by a shuffling legion of zombies.

Phenomena: *Mysterious* phenomena are unusual but might have a rational source. Examples include rains of frogs or UFO sightings. *Supernatural* phenomena are visible results of supernatural power at work. *Frightening* phenomena are clear signs of an evil supernatural presence, such as the dead rising from their graves to consume the living.

SOURCES OF TERROR

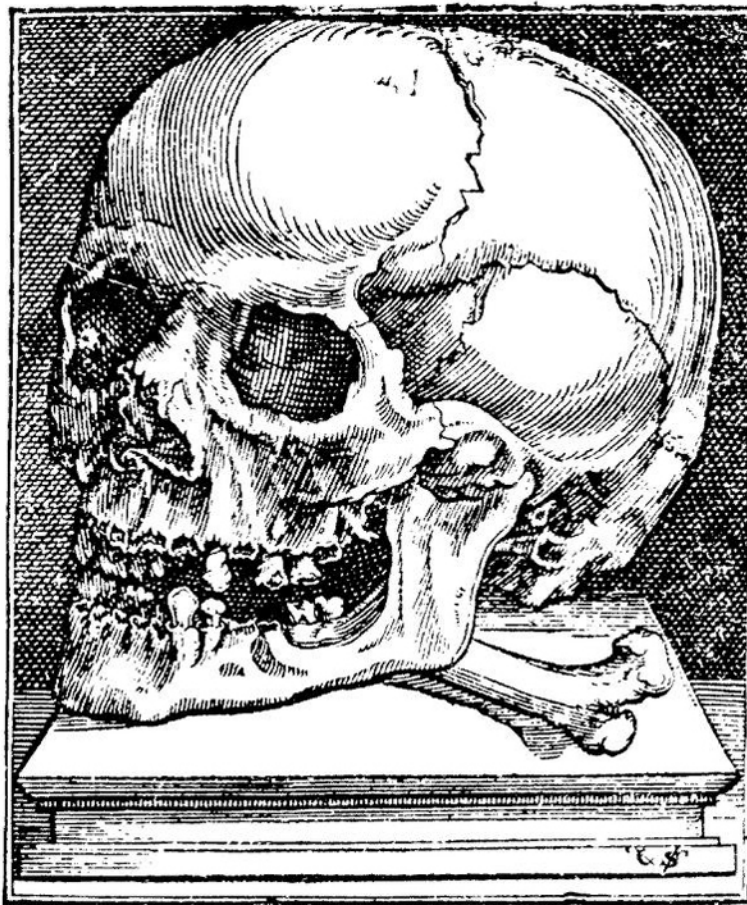
In this book, terror is used to describe direct, dangerous encounters with terrifying entities and phenomena. Fighting the undead and fleeing fiery demons are examples of horrific events.

Inflict terror damage whenever magic, the supernatural or unnatural creatures threaten characters. Use standard morale attacks, but change the damage type to terror.

In addition, increase the die type by one step (d3 to d4, d4 to d6, d6 to d8, d8 to d10 and d10 to d12) in the following circumstances:

- This is the character's first encounter with the creature
- For each size category larger the creature is.

Dread and terror can both sap a hero's morale and even his or her mental ability scores, but worst of all, it can spark a temporary or even permanent disorder.





DISORDERS

A disorder is a form of madness or a destructive personality trait that afflicts a character who suffers morale damage.

GAINING DISORDERS

When a character's morale points drop to -1 or worse, the Game Master may ask the player to make a Will save (DC15+last morale damage inflicted). On a failure, the character acquires a temporary disorder.

A character can also acquire a temporary disorder when he or she fails a massive stress threshold Will save. Since this drops a character to -1 morale points, it immediately mandates another Will save (as above) to avoid acquiring a disorder.

Dread and terror damage modify the system somewhat. When a character reaches -1 morale points due to dread or terror damage, he or she either loses an ability score point (as detailed in each type of morale damage) or automatically gains a temporary disorder. The player chooses. The character must succeed at a Will save (DC 15+the *total* terror or dread damage the hero has taken but not yet healed) or gain a permanent disorder.

In all cases, the Game Master chooses the disorder to be visited upon the character.

IRREVOCABLE MADNESS

It may seem better to risk a permanent disorder than lose ability score points, but a hero can only survive so many disorders before he or she becomes irretrievably insane. Once a character suffers more disorders than his or her combined Intelligence, Wisdom and Charisma bonuses (do not count penalties), the hero goes mad. The character becomes an NPC. Regardless of their ability scores, all characters can withstand at least one disorder before going mad.

Should a character suffer from any combination of temporary and permanent disorders in excess of this capacity simultaneously, the excess disorders

are discarded (GM's choice), and remaining disorders equal to those discarded attain permanent status. Even momentary madness can leave lasting psychic wounds.

Length and treatment

Permanent disorders are indeed almost always permanent. They can only be removed with supernatural assistance or a Heal check with a DC of 30. They are considered diseases for magical purposes, so spells such as *Cure Disease* are effective at treating permanent disorders. One casting converts a permanent disorder into a temporary disorder and removes a temporary disorder completely. The spell only works once per disorder, so it is impossible to cast it twice to completely remove a permanent disorder. Higher level spells that cure diseases will immediately remove one permanent disorder per casting.

Temporary disorders last from the end of the traumatizing event until the character succeeds at a Will save (DC 20). The character makes one saving throw per day at a +1 cumulative bonus. An ally with the Heal skill can make a skill check at the same difficulty, once per day, to attempt a cure.

DISORDER LISTINGS

Here is a sampling of possible disorders.

Addiction: The character needs a fix or a drink regularly, and can go a maximum number of days equal to his or her Constitution bonus before entering withdrawal. He or she suffers a -4 penalty to attack rolls and skill checks while under the affects of his particular poison. When in withdrawal, the character must make a Fortitude save each day to be able to function. If the save fails, the character is considered shaken until he or she gets a new fix and will suffer periods of nausea.

Amnesia: The character blocks out the memories of whatever caused the trauma and any surrounding events (such as an entire encounter). The character must make a Will save (DC 20) to recall any memories. The character automatically suffers 2d6 morale damage (stress) if he

encounters the source of his or her amnesia again, as the repressed memories flood back.

Callous: The character becomes immune to ally-type morale damage because he or she doesn't care about others as much as a sane person should. As a result, the character suffers a -4 penalty on Charisma-based checks.

Depression: The character loses hope for the future, or ceases to attach emotional importance to certain aspects of life. He or she suffers a -2 morale penalty to all Will saves and must make a Will save (DC 10) to motivate him or herself each day, otherwise the hero will stay at home. If dragged out, the character suffers a -2 penalty to all attack rolls and skill checks.

Foolhardy: The character becomes stops caring about his or her personal safety enough to impair his or her abilities. The character might walk through a mental fog or harbour suicidal urges. He or she is immune to stress-type morale damage but suffers a -2 to Wisdom-based checks and attack rolls.

Disassociative Identity: The character's psyche fragments to create an alternate personality to deal with the trauma. Eventually, the character may develop multiple personalities which come to the fore in times of stress (the character switches personality whenever he or she fails a Will save versus fear or massive stress). The alternate personalities have the game statistics and abilities as the primary, but each has different a distinctly different mindset. Additionally, each additional personality will slowly accumulate disorders of its own (as the GM decrees), quite probably swamping the primary personality eventually.

Obsession: The character becomes obsessed with something, investing strong emotional bonds in it or gaining a sense of security from possessing it. The object of the obsession could be a sentimental trinket of some kind, or it could be something the character insists can protect or shield them from danger (such as a crucifix or good luck charm). The character must keep the object of his or her obsession close at all times. The hero frequently checks to see if the item is on his or her person, and absent-mindedly fondles the item in times of stress. If the item is removed from the character, he or she becomes frantic and

suffers a -1 penalty to all attack rolls, skill checks, ability checks, and saving throws until the object is returned or the disorder is removed.

Obsessive-Compulsive: The character develops a set of rituals and nervous responses that he or she must perform. This unsettles people around him, giving the character a -2 penalty to all Charisma-based checks. If the character is prevented from performing his or her rituals, he suffers a -2 penalty to all his skill checks.

Paranoia: The character becomes convinced that enemies are everywhere. He or she suffers a -4 penalty on Sense Motive checks, and always believes that the other person is plotting against him or her if the hero fails a Sense Motive check.

Phobia: The character has an unnatural fear of some object, circumstance or phenomenon. Choose one morale damage type; the hero suffers double morale damage from this source. Furthermore, the character suffers 2d6 morale damage (stress) on every round in which he or she can perceive the source of the phobia

Self-Destructive: The character loses his or her fear of injury and, in fact, welcomes pain. The hero is immune to physical morale damage but heals hit point, nonlethal and ability score damage at half the normal rate. The character does not care for himself or herself properly and even undoes proper treatment.

SKILLFUL STUNTS

Bard the Bowman sinking the arrow into the one weak spot of Smaug's armored hide...a called shot to a vampire's heart...witty banter to catch an opponent off-guard...the Kirk roll to sneak past an opponent's whirling sword and impenetrable defense...all of these combat scenes are vital parts of exciting narrative in media, but aside from a Game Master describing action in a flowery way, are not part of standard combats.

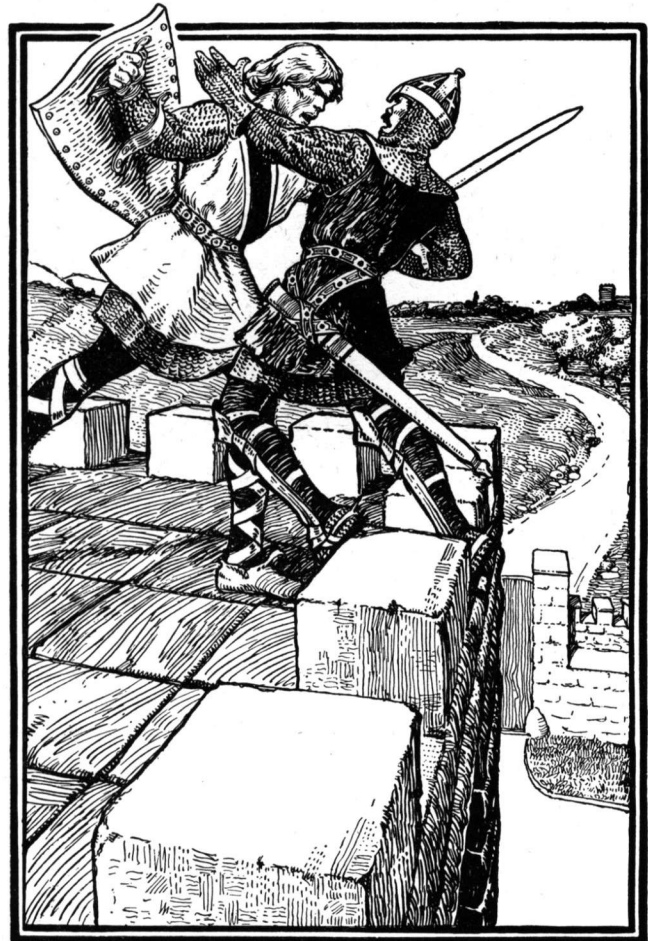
With feats so valuable, characters are not likely to be able to have more than one or two cool tricks up their sleeve. But the one thing all players have in common is skills. Most adventurers are likely to have the standard Perception, but what about the character who has invested skill points into Appraise? What about the character with Knowledge (religion) who has an understanding of the weaknesses of undead?

Skillful stunts will not only spice up your combats, but will give characters more options without necessitating the need for new rules or yet another laundry list of feats.

The basic mechanic for skillful stunts is a simple one: when a character wants to perform a stunt, the character declares the stunt (a stunt counts as a standard action) and rolls a stunt check.

A stunt check DC is determined by the opponent's Touch AC + the opponent's BAB + the opponent's Wisdom bonus.

If the stunt is successful, the character gets at least one Stunt Point that can be allocated as they choose. There is no penalty if a stunt is unsuccessful, although a character does have to follow through with their action. Characters may not take 10 or take 20 on a stunt check.



A Stunt Point allows a character to do one of three things:

- 1) a character may add 1d10 damage to their ranged or melee attack (note that this damage is multiplied in the case of a critical hit);
- 2) a character may lower all the saves of an opponent by 1 for any spell or effect by the caster;
- 3) a character may lower the AC of an opponent by 2 for the follow-up attack.

Stunt effects generally work only for the stunter, and only last until the follow-up action immediately following the stunt.

A character may also attempt to voluntarily increase the number of Stunt Points with a stunt by adding to the stunt DC. Every increment of 5 added to the DC adds an additional Stunt Point to the total received if the stunt check is successful.

However, although stunts are cool, opponents are not likely to be fooled by the same stunt again and again. After the second stunt attempt against an opponent, the initial DC increases by 5 for each additional attempt. Why after the second attempt? Canny combatants will often attempt a stunt the first time to test the mettle of their opponent, and after gauging their opponent will voluntarily increase the DC to do even more damage. But remember, NPCs can stunt as well....

Characters might also request that they be allowed synergy bonuses for skills normally not associated with one another. Knowledge skills offer great opportunities for synergy against specific foes. For example, Rangers add their favored enemy bonus to any stunt roll against a favored enemy. Again, it is an attacker's request and a GM's final ruling, but encouraging creativity is sure to get characters more involved in their skill selection.

In order to not water down the coolness of stunts, it is recommended that each player be given a cap for the number of stunts they can attempt each session, perhaps one/ level (or for NPCs without levels, one/ HD). Stunts should encourage creativity, not become yet another tool for min/maxing.

Some stunts are so over the top and so detailed that they require more than just one skill. Why not try a combo-stunt? A combo-stunt is when more than one skill is used for a stunt attempt.

The base difficulty of each stunt DC increases by 2 for every additional skill used in the combo, but damage is cumulative. If any roll in a combo stunt is unsuccessful, the stunt itself is unsuccessful.

STUNT EXAMPLE:

Malin is facing off against a Cloud Giant. Malin needs every advantage he can get, so he tries to let the giant know he means business. He lets out a ferocious roar, flexes his muscles and raises his maul to take down the giant. This is an intimidation stunt.

The GM notes that the stunt DC against the giant is equal to their CMD, or in this case 24 (9 touch AC, + 12 BAB, +3 Wis modifier).

Malin has a +14 modifier to his intimidate check and rolls a 13. Success! The giant realizes there might be more to this dwarf than he bargained for. Malin decides to use the Stunt Point to add 1d10 to his damage roll.

The following round, Malin really needs a big hit, so he increases the DC by 10 hoping to add a total of 3d10 to his roll. Unfortunately, Malin does not know that the stunt DC is now a 29 (for a total of 39) and with only a +14 modifier, he is unlikely to make the roll...

For example, Vysus wants to try a stunt he is calling The Stare against the above Cloud Giant. The Stare is a combo-stunt using Perception, Intimidation and Bluff. The base DC for a stunt against the giant is still 25, but for the combo stunt, the DC for each skill check is 29 (25 plus 4 for the two additional skills). If all three rolls are successful, Vysus will get 3 Stunt Points.

If a combo stunt is attempted more than once against an opponent or anyone who witnessed the combo, the DC automatically increases by 5.

SAMPLE STUNTS:

What follows is a list of sample stunts for many of the skills in **The Pathfinder Roleplaying Game**. Players are encouraged to get descriptive when describing their stunts, and come up with interesting new ways of using their skills.

acROBAtICS:

Body Like the Blade

A character using acrobatics often finds that approaching an opponent sideways (similar to a fencing stance) allows them to get through their defenses.

Death From Above

Too often attackers stay on the ground, why not take to the air?

apprAISE:

Flawed Diamond Attack

A character using appraise can look for a weakness in the armor of an opponent, either man-made armor or natural armor.

BLUFF:

Kitten Claws

A character will attempt to appear weaker than they really are, but every kitten has claws....

Spell Feint

A character makes it appear there is another target, or perhaps even another spell that they will cast, lower the defenses of an opponent.

CLIMB:

Spider Style

If during a move action, before a stunt, a character comes across a wall or other obstacle, the character will easily cross it in a show of their climbing prowess. Characters have been known to run halfway up a wall around an opponent and catch them off guard.

craft:

Secrets of the Trade

For an appropriate Craft, a skilled artisan can find the shortcuts his fellow artisan made and exploit them.

diPLOmacy:

Friends Like Enemies

Perhaps there is a larger threat, perhaps an opponent's anger is misguided.

DISABLE DEVICE:

The Nutcracker

No, this is not meant as an attack usable only against the manliest of men, rather, against heavily armored foes, a character skilled in Disabling Devices, is also skilled enough to sneak a blade in-between plates of armor.

DISGUISE:

Instant Ally

Combat is chaotic. In a combat with many combatants, a skilled disguiser is able to use what is around her and trick an opponent into letting down their defenses thinking the attacker is an ally (example: wrapping up in one of the cloaks of a recently felled Knight of the Black Gate).

escape artist:

Flowing Like Water

Weaving through defenses with limbs that must be double-jointed.

handle animal:

Bees with Honey

Entering combat with an animal companion against a skilled animal handler, is asking for trouble, both for the animal and for the opponent. This skill breaks some of the link between animal and master, even just for split-second, causing hesitation and a drop of defenses.

heal:

Nerve Points

One who knows how to heal, probably also knows where to harm.

Intimidate:

Furious Blow

Sometimes knowing your opponent is bringing the beat-down makes it hurt even more.

knowledge:

Learned Strike

Many of the knowledge skills allow someone to know a monster's weakness and vulnerabilities, use of this skill as a stunt is a perfect example of exploiting them (Arcana- constructs, dragons, magical beasts; Dungeoneering- aberrations, oozes; Nature- animals, fey, giants, monstrous humanoids, plants, vermin; Religion- undead; The planes- outsiders, elementals).



Linguistics:

Battlefield Orders

To use this stunt, the character must speak a language native to their opponent(s), adding to the chaos of battle with orders of their own.

perform:

Bringing the House Down

Juggling knives, an opponent is unlikely to know which one will be thrown, singing of an opponent's demise might be unsettling, a poem detailing every blow....

perception:

Perfect Timing

Seeing that one moment your opponent is off-balance.

Ride:

Mounting Attack

Some warriors believe that there is a code of conduct in a combat, others will do what they need to in order to survive. While in close combat, an attacker attempting this Ride stunt actually leaps onto the back of their opponent for a brief moment, catching them off guard and getting a great opportunity to strike.

Scholar's Strike

Watch your opponent, learn their weakness.

The Sounds of Dying

Did your opponent take a shot to the ribs, and is having trouble breathing? Are they telegraphing their attacks muttering under their breath? A listen stunt allows a character to drown out the din of combat to focus on their opponent.

SLEIGHT OF HAND:

Snakebite

An opponent can best defend against a blow they know is coming, what about one they do not see?

SPELLCRAFT:

Spellsight

Against an opponent with magic enhancements, protections, etc this attack is able to counter some of the magic.

STEALTH:

Strike From the Shadows

Leaping in and out of the shadows, an attacker uses the darkness to mask their attack.

Whisper Strike

Combat is loud, sometimes a silent blow can be quite deadly.

SURVIVAL:

Gaia's Ally

Using your surroundings, you are able to take advantage of your opponent's weakness and of utilize your inherent instincts.

USE MAGIC DEVICE:

Magical Defense Avoidance

Characters who rely too much on magic items for their power and defense (saves, strength, AC, etc) should avoid a skilled user of magical devices, who know how everything works, and how to get around them.

Deactivation

Most effects from magic items can be deactivated, this type of stunt temporarily powers down a magic item, lowering the defenses of an opponent.

SAMPLE COMBO STUNTS

the stare

(Bluff, Intimidate, Perception; +3 Stunt Points)-

The stare occurs when an attacker seemingly freezes in combat and locks eyes with their opponent. During this battle of wills, the attacker is sizing up the opponent and letting them know she means business. Done effectively, the Stare is enough to make many opponents strongly consider whether staying to fight the attacker is the best course of action.

ghost strike

(Acrobatics, Sleight of Hand, Stealth; +3 Stunt Points)-

What happens when the opponent you are fighting suddenly vanishes? But instead of them no longer being present, you can feel them right next to you, their hot breath on your neck... It is far more terrifying knowing they are there and that you are helpless against them.

will o' the wisp

(Acrobatics, Climb, Intimidate; +3 Stunt Points)-

Keeping track of an opponent, and knowing what they can and cannot do are keys to victory. When your opponent leaps forward, tumbles between your legs, runs up the wall next to you and strikes while seemingly attached to the ceiling--- it is unnerving to say the least!

apollo's strike

(An appropriate Knowledge skill, Perception; +2 Stunt Points when combined with a ranged attack)-

Some battlefield philosophers claim that the easiest way to victory is through the air, others call these individuals cowards. Make them pay for their cowardice! If an opponent won't let you get close, a spot check and an appropriate knowledge roll will lead you straight to their weakness, be it the dragon with on plate missing from their armored hide, or attacking a vampire with a wooden arrow right through the heart.

Backlash

(Disable Device, Use Magic Device, Spellcraft (or Knowledge – Arcana); +3 Stunt Points)-

Used against an opponent who relies far too much on their magical items, a Backlash stunt turns some of those magical protections against the user, almost as if directly channeling the magical energies contained within each.

Fearsome Display

(Perform, Sleight of Hand, Bluff; +3 Stunt Points)-

Sure, the guy in the heavy armor with the huge sword looks like someone to avoid, but what about the opponent calmly walking towards you, whirling his sword about his body almost too fast to be seen and as if it was an extension of their being. That opponent is demonstrating a Fearsome Display, and although they might not be as bad-ass as the other opponent (because they are likely a bard) when they hit you after their display, you will feel it!

BLOOD Oath

(Intimidate, Knowledge-(appropriate to the foe), Bluff, Diplomacy, Sense Motive; +5 Stunt Points)-

You have dedicated your life to destroying this foe. This is the individual who killed your family, burned your village and ate your teddy bear. It all comes down to this. Best of luck making the checks, but live or die, it will be the noteworthy!

Note that all of these are just examples, players and GMs are encouraged to come up with their own justifications for how a skill can be used in a stunt (maybe a player has some incredibly clever way of using Forgery against a city guard). Be creative, name and describe your stunts, come up with cool combos, stunts should be memorable!

Stunts are a great way to make combat more visual and interesting and also serve to give attackers an extra edge against particularly tough opponents. In sacrificing extra attacks, and by requiring a skill roll, an attacker gains a definite edge.



FINAL EXAMPLE:

Randis, a 15th level fighter, faces off against his nemesis Infernum, the Mature Adult Red Dragon. Randis knows that with his allies already beaten he doesn't stand much chance, but he has to do something. Although he gets 3 attacks with his great sword and even though it is designed to take down dreaded wyrms, his 2nd and 3rd attacks are likely to do little. His to hit bonus with all modifiers taken into consideration is +27, but he is certainly going to want to power attack in order to take advantage of his two-handed weapon.

He considers a power attack lowering his to hit bonus by -2, this will give him +6 to his damage, but his second and third attacks are very unlikely to hit. Even his first attack will require a great roll. If he can lower the AC of the wyrm, that would increase his chances to hit and do damage.

He attempts a combo stunt he is calling "Ride the Fire" it will be a combo of Acrobatics, Climb, and Ride, and is described as Randis leaping up onto the dragon's back and bringing his sword down into the great beast. Fortunately for this example, Randis is a master with each skill. His Acrobatics and Climb modifiers are +25 and +32 respectively, and his Ride modifier is +23.

Randis has been hunting Infernum for sometime and has 7 ranks in Knowledge (arcana) and asks the GM if that would help with his Ride check. The GM likes the concept and gives Randis a +2 synergy bonus. This improves his Ride modifier to +25.

The GM notes that the base DC for a stunt against Infernum is 37, with a three stunt combo this increases to 43.

For the sake of Randis staying alive, let us presume he makes all three checks (requiring rolls of 18 for both Ride and Climb and 11 for Jump), he allocates all three Stunt Points to lowering the beast's AC.

The GM notes a normal AC of 33 drops to a 27. Given that he rolled 2 18s for the stunt, Randis is feeling lucky and pours everything he has into the Power Attack. This gives him a +25 to hit and he rolls, knowing he will do his base damage +6 with just this one blow. If he criticals that damage will be +12.....

TEMPORARY ENCHANTMENT

Problem: Your party is going into the Forgotten Crypt of Tej Hael. You have already encountered minions of this corrupt fallen priest. Your fighters were not very effective against the wraiths.

Old Solution: Head to “town” and buy a weapon with the ghost touch ability. Problem with the old solution: Magic items become almost disposable, and interchangeable, with a party “powering up” before each adventure. At higher levels, if a fighter type does not have the requisite weapons that can best damage a foe, they serve no purpose other than to take damage, while the casters rip it up with their spells.

New Solution: Temporary enchantments.

Temporary enchantments (which are actually *evocations*, and not *enchantments* at all) allow spellcasters to temporarily enchant the weapons of their comrades to give them a fighting chance. It maintains the mystique of Magic Items, while at the same time giving parties available solutions to combat specific threats. These spells should be considered rare -- a spellbook containing them should be considered a Treasure unto itself.

Temporary Enchantment I

School: evocation: **Level:** Clr 4, Sor/ Wiz 3

Casting Time: 1 standard action

Components: V, S, F

Range: touch

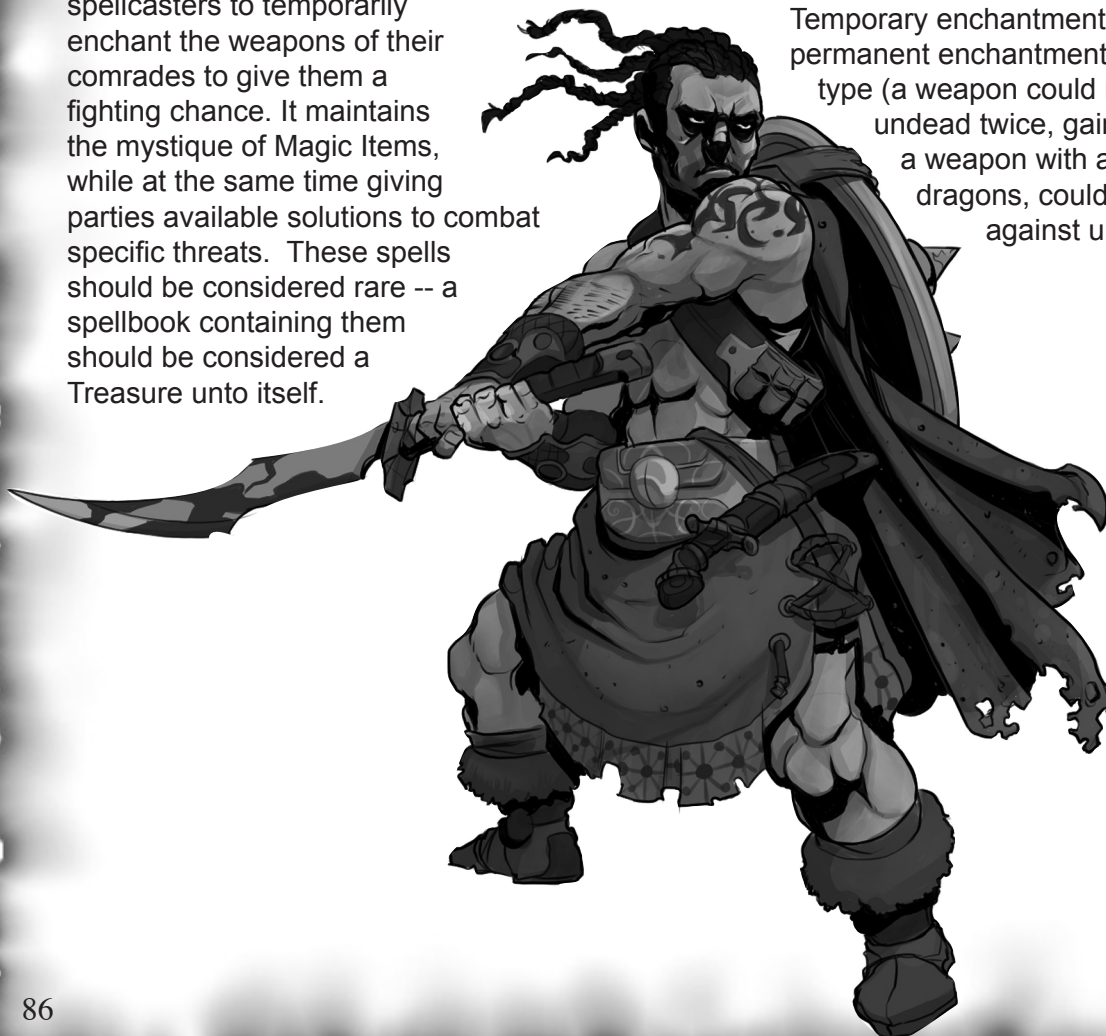
Target: weapon touched

Duration: 1 round/ level

Saving Throw: None; **Spell Resistance:** None

Temporary Enchantment I allows a caster to temporarily enchant a weapon. The weapon must be touched, and one of the following enchantments can be temporarily placed on the weapon: *Bane*, *Flaming*, *Frost*, *Shock*, *Ghost Touch*, *Ki Focus* (see page 88) -- or a weapon can be temporarily enchanted to act as one of the following materials: Adamantine, Cold Iron, Silver.

Only one enchantment can be active at a time. Temporary enchantments do not stack with permanent enchantments of the same name or type (a weapon could not be Bane against undead twice, gaining twice the bonus, but a weapon with a permanent Bane against dragons, could be temporarily enchanted against undead).



Temporary Enchantment II

School: evocation; **Level:** Clr 5, Sor/ Wiz 4

Casting Time: 1 standard action

Components: V. S. F

Range: See Below

Target: One Weapon

Duration: See Below

Saving Throw: None; **Spell Resistance:** None

Temporary Enchantment II allows a caster to temporarily enchant a weapon in one of four ways:

1) A weapon can be touched and enchanted with one of the following enchantments:

Anarchic,

Axiomatic, Holy, Unholy (see page 88). This enchantment lasts for 1 round/ level. Weapons cannot have opposing alignment enchantments active at the same time (a permanent *Holy* sword could not be temporarily enchanted to be *Unholy*, but it could be temporarily enchanted to be *Axiomatic*).

2) Weapons may be enchanted as in *Temporary Enchantment I*, but the range is 5 ft/ level and the caster must make a ranged touch attack against the target to enchant their weapon.

3) Weapons may be enchanted as in *Temporary Enchantment I*, but the duration is 2 rounds/ level.

4) Weapons may be enchanted as in *Temporary Enchantment I*, but each weapon may be enchanted twice with different effects (a short sword could be temporarily enchanted to be both *Bane vs aberrations* and *Ghost Touch*).

Temporary Enchantment III

School: evocation; **Level:** Clr 6, Sor/ Wiz 5

Casting Time: 1 standard action

Components: V. S. F

Range: See Below

Target: One Weapon

Duration: See Below

Saving Throw: None; **Spell Resistance:** None

Temporary Enchantment III allows a caster to temporarily enchant a weapon in one of four ways:

1) A weapon can be touched and enchanted with one enchantment each from *Temporary Enchantment I and II*, or with three enchantments from *Temporary Enchantment I*, duration is 1 round/ level.

2) Weapons may be enchanted as in *Temporary Enchantment II*(section 1), but the range is 5 ft/ level and the caster must make a ranged touch attack against the target to enchant their weapon.

3) Weapons may be enchanted as in *Temporary Enchantment I*, but the duration is 1 minute/ level.

4) Weapons may be enchanted as in *Temporary Enchantment II*(section 1), but the duration is 2 rounds/ level.

Temporary Enchantment IV

School: evocation; **Level:** Clr 7, Sor/ Wiz 6

Casting Time: 1 standard action

Components: V. S. F

Range: See Below

Target: One Weapon

Duration: See Below

Saving Throw: None; **Spell Resistance:** None

Temporary Enchantment IV allows a caster to temporarily enchant a weapon in one of four ways:

1) A weapon can be enchanted with one enchantment each from *Temporary Enchantment I and II*(section 1) (or with three enchantments from *Temporary Enchantment I*), with the range equal to 5 ft/ level and the caster must make a ranged touch attack against the target to enchant their weapon and a duration of 1 round/ level or with range of Touch and a duration of 2 rounds/ level.

2) Weapons may be enchanted as in *Temporary Enchantment II*(section 1), but the range is 5 ft/ level and the caster must make a ranged touch attack against the target to enchant their weapon and the duration is 2 rounds/ level.

3) Weapons may be enchanted as in *Temporary Enchantment II*(section 1,2,4) , but the duration is 1 minute/ level.

4) Weapons may be enchanted as in *Temporary Enchantment II* (section 1), but each weapon may be enchanted twice with different effects or a weapon can be enchanted with one effect from II (section 1) and two effects from I (a flail could be temporarily enchanted to be both *Holy* and *Axiomatic*).

ENCHANTMENT DESCRIPTIONS

anarchic:

An anarchic weapon is chaotically aligned and infused with the power of chaos. It makes the weapon chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the chaotic power upon their ammunition.

axiomatic:

An axiomatic weapon is lawfully aligned and infused with the power of law. It makes the weapon law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the lawful power upon their ammunition.

Bane:

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

flaming:

Upon command, a flaming weapon is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. A flaming weapon deals an extra 1d6 points of fire damage on a successful hit. Bows, crossbows, and slings so crafted bestow the fire energy upon their ammunition.

frost:

Upon command, a frost weapon is sheathed in icy cold. The cold does not harm the wielder. The effect remains until another command is given. A frost weapon deals an extra 1d6 points of cold damage on a successful hit. Bows, crossbows, and slings so crafted bestow the cold energy upon their ammunition.

ghost touch:

A ghost touch weapon deals damage normally against incorporeal creatures, regardless of its bonus. (An incorporeal creature's 50% reduction of damage does not apply to attacks with ghost touch weapons.) The weapon can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can wield the weapon against corporeal foes. Essentially, a ghost touch weapon counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the wielder.



holy:

A holy weapon is imbued with holy power. This power makes the weapon good-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the holy power upon their ammunition.

ki focus:

The magic weapon serves as a channel for the wielder's ki, allowing her to use her special ki attacks through the weapon as if they were unarmed attacks. These attacks include the monk's stunning attack, ki strike, and quivering palm, as well as the Stunning Fist feat. Only melee weapons can have the ki focus ability.

shock:

Upon command, a shock weapon is sheathed in crackling electricity. The electricity does not harm the wielder. The effect remains until another command is given. A shock weapon deals an extra 1d6 points of electricity damage on a successful hit. Bows, crossbows, and slings so crafted bestow the electricity energy upon their ammunition.

unholy:

An unholy weapon is imbued with unholy power. This power makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the unholy power upon their ammunition.



Hot Pursuit

Chase Rules for The Pathfinder Roleplaying Game

INTRODUCTION

Davis leaps for the reins, grabbing them as he vaults into the bench seat high atop the carriage. Four black stallions rear nervously and then drive forward as he slaps the reins, yelling at the team.

“Come on!”

Lacie sprints from the castle gate, arrows hurtling past her, and leaps for the half-open door of the carriage box. Wheels rattle on cobblestone as the carriage careens down the high road, tall fields of barley to either side.

Lacie leans out of the carriage window, wind whipping at her hair, and sees two hobgoblins mounted on powerful warhorses coming thundering out of the gate behind them, axes ready.

“Uh-oh.”

The Chase Sequence has become a highlight of the action/adventure movie. From the efforts of Indiana Jones to stop the Nazis getting away, to Mad Max’s desperate struggle against Lord Humungous and his army on the empty highways of Australia, these are moments any GM wants to reproduce in their games.

Chases are thrilling because they’re risky and dramatic. Will the heroes escape with the vial of anti-venom or will their pickup truck swerve too far and end up wrapped around a telephone pole? Death is never far away for both the good guys and bad guys in a chase. A great deal can hinge on quick decisions, clever tactics and the blind luck of the dice.

These rules are designed to provide a way for Game Masters to include thrilling, easy-to-run chases in their games. You don’t need anything other than what’s in this book. Your players don’t need anything at all. Everything you need to run excitement-packed chases is right here.

A FEW BASICS

You’re going to need to familiarize yourself with these rules before you run a chase. In a nutshell, here’s what happens in a chase:

First, everybody rolls initiative. Participants take their actions according to the initiative, just like combat.

On each character’s turn, that character choose a maneuver to attempt. The maneuver is resolved and its effects applied. Some maneuvers allow chase participants to close in on each other, some try to avoid (or cause) collisions, and some allow desperadoes to leap from one moving vehicle to another.

If the maneuver caused the conditions of the chase to change, those changes affect everyone in the chase. For example, if you manage a tight turn off the highway onto a narrow alley filled with fruit stands, suddenly everyone in the chase needs to slow right down to negotiate the more difficult terrain (assuming they can follow you at all)...and then it’s the next character’s turn. And so on.

That’s it. As you can see, chases aren’t that much different from combats in **The Pathfinder Roleplaying Game**, but the little differences can make all the, uh, difference. Here’s a quick review of what’s going to be new to you:

no maps

Chases don’t need maps or battlegrids or figures, though you’re welcome to use those if you like. These rules abstract the actual details of terrain so that you don’t need to have detailed maps of the chase area. If you have them, you can use them, but you don’t need them. The “Chase Conditions” section gives you all the details you need to generate terrain on the fly.

no full actions

Like combat, chases are divided into rounds, but in a chase, participants can only take one action per round. Think of a chase as being more or less



just like a combat, except that everyone involved is using a move action each round just to stay in the chase. This means there are no full attacks in a chase, nor are there any run actions (which seems weird, but stay with it. It makes sense, we promise).

full speed all the time

The big assumption this system makes has to do with speed. The rules assume that all chase participants are always going as fast as they can -- at all times. Got that? It's important, so keep it in your mind as you read on. The "Speed" section explains it all. We promise.

CHOOSING MANEUVERS

Each round, every participant will choose a maneuver on their turn. These maneuvers are classified into three groups: **Chase**, **Passenger** and **Obstacle**. Not all participants can choose from every list. Many maneuvers require Reaction Rolls from other chase participants, so people will often be making rolls even when it isn't their turn. The "Maneuvers" section has all the information, but you probably figured that out on your own, didn't you?

DAVIS AND LACIE RUN FOR IT: A SAMPLE CHASE

Here's an example of a Chase using the system. Davis and Lacie are trying to escape a secret fortress using a carriage, pursued by two hobgoblins. This shows some of the basics and gives you an idea of how this system works in practice.

GM: *Okay, guys, your carriage is hurtling along a cobblestone road through a rice paddy. Both hobgoblins are currently at Short range. The first hobgoblin has the highest Initiative, so he gets to go first. No obstacles for him this round, so he's going to attempt the Close/Lengthen maneuver to reduce the range to Point-Blank.*

Davis: *Uh-oh. Their horses are faster than this carriage, aren't they?*

GM: *They sure are. Close/Lengthen is an opposed maneuver, so you and the hobgoblin need to make opposed Ride checks. Remember, the hobgoblin has a Speed Factor of 1 against your carriage, so you take a -1 penalty on your check.*

Davis: *Okay, I get a... 12, plus my 6 for Ride, minus 1 for the Speed Factor penalty and another for the Speed Category... total of 16.*

GM: *Not bad, but the bad guy gets a 14, plus 5 for his Ride skill, and he gets the Speed Factor as a bonus on his roll, so that's plus an additional 1. Total of 20. So he closes in on your carriage, and is now at Point-Blank range.*

Davis: *Uh-oh.*

Lacie: *It's my turn now, right?*

GM: *Yep. You're a passenger on the carriage, so you can choose any Passenger maneuver.*

Lacie: *I've got my crossbow so I'm going to try and shoot this hobgoblin.*

GM: *You're choosing the Ranged Attack maneuver. He's at Point-Blank range, so you take no range penalty on your attack roll. However, the current Speed Category is Cautious, so that's a -1 on your roll.*

Lacie: *Okay. I roll a 15! My attack bonus is plus 7, so that's a 22, minus 1 for the Speed Category is 21.*

GM: *Pretty good. The hobgoblin's Armor Class would normally be 14, but at this speed he gets a dodge bonus of 2, so that's an 16. Too bad for him. You lean out the window and snap off a quick shot through the dust. Nice shooting.*

Lacie: *Right on. My damage is... 8.*

GM: *He curses as the bolt grazes his shoulder, but stays close. The horse's hooves are right alongside your carriage's rattling wheels. And the other rider is closing in, too. Your turn, Davis.*

We'll come back to Davis and Lacie in a little bit, as their effort to escape continues. But first let's look at how the information about a chase is recorded during the chase itself.

Forget about the battlegrid. Forget about maps (for the most part). Chases are run using a table (which we'll call, imaginatively enough, the Chase Table) that keeps track of chase conditions, key vehicle statistics, and the relationships between all the chase participants.

A Chase Table for Davis and Lacie's escape looks like **Table 1-1: Example Chase Table 1**.

This table records all the pertinent details of the chase. We can see that the riders are faster and more maneuverable than the carriage (higher Speed and Maneuver Modifiers). We can see that Rider One is at Point-Blank range from the carriage, while Rider Two is at Short range. We'll

be updating the Range from round to round as participants close or lengthen the distance between each other. As we'll see in future rounds, other details on this table can change, too.

One of the key points about the way the table is set up is that the rows directly beneath the chase participant titles ("Speed" and "Maneuver Modifier") will almost never change during a chase. The rows beneath "vs Carriage" will change from round to round, and the set of entries at the top ("Terrain", "Surface" and "Speed Category") will change every time the chase conditions change (which could be often or never, depending on the nature of the chase).

We know, we can hear you saying, "What do you mean the Speed never changes? How do I speed up or slow down?" Relax. Remember we said that chase participants always go as fast as they can? The Speed row lists the maximum possible speed for each participant. How fast they are actually going at any given round in the chase depends on the current Speed Category for the chase. There's more details on all this in the Speed section. Take our word for it.

You'll want to keep the Chase Table where all the participants can see it.

You may also want to track other vehicle information like AC/Defence, hit points, and so on, in this table. There is a sample Chase Table you can photocopy for your own use on the next page that covers a little more detail than this one.

Table 1-1: Example Chase Table 1

Terrain: Open
Surface: Clear
Speed Category: All-Out

CHASE PARTICIPANTS			
	Carriage	Rider One	Rider Two
Speed	40	48	48
Maneuver Modifier	-4	0	0
	<i>vs Carriage</i>		
	Range	Point-Blank	Short
	Speed Factor	1	1



Terrain: _____ (Open/Close/Tight)		Surface: _____ (Clear/Unsteady/Rough/Swampy)		Speed Walk Cautious Cruising All-out	Def +1 +2 +4 +8	Roll +0 -1 -2 -4	Die d2 d4 d8 d12		
Speed Category: _____ (Walk/Cautious/Cruising/All-Out)									
Vehicle 1 (Pursued)		Vehicle 2		Vehicle 3		Vehicle 4		Vehicle 5	
SPEED	AC	SPEED	AC	SPEED	AC	SPEED	AC	SPEED	AC
Hit Points:		Hit Points:		Hit Points:		Hit Points:		Hit Points:	
Maneuver Modifier:		Maneuver Modifier:		Maneuver Modifier:		Maneuver Modifier:		Maneuver Modifier:	
Drive/Ride Modifier:		Drive/Ride Modifier:		Drive/Ride Modifier:		Drive/Ride Modifier:		Drive/Ride Modifier:	
		Range ^{VI - V2} Speed Factor		Range ^{VI - V3} Speed Factor		Range ^{VI - V4} Speed Factor		Range ^{VI - V5} Speed Factor	
Terrain	Obstacle	Max Speed		Surface	Max Speed	Max Maneuver Modifier			
Open	1 in 12	All-Out		Clear	All-Out	None			
Close	1 in 8	Cruising		Unsteady	Cruising	+4			
Tight	1 in 4	Cautious		Rough	Cautious	0			
				Swampy	Walk	-4			

Terrain: _____ (Open/Close/Tight)		Surface: _____ (Clear/Unsteady/Rough/Swampy)		Speed Walk Cautious Cruising All-out	Def +1 +2 +4 +8	Roll +0 -1 -2 -4	Die d2 d4 d8 d12		
Speed Category: _____ (Walk/Cautious/Cruising/All-Out)									
Vehicle 1 (Pursued)		Vehicle 2		Vehicle 3		Vehicle 4		Vehicle 5	
SPEED	AC	SPEED	AC	SPEED	AC	SPEED	AC	SPEED	AC
Hit Points:		Hit Points:		Hit Points:		Hit Points:		Hit Points:	
Maneuver Modifier:		Maneuver Modifier:		Maneuver Modifier:		Maneuver Modifier:		Maneuver Modifier:	
Drive/Ride Modifier:		Drive/Ride Modifier:		Drive/Ride Modifier:		Drive/Ride Modifier:		Drive/Ride Modifier:	
		Range ^{VI - V2} Speed Factor		Range ^{VI - V3} Speed Factor		Range ^{VI - V4} Speed Factor		Range ^{VI - V5} Speed Factor	
Terrain	Obstacle	Max Speed		Surface	Max Speed	Max Maneuver Modifier			
Open	1 in 12	All-Out		Clear	All-Out	None			
Close	1 in 8	Cruising		Unsteady	Cruising	+4			
Tight	1 in 4	Cautious		Rough	Cautious	0			
				Swampy	Walk	-4			

HOW CHASES WORK

Usually chases involve one party's efforts to escape from another, either by outrunning them, disappearing from sight or causing their pursuers to crash. Each chase participant chooses a maneuver on their turn in their efforts to either increase or decrease the distance between each other, or otherwise turn the situation to their advantage. It is the resolution of these maneuvers that determines the progress of a chase.

the chase sequence

Chases run in a sequence not very different from the standard combat sequence. Characters take their actions in order of Initiative, and each character can choose one maneuver per round. You'll note there are no full actions allowed.

Think of it this way: the characters are using some portion of their attention (even if they're just passengers) staying up on the chase. They're keeping their balance, or paying attention to the road, or something, which keeps them from focusing their entire attention on their actions this round. So no full actions in a chase. Again, think of taking part in a chase as using up a move action every round.

Initiative is handled exactly as for combat, using six-second rounds. Each character involved in the chase can choose one maneuver to perform on their turn. Even passengers can choose maneuvers from the Passenger maneuver list -- they can attack another vehicle, attack another passenger, attempt to change vehicles or take control of the vehicle they are currently in. Drivers control the behaviour of the vehicle they are driving and can choose any maneuver (including Passenger maneuvers) whose conditions they meet.

each character's turn

When a passenger's turn comes up, the passenger can choose a Passenger maneuver which is then resolved. When a driver's turn comes up, things are a little different. Because drivers are responsible for the vehicle, on their turn a couple of checks are made in regards to the vehicle's status.

On any driver's turn the following additional steps are followed (in this order):

- 1. Determine Obstacles** -- Depending on the type of Terrain the driver's vehicle is currently crossing, there is a chance of an Obstacle appearing. The chance per Terrain type is listed in the Chase Conditions section. If an Obstacle appears, the driver can either choose an Obstacle maneuver to avoid it or just plow through and accept the crash damage and possible loss of control. See the Obstacles and Collisions chapter for more information.
- 2. Resolve Maneuver** -- The driver gets to choose a maneuver for their action. The maneuvers available are listed in the Maneuvers section further on. The maneuver selected may affect other drivers, passengers, or the range between the current driver's vehicle and other vehicles. Maneuvers can also change the chase conditions such as Terrain and Surface, which affect the Speed Category of the chase.

Note that if a driver chooses a Passenger maneuver, the vehicle is considered out-of-control until somebody succeeds at a Take Charge maneuver. See the Obstacles and Collisions section for information on what "out-of-control" means. It's not good.

- 3. Determine Range** -- After any maneuvers have been resolved and potential loss of control determined, the new ranges (if any) are determined for the current driver's vehicle. Range may vary from one participant to another and should be tracked using the Chase Table.

example: turn sequence

We can see the driver's sequence of events as Davis gets to his turn:

Davis: *My turn! I'm going to force this guy into the rice paddy.*

GM: *Fair enough. That's the Crowd maneuver. But before you get to try that, I need to check for Obstacles. You're in Open Terrain, so the chance is 1 in 12. Nope, you're all clear. So now you need to make a Ride check. Remember to apply the carriage's maneuver modifier.*

Davis: *Sure thing. I get a 13, plus 6 for my Ride skill. The carriage has a modifier of... -3? Holy crap. Alright, so that's a 16.*

GM: *And the Speed Category applies another -1 on that, so that's a 15.*

Davis: *Do I succeed? Is he plowing into the muck?*

GM: *Hold on. He gets to make a reaction roll -- Crowd uses opposed Ride checks. He rolls a 17, and gets a plus 3 for his Ride skill, along with a total penalty of -3, for a result of 17. The carriage lurches to one side, swerving madly, but the hobgoblin yanks on his horse's reins and, cursing, just manages to stay on the road. He's still at Point-Blank range.*

Davis: *We never get any breaks.*

Because Davis is a driver, on his turn the Game Master first checks for obstacles (see the Obstacles and Collisions section). Then Davis chooses a maneuver and makes the appropriate check to resolve it (different maneuvers require different checks). The other rider gets a reaction to this maneuver (not all maneuvers allow reaction rolls). The maneuver Davis picked, Crowd, does not change the range between chase participants. Instead it attempts to force another rider into a collision. However, because the opposing rider succeeded at his reaction roll, there is no effect.

CHASE CONDITIONS

There are a number of conditions that must be determined at the start of a chase. This section explains how these elements of the chase are modeled and tracked during a chase.

Range

There are five range categories. Range is always a relative measure of distance between two chase participants, and determines which maneuvers are available to a Driver (for example, Ram is only available at Point-Blank range). Range also affects the use of ranged weapons.

The heart of any chase is the effort to alter the range between the pursuer and the pursued. Many of the maneuvers in the Maneuvers section detail different ways to do just that.

Point-Blank: At Point-Blank range, vehicles are close enough that they are in some danger of colliding. They may be side-by-side or one just ahead of the other, weaving to avoid one another and obstacles. There is no penalty to ranged attack rolls made at Point-Blank range.

Short: Ranged attack rolls suffer a -2 penalty to hit at Short range.

Medium: At Medium range, ranged attack rolls suffer a -4 penalty to hit.

Long: At Long range, ranged attack rolls suffer a -8 penalty to hit.

Extreme: At Extreme range, chase participants can no longer make ranged attacks against each other.

These rules disregard the ranges between the various pursuers. If it becomes necessary to know, you can usually assume that vehicles that are at the same range from the pursued are at Point-Blank range from each other, and increment accordingly. That is, if Vehicle B is at Short range from the pursued and Vehicle C is at Extreme range, B and C are at Long range from each other.

Range Increments

The actual distances indicated by these ranges is determined by the current speed of the chase. Each range covers a distance equal to the top speed of the current Speed Category. If the current Speed Category is All-Out, the range increment is three times what it is for Cruising. See the Speed section for more detail.

Ranged Weapons

In the list of ranges above, penalties are listed for ranged attack rolls. These penalties assume firearms being used at Cruising speed. Other weapon types and Speed Categories might make different penalties more appropriate, but it can be troublesome and time-consuming to work out the exact distances and subsequent penalties involved in each chase.

Game Masters who wish to work out the actual penalties can do so using the range increment rules above, but if you don't want to do the work the penalties supplied above will suffice.

Speed Categories

These rules rely on a set of Speed Categories. Note that Speed Categories apply to the chase itself, not to the participants. The Speed Category defines the maximum speed possible given the current chase conditions. At each Speed Category, certain modifiers are applied to the chase participants traveling at that speed

Table 2-1: Speed Categories summarizes those modifiers.

Defense/AC Modifier is applied to the moving vehicle as a dodge bonus to either AC or CMD (if somebody tries a Combat Manuever during a chase).

Check/Roll Modifier is applied to all attack rolls and certain skill checks made by anyone in the moving vehicle. All skills are affected by this modifier.

Collision Damage Die indicates the type of die rolled in case of collision. The number of dice rolled is detailed in the Obstacles and Collisions section (it gets bigger as objects colliding get bigger).

The actual speed indicated by these categories can vary according to the scale of the chase, and the nature of the chase participants themselves. The Speed section has more details.

Terrain

The three Terrain types describe the types of landscapes through which a chase can proceed. Terrain types differ in two ways: the Speed Category they allow chase participants to reach, and the likelihood of Obstacles appearing to endanger chase participants.

Of course, the term "Terrain" does not imply that these types can only be used to describe terrestrial environments. See the Examples section to see how you can use Terrains to describe chases in the air, or over water, or in just about any kind of environment.

Table 2-1: Speed Categories

Speed Category	Defense/AC Modifier	Check/Roll Modifier	Collision Damage Die
Walk	+1	+0	d2
Cautious	+2	-1	d4
Cruising	+4	-2	d8
All-out	+8	-4	d12

The maximum Speed Category determined by Terrain types can be partially overcome through the use of the Damn The Torpedoes maneuver.

Open: Open Terrain is a flat, unobstructed landscape that does not interfere with a vehicle's travel, such as an open plain, a more-or-less empty road, or a salt flat.

In Open Terrain the likelihood of encountering an Obstacle is 1 in 12 per round. The maximum Speed Category in Open Terrain is All-out.

Close: Close Terrain is a somewhat restricted landscape where changes in speed or direction are common, such as a narrow road, a plain with hills and streams, or a wide forest.

In Close Terrain the likelihood of encountering an Obstacle is 1 in 8 per round. The maximum Speed Category in Close Terrain is Cruising.

Tight: Tight Terrain is a severely restricted landscape where sharp changes in direction and speed are required, such as a city market, a mountain path or a dense forest.

In Tight Terrain the likelihood of encountering an Obstacle is 1 in 4 per round. The maximum Speed Category in Tight Terrain is Cautious.

Surface

The four Surface types describe the types of surfaces over which a chase can proceed. Surface types limit the Speed Category they allow chase participants to reach and the maximum maneuver modifier that a vehicle can make use of (see the Vehicles section for information on the maneuver modifier).

Unlike the maximum Speed Category determined by Terrain types, that of Surface types cannot be exceeded using the Damn The Torpedoes maneuver.

Clear: Clear surfaces are those that are flat and hard-packed, offering maximum control and power to Vehicles, such as cobblestones and hard-packed dirt roads. The maximum Speed

Category on Clear surfaces is All-out. There is no maximum maneuver modifier on Clear surfaces.

Unsteady: Unsteady surfaces are those that are either flat but not packed, or hard but not flat and even, such as gravel roads and grassy plains. Also included in Unsteady surfaces are slick surfaces, such as roads during heavy rain, or with ice or snow. The maximum Speed Category on Unsteady surfaces is Cruising. The maximum maneuver modifier on Unsteady surfaces is +4.

Rough: Rough surfaces are those that are neither even nor hard, where control and power are reduced by the tendency of the surface to shift or give way, such as beaches, mud flats, plowed fields or moderate undergrowth. The maximum Speed Category on Rough surfaces is Cautious. The maximum maneuver modifier on Rough surfaces is 0.

Swampy: Swampy surfaces provide little to no traction and interfere with the normal operation of a vehicle, such as deep mud, soft sand or dense undergrowth. The maximum Speed Category on Swampy surfaces is Walk. The maximum maneuver modifier on Swampy surfaces is -4.

Vehicles and mounts of at least Large size can ignore maximum maneuver modifier restrictions due to Rough or Unsteady surfaces. Vehicles of at least Colossal size can ignore all maximum maneuver modifier restrictions.

example: chase conditions

As Davis and Lacie's escape effort continues, the effect of Terrain and Surface will be more apparent. It's Davis' turn again.

Davis: *I'm tired of these guys being faster than me. I'm going to haul on the reins and plow through one of these fields along the road. See if they can go so fast through rice paddies.*

GM: *Cool. That's the Breakaway maneuver. You need to make a Ride check at DC 20 as the heavy carriage thunders off the road and into the field. You have to use the carriage's maneuver modifier of -4, remember. And you're currently traveling at the Cautious Speed Category, so that's another -1.*

Davis: *A 15? Okay, I'll try it. I got an 19! Plus 6 for my Ride skill and -5 for the carriage and the Speed Category, that's a 20. So it works?*

GM: *It sure does. The carriage lurches and roars off the hard-packed road into the soft mud of the rice paddy. Water surges up on all sides. You've just changed the Surface of the chase from Clear to Swampy, which means the Speed Category drops to Walk. Everybody has to go slower, and that negates your opponent's Speed Factor. The Terrain has also changed from Open to Close, which means you've got a better chance of running into something.*

Davis: *No problem. This big carriage can handle anything.*

GM: *Well, maybe, but first your pursuers have to try and follow. They both have to make that DC 15 Ride check. The first one gets a total of 16 and just barely manages to plunge off the shoulder, plowing into the paddy right behind you. He's still at Point-Blank range. The second rider gets a total of... well, not enough. He makes his Crash check, however, and so the second rider is still barreling along the road. He's out of the chase for now.*

Note in **Table 2-2: Example Chase Table 2** how the Terrain, Surface and Speed Category have all changed. The Speed Factor changes to zero, since the "Walk" Speed Category forces all participants to reduce their speed to 20, negating the advantage of the Riders. Rider One remains at Point-Blank range but Rider Two has no Range or Speed Category since he did not succeed in following Davis' Breakaway maneuver. The new Surface restricts the maximum maneuver modifier to 0, so the hobgoblins will not be able to use the superior maneuverability of their horses while the chase proceeds through the rice paddy.

Note that no change has been made to the "Speed" row for the chase participants. This row does not reflect the CURRENT speed of the participants -- it records the maximum possible speed. The current speed of the chase is noted in the "Speed Category" entry -- that determines how fast all chase participants can go.

We'll return to Davis and Lacie after we've discussed Speed, Obstacles and Maneuvers.

Table 2-2: Example Chase Table 2

Terrain: Close

Surface: Swampy (Max Maneuver: -4)

Speed Category: Walk

	CHASE PARTICIPANTS		
	Carriage	Rider One	Rider Two
Speed	40	48	48
Maneuver Modifier	-4	0	0
	<i>vs Carriage</i>		
	Range	Point-Blank	--
	Speed Factor	0	--

SPEED

In these rules, speed works in ways that might not seem immediately intuitive. The most important concept to grasp is this: **chase participants always go as fast as their vehicles and the conditions of the chase allow.**

This means that there is no need to keep track of the current speed of any vehicle; it is always the lower of either the vehicle's top speed or the maximum speed allowable by the current chase conditions. The vehicle can't go any faster than its top speed, even if current conditions allow a faster speed, and the vehicle also can't go any faster than the current conditions allow, even if its top speed is much higher. Your champion racing stallion doesn't help you on tight, debris-filled twisty streets.

The top speed of a vehicle is represented by that vehicle's Speed rating. The maximum speed allowable, given the current Terrain and Surface, is represented by the current Speed Category. As long as we have these two numbers, we don't have to worry about the current speed of the vehicle -- it's always the slower of the two.

We DO have to worry about how any two vehicles in a chase can compare their current speeds, however, because faster vehicles gain an advantage on certain types of maneuvers, such as closing or lengthening the distance between two vehicles. The difference in current speed between two vehicles is recorded as the Speed Factor for that vehicle pair.

This all seems really complicated, doesn't it? Here are the four key points summarized:

- 1: A vehicle's speed rating represents its maximum speed if no chase conditions interfere.
- 2: The current Speed Category of a chase sets the maximum speed any vehicle may reach.
- 3: Chase participants always go as fast as their vehicles and the conditions of the chase allow.
- 4: The difference in current speed between two vehicles is represented as the Speed Factor for that vehicle pair.

All vehicles and mounts have a speed rating, found in the statistics block for that item. Be sure to always use consistent speed units for all chase participants. Don't mix 5-foot squares per round with miles per hour.

Many vehicles and mounts are listed in the Vehicles and Mounts section. Their speed ratings are given in 5-foot squares.

For mounts, be sure to use the run speed of the creature (usually four times the standard speed).

SPEED CATEGORIES

The actual speeds involved in any particular chase depend on the scale at which the chase is run. It is difficult to provide a single set of rules that will cover all possible situations, and the GM is encouraged to use common sense and fair judgment in applying the rules to each chase.

For chases that run over land (as opposed to those that zip through the air or the dark reaches of space), the following speeds (listed in standard 5' squares) are appropriate:

Table 3-1: Land Speed Categories

<u>Speed Category</u>	<u>Maximum Speed</u>
Walk	20
Cautious	50
Cruising	150
All-out	No limit

Air and space chases are more difficult to predict, since the types of vehicles involved can vary so widely in performance. Consult the Examples section for more details.

SPEED FACTOR

Speed Factor is a modifier that applies to pairs of vehicles. It is always expressed as a single number for each pair, applied as a bonus to the faster vehicle and a penalty to the slower.

How To Calculate Speed Factor

The Speed Factor between two vehicles is calculated by comparing their current speeds (which we know is always the lower of either their

speed or the current Speed Category, right?). The number of times one current speed can be divided into another (as a whole number) is the Speed Factor--unless the two vehicles have the same current speed, at which point the Speed Factor between them is 0.

Example: Vehicle One has a Speed of 30 and Vehicle Two has a Speed of 75, the Speed Factor between them is 2. If the current Speed Category is Cautious (with a top Speed of 50), the Speed Factor would be 1. If the current Speed Category is Walk (with a top Speed of 20), the Speed Factor would be 0.

Speed Factor must be recalculated whenever the Speed Category for the chase changes.

How To Use Speed Factor

The Speed Factor for each pair of vehicles is recorded on the Chase Table for each pair.

Whenever either vehicle attempts a maneuver to which Speed Factor applies, the Driver of the faster vehicle adds the Speed Factor to her check, while the Driver of the slower vehicle subtracts the Speed Factor from his check.

In other words, Speed Factor is a bonus for faster vehicles and a penalty for slower vehicles. For maneuvers that require opposed checks, these bonuses and penalties will be applied simultaneously. Otherwise, the acting vehicle applies either the bonus or the penalty to the check, as appropriate.

Consider the example from the beginning of the chapter. Take a look at Table 1:1 -- The Example Chase Table.

Both riders are faster than the carriage, but not TWICE as fast, so the Speed Factor between each of them and the carriage is 1. When making checks to which Speed Factor applies, the driver of the carriage takes a penalty of 1, while the riders enjoy a bonus of 1.

That's only in conditions that allow the riders to use their superior speed. As we saw in earlier examples, a driver of a slower vehicle can try to change the chase conditions, so that Terrain and Surface penalties reduce the Speed Category. Since Speed Factor is always calculated using the LOWER of the vehicle's speed or the current Speed Category, if the Speed Category is low enough, the Speed Factor against opposing vehicles can be reduced or negated.





OBSTACLES

As chase participants speed along, each round there is a chance that they will encounter obstacles. How they respond to these obstacles can affect the outcome of the chase.

encountering obstacles

The chance of encountering an obstacle is determined by the type of Terrain the chase is currently proceeding through. Those chances are reproduced on Table 4-1: Encountering Obstacles (at right).

Table 4-1: Encountering Obstacles

Terrain Type	Chance of Obstacle
Open	1 in 12
Close	1 in 8
Tight	1 in 4

Once an obstacle is encountered, its nature needs to be determined. There are two methods to handling this question: a Simple method (which you should use when you want to carry on with the chase itself and only present a minor inconvenience to the driver) and a Complex method (when you want to possibly affect the chase in a drastic manner and are willing to spend a little time sorting things out).

responding to obstacles

If an obstacle appears on a driver's turn, the driver can choose to select one of the appropriate Obstacle maneuvers as their action for that turn. They are not required to do so. Should they select some other maneuver, however, they automatically collide with the object (see Collisions, below). If they do select an Obstacle maneuver, then that is their action for that round. They do not get to choose another maneuver once the Obstacle maneuver is resolved.

See the Maneuvers section for details on how to resolve Obstacle maneuvers.

defining obstacles

Obstacles are defined using a standard obstacle statistics block. This statistics block contains the following elements:

Size and Type: Obstacles are either Simple, or they are some combination of size (using the standard creature sizes) and one of the four Complex Types: Barrier, Moat, Traffic and Creature.

Size Modifier: Note the special size modifier (as for grappling) for the obstacle: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small -4, Tiny -8, Diminutive -12, Fine -16.

Hit Points: For many obstacles, how much damage they can take before being destroyed is critical.

Hardness: Like most objects, most obstacles have a hardness rating that reduces the damage they take from attacks.

Some sample obstacles are provided at the end of this book for use in your own chases.

simple obstacles

Simple obstacles are Medium-size stationary objects that the driver needs to deal with. The exact nature of the objects is left to the GM to decide, but they should be relatively destructible and inoffensive (not bombs or concrete bunkers, for examples). The exact nature of the obstacle doesn't even need to be determined; simply allow the driver to determine his response to the obstacle as noted above, and apply any Collision rules that turn out to be necessary.

Simple obstacles only affect the acting driver; other drivers do not encounter the same obstacle and do not need to avoid it.

When responding to simple obstacles, a driver can choose the Hard Brake, Swerve or White Knuckle Obstacle maneuvers.

complex obstacles

Many times it'll be more fun if there are more details about an obstacle. It takes longer to generate such things on the fly, but clever GMs can have obstacles prepared ahead of time if they

know a chase is coming. And we've supplied some ideas to help you even if you didn't know one was coming -- see the Examples chapter for such useful things.

Complex obstacles can have a variety of natures and come in all sizes. They are grouped into four categories: Barriers, Moats, Traffic and Creatures. Each obstacle category can be avoided by a different set of Obstacle maneuvers.

Barriers: Barriers are stationary obstacles that impede progress by presenting a more-or-less impassable blockage. "More-or-less" is the operative term here, as both fruit carts (the essential element of all chases, of course) and brick walls are considered Barriers. Unexpected turns on narrow streets, for example, are Barrier obstacles. Barriers can be destroyed through sheer damage or avoided through nerves and skill.

When responding to Barriers, a driver can choose the Hard Brake, Swerve or White Knuckle Obstacle maneuvers.

Moats: Moats are obstacles that prevent travel by presenting a gap in the chase surface. Rivers, ditches, blown-out bridges and bomb craters can all be Moats. Moats cannot be destroyed but they can be jumped, and also, like Barriers, they can be avoided.

When responding to Moats, a driver can choose the Hard Brake, Jump or Swerve Obstacle maneuvers.

Traffic: Traffic objects are obstacles that are moving through the area of the chase. They differ from Barriers in that they can be encouraged to move aside, rather than either avoided or destroyed.

When responding to Traffic objects, a driver can choose the Hard Brake, Lean On The Horn, Swerve or White Knuckle Obstacle maneuvers.

Creatures: Creatures are living obstacles. Pedestrians, stampeding cattle, and giant radioactive dinosaurs are Creatures. They are similar to Traffic, but may have abilities or qualities that affect the outcome of the chase.

When responding to Creature objects, a driver can choose the Hard Brake, Lean On The Horn, Swerve or White Knuckle Obstacle maneuvers.

The size of an obstacle affects the use of the Jump and Swerve maneuvers, as detailed in the description of each of those maneuvers, and also affects collision damage, as detailed later in the section on Collisions.

The size of an obstacle also affects other drivers. Any obstacle that is larger than the acting vehicle affects all vehicles at Point-Blank range to the acting vehicle. The drivers of those vehicles must make Reaction Rolls as detailed in the Obstacle maneuvers section of the Maneuvers chapter.

preparing complex obstacles

If you expect a chase to form part of your next game session, you can do a little work towards preparing obstacles for your chase participants to encounter. Since you know something about the nature of the environment the chase will take place in, you can prepare some likely obstacles characters will encounter. A chase through a forest might have fallen logs, shallow ravines, rivers, or a herd of centaurs suddenly appearing in the way. If you have a list of potential obstacles and their relevant statistics at hand, your chases can be much more exciting.

In the Examples section you can find several sample obstacles you can use for those moments when inspiration just won't strike.

Random complex obstacles

If an obstacle appears and you don't have anything prepared, you can use the following tables to generate complex obstacles. First you determine the obstacle type based on the current chase Terrain. Roll and consult **Table 4-2: Random Obstacle Type**.

For Barrier, Moat or Traffic obstacles, roll and consult **Table 4-3: Random Obstacle Size**

The size of Creature obstacles is determined by the type of creature encountered. You can use local encounter tables if they exist, or just select a likely creature for the chase environment.

Once obstacle category and size have been determined, the driver can select an Obstacle maneuver or not and the resulting Collision, if any, is resolved.

Table 4-2: Random Obstacle Type

Terrain	d10 Result	Obstacle
Open	1-3	Barrier
	4-8	Moat
	9	Traffic
	10	Creature
Close	1-5	Barrier
	6-7	Moat
	8-9	Traffic
	10	Creature
Tight	1-5	Barrier
	6	Moat
	7-9	Traffic
	10	Creature

Table 4-3: Random Obstacle Size

Obstacle Type	d10 Result	Obstacle Size
Barrier	1	Small
	2-3	Medium
	4-5	Large
	6-7	Huge
	8-9	Gargantuan
10	Colossal	
Moat	1-2	Small
	3-5	Medium
	6-8	Large
	9	Huge
	10	Gargantuan
Traffic	1	Medium
	2-3	Large
	4-7	Huge
	8-10	Gargantuan

COLLISIONS

Collisions cause damage to all objects (vehicles and obstacles) that are involved in them, and can cause vehicles to go out of control. If a collision occurs (for example, if a Driver fails at an Obstacle maneuver, or elects not to attempt an Obstacle maneuver when an obstacle appears), first determine the amount of damage the collision deals to all involved, and then have each participant involved in the collision make a Crash check (see Crash Checks, below).

In the Chase Conditions chapter, **Table 2-1: Speed Categories** listed Collision Damage Dice for each Speed Category. Those damage dice are multiplied according to the size of the smallest object involved in the collision. **Table 4-4: Collision Die Types** and **Table 4-5: Collision Dice Number** show the values for each Speed Category and each object size category.

Table 4-4: Collision Die Types

Highest Speed	Damage Die Type
Walk speed	d2
Cautious speed	d4
Cruising speed	d8
All-out	d12

Table 4-5: Collision Dice Number

Smallest Object or Creature Size	Number of Dice
Colossal	20
Gargantuan	16
Huge	12
Large	8
Medium-size	4
Small	2
Tiny	1
Smaller than Tiny	0

After finding the base damage, determine the collision's damage multiplier based on how the colliding vehicle struck the other vehicle or object. Consult **Table 4-6: Collision Direction** (on the next page) for a multiplier.

Table 4-6: Collision Direction

Colliding Vehicle's Target	Multiplier
A stationary object (Barriers and Moats)	x 1
Vehicle, Traffic or Creature, Head-On	x 2
Vehicle, Traffic or Creature, T-Bone	x 1
Vehicle, Traffic or Creature, Rear-End or Sideswipe	x 1/2

For other chase participants, refer to the Ram or Sideswipe maneuvers to determine Collision Direction. For Traffic or Creature obstacles, the likely direction will be determined by the current chase environment (heading the wrong way in the passing lane, for example, suggests that Traffic obstacles are approaching Head-On).

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision.

COLLISIONS, damage and speed

As long as a vehicle has at least one hit point, it can continue moving, although its performance may be degraded, depending on how much damage it has taken in the chase. See the Vehicles and Mounts section for more details.

Crash checks

Crash checks are either Ride check (for mounted chases) or Reflex saves (for foot chases). Campaigns with magical or technological vehicles may use whatever skill they have determined for vehicle operation.

The DC for this check depends on the terrain type, as detailed in **Table 4-7: Crash Check DCs**. The current Speed Category Check/Roll Modifier applies to Crash checks, as does the Maneuver Modifier for the vehicle. In addition, if the crash check is the result of a Collision, the special size modifier of the object with which the vehicle collided is also applied to the DC of the Crash check. If the Crash check is successful, there is no ill effect. If the Crash check is unsuccessful, the vehicle is immediately "out-of-control" (see Losing Control, at right).

Losing control

A Driver can lose control over their vehicle or mount in a number of ways. They can be rendered unconscious through damage, they can fail a Crash check, or they can elect to give up control in order to perform a Passenger maneuver.

Losing control of a vehicle is different than losing control of a mount.

When a driver loses control of a vehicle, his vehicle immediately becomes "out-of-control". It automatically foregoes any skill checks (including Reaction Rolls to other drivers' maneuvers). It checks for obstacles on the previous driver's turn, but the chance of an obstacle in all Terrains increases by two. So that in in Tight Terrain, the chance becomes 3 in 4, in Close Terrain it becomes 3 in 8 and in Open Terrain it becomes 3 in 12. An out-of-control vehicle also takes automatic Collision damage as though it had collided with a Small Barrier Obstacle every round on the previous driver's turn.

The vehicle remains out-of-control until a passenger aboard the vehicle manages the "Regain Control" Passenger maneuver (see the Maneuvers section). At that point the successful passenger becomes the driver and the vehicle makes obstacle checks as normal starting with the new driver's next turn.

When a rider loses control of a mount, they must immediately make a Ride check at DC 20, as though attempting to control their mount in battle. A rider who fails this check falls from the mount. A mount that does not have a rider taking its actions acts on its own, according to its own intelligence, ability and desires. Unless otherwise stated, it makes Ride checks for appropriate maneuvers, gaining a +8 natural bonus. Mounts never become "out-of-control".

Table 4-7: Crash Check DCs

Current Terrain	Crash Check DC
Open	10
Close	15
Tight	20

MANEUVERS

Maneuvers are at the heart of the chase system. By selecting and resolving maneuvers, chase participants gain advantages over their foes, force their prey into hopeless situations or survive death-defying stunts.

selecting maneuvers

Each round, every chase participant (drivers and passengers) are able to select one maneuver. Most maneuvers can only be selected by drivers; passengers are restricted to Passenger maneuvers. Some maneuvers are used only in special circumstances, such as Obstacle maneuvers (which can be selected by a driver in order to respond to an obstacle).

Maneuvers are usually resolved by making a skill check. The specific skill will vary from one maneuver to another. Consult the maneuver descriptions below for details. Some maneuvers are resolved through opposed checks, while others provide a static DC for the character to reach.

Maneuvers also vary as to the modifiers they make use of. Some maneuvers require the driver to apply any Speed Factor modifiers that might exist, while others require application of the vehicle's maneuver modifier. A table for each set of maneuvers indicates which modifiers apply to each maneuver.



maneuver descriptions

This section describes each maneuver, including DCs and typical results. Characters may use maneuvers for purposes other than those noted here. The GM is encouraged to be flexible in interpreting the maneuvers.

maneuver name

The maneuver name is followed by a brief description of the maneuver.

Maneuver Modifier: Whether or not the vehicle's maneuver modifier applies to checks made when attempting this maneuver. See the Vehicles chapter to determine a given vehicle's maneuver modifier.

Speed Factor: Whether or not the current Speed Factor to the opposing vehicle is applied to checks made when attempting this maneuver.

Reaction Roll: Whether or not opposing drivers are entitled to make a check in reaction to this maneuver. Different maneuvers have different types of reaction rolls, so check the maneuver Result section or DC section for details.

Range: The ranges at which opposing vehicles must be for this maneuver to be attempted.

Skill: What skill is used for checks made to resolve this maneuver. Many maneuvers list "Drive/Ride" as the skill -- the appropriate one for the situation should be chosen. In cases where the driver of a vehicle opposes rider of a mount, they should each use whichever skill is appropriate for them -- thus the one's Drive skill check would oppose the other's Ride skill check.

A longer description of the maneuver and its purpose is a chase is provided next.

DC: The DC (or instructions on how to determine the DC) for the check required to resolve the maneuver.

Special (if required): Any special conditions or reminders.

Result: What happens if the check is successful or unsuccessful.

CHASE MANEUVERS

Chase maneuvers are the “bread-and-butter” of chases. Drivers select these maneuvers (and only drivers -- passengers may not do so) in order to gain ground on their opponents, or try to force opponents out of the chase. Consult **Table 5-1: Chase Maneuvers** to determine which Chase maneuvers require the driver to apply maneuver modifiers or Speed Factor modifiers.



Table 5-1: Chase Maneuvers

Chase Maneuvers	Modifiers Applied:			
	Maneuver	Speed Factor	Reaction	Range
Barnstorm	N	N	N	Any
Breakaway	N	Y	Y	Any
Close/Lengthen	N	Y	Y	Any
Crowd	Y	N	Y	Point-blank
Damn The Torpedoes	Y	N	Y	Any
Escape	N	Y	Y	Extreme
Evasion	Y	N	N	Any
Hard Brake	Y	N	Y	Any
Head 'Em Off	Y	Y	N	--
Join	Y	Y	N	--
Lose 'Em	Y	N	Y	Any
One Hand on the Wheel	N	N	N	Any
Pace	Y	Y	Y	Any
Ram	Y	Y	Y	Point-blank

BARNSTORM

Plow into an obstacle in order to shake off pursuers.

Maneuver Modifier: No

Speed Factor: No

Reaction Roll: No (but see Result, below)

Range: Any

Skill: Ride or Reflex

Choose this maneuver to deliberately plow into an obstacle in an attempt to force pursuers to either Crash or fall back.

DC: Crash Check (see below)

Result: Upon choosing this maneuver, the acting driver's vehicle takes automatic Crash

damage as it strikes a Medium-size Barrier obstacle (see the Obstacles and Collisions chapter on Obstacles).

The driver must then make a Crash Check in order to maintain control of the vehicle. All vehicles at Point-Blank range to the acting vehicle must also take collision damage and make Crash checks if they wish to maintain their position.

Drivers of vehicles at Point-Blank range to the acting vehicle may increase their range to Short and avoid the Crash check.

BREAKAWAY

Alter current chase conditions.

Maneuver Modifier: No

Speed Factor: Yes

Reaction Roll: Yes

Range: Any

Skill: Ride or Reflex

Choose this maneuver to change the chase conditions to something more favorable for your vehicle.

DC: 20

Special: This maneuver may not be possible at all times. The GM determines if this maneuver is possible, and the sorts of conditions that it may be possible to change to (both Surface and Terrain).

Result: If successful, the chase veers into new terrain (going off-road, or plunging into a narrow alley, or some such sudden transformation of conditions).

If the acting driver fails the skill check for this maneuver, he must immediately make a Crash check (see the Obstacles and Collisions chapter) or lose control of his vehicle. The conditions of the chase do not change.

Other vehicles must attempt a skill check in order to stay in the chase with the acting driver's vehicle. The DC for this Reaction Roll varies according the other vehicle's current Range from the acting driver's vehicle, as follows:

Point-Blank	20	Short	18
Medium	16	Long	12
Extreme	8		

Drivers who fail this check are no longer in the chase with the acting vehicle and must likewise make Crash checks or lose control of their vehicles.

CLOSE/LENGTHEN

Pull away from or catch up with other vehicles

Maneuver Modifier: No

Speed Factor: Yes

Reaction Roll: Yes

Range: any

Skill: Ride or Reflex

Choose this maneuver anytime you want to gain ground on your opponents, whether you wish to pull away from or catch up with them.

DC: Opposed checks between the acting vehicle and all vehicles to which the acting driver wishes to change his range. If the opposing driver is unable to make a check (because the vehicle is out-of-control, for example, or the driver is using the Evasion maneuver) the DC is 10.

Result: If successful, the Close/Lengthen maneuver allows the acting driver to change the Range between his vehicle and all vehicles that failed the opposed check by one Range increment, either closer or further (the same direction of change must be applied to all vehicles). If unsuccessful, there is no change in the Range between the vehicles.

CROWD

Force another vehicle into an obstacle.

Maneuver Modifier: Yes

Speed Factor: No

Reaction Roll: Yes

Range: Point-Blank

Skill: Ride or Reflex

Choose this maneuver to try and force an opposing vehicle to crash

DC: Opposed checks (see Special)

Special: The targeted driver can forego the opposed check, in which case the maneuver is resolved as a successful Ram (Sideswipe) maneuver against the targeted vehicle, without causing that vehicle to collide with an obstacle. A vehicle that is "out-of-control" always foregoes this check.

Result: If successful, the targeted driver collides with an obstacle (see Collisions) and must make a Crash check or lose control of his vehicle.

damn the torpedoes

Barrel straight through dangerous Terrain.

Maneuver Modifier: Yes

Speed Factor: No

Reaction Roll: No

Range: any

Skill: Ride or Reflex

Choose this maneuver to temporarily overcome Speed Category limitations imposed by the current chase Terrain.

DC: None (but Crash check -- see below)

Result: Upon choosing this maneuver, the acting driver makes a Crash check to maintain control of their vehicle. If successful, the acting driver may immediately make another maneuver as part of the same turn.

For this maneuver, the acting driver's vehicle behaves as though the chase Terrain were one degree less limiting than it actually is. Close Terrain is treated as Open, and Tight Terrain is treated as Close, for the purposes of Speed Category limitations only.

escape

Flee the scene, get away.

Maneuver Modifier: No

Speed Factor: Yes

Reaction Roll: Yes

Range: Extreme

Skill: Ride or Reflex

Choose this maneuver to pour on the speed and leave your pursuers in the dust.

DC: Opposed checks between the acting driver's Ride skill (or Reflex, if on foot) and the opposing drivers' Perception skill.

Result: If all opposing drivers fail to beat the acting driver's Ride check with their Perception check, the chase is over and the acting driver's vehicle has escaped. The chase is over.

EVASION

Drive defensively, making your vehicle more difficult to target. Run in a serpentine, unpredictable fashion.

Maneuver Modifier: Yes

Speed Factor: No

Reaction Roll: No

Range: any

Skill: Ride or Reflex

Choose this maneuver to make your vehicle more difficult to hit, or to make life difficult for your passengers.

DC: 15

Result: If successful, the acting driver may take a penalty on their Ride skill (or Reflex save, if on foot) and then must make a Crash check using that skill, with the penalty applied. If the Crash check succeeds, the vehicle then receives a dodge bonus to Defense or Armor Class equal to the penalty taken on Ride until the acting driver's next turn.

All passengers also must make Reflex saves checks at a DC equal to 15 plus the dodge bonus gained from the Evasion maneuver or fall prone. In a vehicle that offers less than half cover, any passenger who fails the Balance check by more than 5 falls out of the vehicle.

If unsuccessful, the acting driver does not make a Crash check. Defense or Armor Class does not change.

Regardless of the outcome, the acting driver may not make any Reaction Rolls until his next action.



hard brake

Perform a sudden deceleration to throw off nearby pursuers.

Maneuver Modifier: Yes

Speed Factor: No

Reaction Roll: Yes

Range: Any

Skill: Ride

Choose this maneuver to force pursuers who are at Point-Blank range to overshoot your vehicle.

DC: Opposed Ride check between the acting driver and any other drivers whose vehicles are at Point-Blank range to the acting driver's vehicle.

Result: If successful, the acting driver's vehicle suddenly decelerates, sending nearby vehicles shooting past. All vehicles at Point-Blank range whose drivers fail the opposed Ride checks go to Short Range. All vehicles at other ranges have their range to the acting driver's vehicle reduced by one increment.

Join

Enter a chase.

Maneuver Modifier: Yes

Speed Factor: Yes

Reaction Roll: No

Range: --

Skill: Ride or Reflex

Choose this maneuver to join a chase already in progress, either because you weren't aware of it, because you were foiled by a Breakaway or a Lose 'Em maneuver previously, or because you're attempting a Head 'Em Off maneuver.

DC: The DC for the Join maneuver depends on the current Speed Category of the chase.

Walk	10	Cautious	15
Cruising	20	All-Out	25

Special: Every round that passes while a driver remains out of the chase, their Join checks suffer a -2 penalty.

Result: If successful, the acting vehicle joins the chase. By default, new chase participants join a chase at Extreme range. For every 5 points by which their Ride check exceeded the DC for the current Speed Category, the Range is reduced by one increment.

head 'em off

Find a short cut to catch up with your target

Maneuver Modifier: Yes

Speed Factor: Yes

Reaction Roll: No

Range: Any

Skill: Perception

Choose this maneuver to find an alternate route that will bring you closer to your target.

DC: Perception check DC depends on the current Terrain:

Close	25
Tight	20
Open	15

The Check/Roll Modifier for the current Speed Category applies to this check.

Special: The acting driver must leave the chase in order to select this maneuver. Any driver not in the chase but aware of the chase somehow may attempt this maneuver. Drivers who are being directed by an ally who can see more of the chase than they may receive a bonus on this Perception check, at the GM's discretion.

Result: If successful, the acting driver gains a +5 circumstance bonus on their first Join attempt after the Head 'Em Off maneuver is resolved. Regardless, after the Head 'Em Off maneuver is resolved, the acting driver is now out of the race and can only attempt the Join maneuver.



Lose 'em

Shake your pursuers by hiding in traffic or crowded conditions.

Maneuver Modifier: Yes

Speed Factor: No

Reaction Roll: Yes

Range: Any

Skill: Ride (but see below)

Choose this maneuver to lose your pursuers by ducking behind obstacles.

DC: The acting driver's Ride check is opposed by opposing driver's Perception checks. The current Terrain provides a bonus to the acting driver's check as follows:

Open:	-10
Close:	+0
Tight:	+10

Special: The acting driver gains a +2 synergy bonus for every 5 ranks he has in Bluff or Stealth. The opposing drivers gain a +2 synergy bonus for every 5 ranks they have in Sense Motive. Use the Range modifiers for ranged attacks as penalties on the opposing driver's Perception check.

Result: Each opposing driver who fails to beat the acting driver's check is out of the chase. They may attempt a Join or Head 'Em Off maneuver on their next round, if they become aware of their quarry (either through a successful Perception check or by having an ally direct them).

one hand on the wheel

Perform some other action while driving or riding.

Maneuver Modifier: No

Speed Factor: No

Reaction Roll: No

Range: Any

Skill: Ride

Choose this maneuver if you wish to perform a Passenger maneuver and maintain control of your vehicle.

DC: The DC for the One Hand on the Wheel maneuver depends on the current Terrain:

Open:	10 + Speed Category Modifier
Close:	15 + Speed Category Modifier
Tight:	20 + Speed Category Modifier

Result: If successful, the driver can choose a Passenger maneuver to attempt. The check to resolve the Passenger maneuver suffers a -4 circumstance penalty due to the driver's distraction. This penalty is reduced by 1 if the Ride check exceeds the DC by 5, and for every 5 thereafter. If the DC is 13, a result of 18 reduces the Passenger maneuver penalty to -3, while a result of 34 would reduce it to zero.

If unsuccessful, the driver may still choose to perform the Passenger maneuver, but the vehicle is considered out-of-control until SOMEBODY succeeds at the Regain Control Passenger maneuver. The driver may also choose not to perform the Passenger maneuver, in which case their turn is over, but their vehicle remains under control.

Obviously the Passenger maneuver chosen may affect whether or not the Driver remains in control of the vehicle; under most circumstances, using the Jump Clear maneuver will result in the Driver NOT being in control of the vehicle. Use your noodle.

pace

Maintain identical speed and direction to another vehicle.

Maneuver Modifier: Yes

Speed Factor: Yes

Reaction Roll: Yes

Range: Any

Skill: Ride

Choose this maneuver to allow your passengers an easier time making attacks against an opposing vehicle.

DC: Opposed checks. If the opposing driver chooses not to react or is unable to react, the maneuver automatically succeeds.

Result: If successful, Defense/AC and Check/Roll modifiers due to Speed Category all become zero for passengers in both vehicles attempting actions that involve only the two vehicles currently Pacing. The modifiers remain at zero until either driver resolves any maneuver other than Pace, or until both drivers lose control of their vehicles.

Ram

Deal damage to opposing vehicle.

Maneuver Modifier: Yes

Speed Factor: Yes

Reaction Roll: Yes

Range: Point Blank only

Skill: Drive/Ride

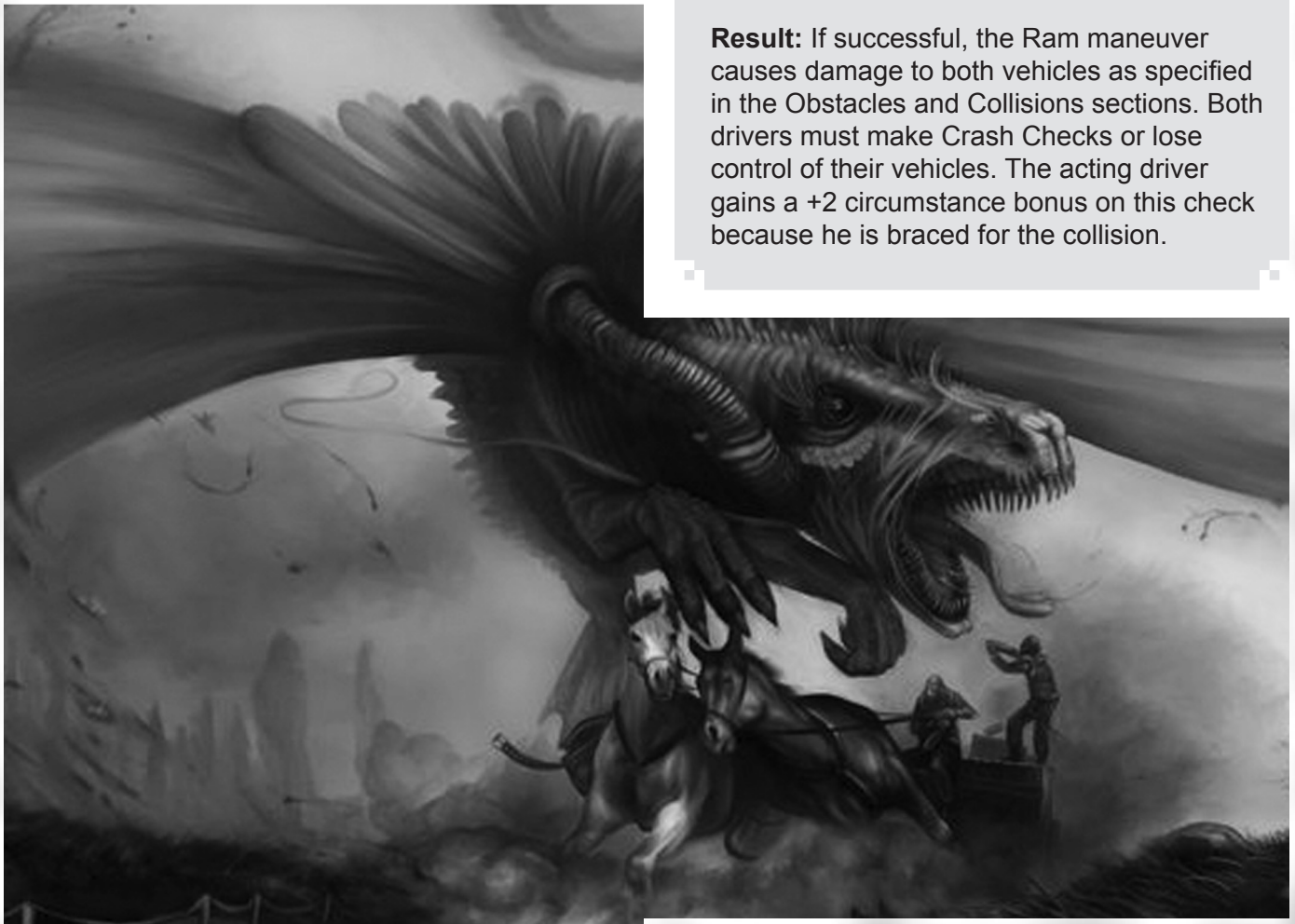
Choose this maneuver to use your vehicle as a weapon and slam it into your opponent's vehicle.

DC: The DC for the Ram maneuver is the Armor Class of the target vehicle. Drivers with the Mounted Combat feat can substitute their Ride checks for their vehicle's Armor Class.

Special: The default type of Ram for this maneuver is a Rear-End (see the Obstacles and Collisions sections), but if the driver wishes to attempt a more destructive type of Ram, the DC is modified as shown on the table below:

Type of Ram Attempted	DC Modifier
Rear-End or Sideswipe	+0
T-Bone	+5
Head On	+10

Result: If successful, the Ram maneuver causes damage to both vehicles as specified in the Obstacles and Collisions sections. Both drivers must make Crash Checks or lose control of their vehicles. The acting driver gains a +2 circumstance bonus on this check because he is braced for the collision.



PASSENGER MANEUVERS

Not everyone in a chase is always driving a vehicle or riding a mount. Passengers want to get involved, too. Any chase participant can select a Passenger maneuver, including drivers (through the One Hand on the Wheel maneuver described above). Passenger maneuvers allow characters to make attacks against their enemies, cast spells or use devices, move in, on, around or possibly under their vehicles, and even switch from one vehicle to another. **Table 5-2: Passenger Maneuvers** summarizes the possible Passenger maneuvers.

Table 5-2: Passenger Maneuvers

Maneuver	Skill/Save	Range
Ranged Attack	--	Long or less
Melee Attack	--	Point-Blank
Leap Aboard	Acro/Reflex	Point-Blank
Jump Clear	Acro/Reflex	--
Regain Control	Ride	--
Take Charge	--	--
Catch It!	--	--
Half a Full-Round Action	--	--

Ranged attack

Use a ranged weapon against an opponent's vehicle or an opponent.

Maneuver Modifier: No

Speed Factor: No

Reaction Roll: No

Range: Long or less

Skill: Ranged attack

Choose this maneuver to fire a ranged weapon at an opponent or an opponent's vehicle.

DC: Opponent's or opponent's vehicle's Armor Class.

Result: An attack against an opponent in the same vehicle draws an attack of opportunity from all opponents on that vehicle (well, unless the vehicle is, say, an aircraft carrier), and is otherwise resolved as per normal combat rules.

Full Attacks are not possible, nor is it possible to flank an opponent. Attacks may be directed against an opponent on another vehicle, in which case the opponent gains whatever cover and other protection their vehicle supplies. An attack against an opponent's vehicle is resolved by consulting the Vehicles and Mounts section

Melee Attack

Use a melee weapon against an opponent's vehicle or an opponent.

Maneuver Modifier: No

Speed Factor: No

Reaction Roll: No

Range: Point-Blank

Skill: Melee attack

Choose this maneuver to either strike an opponent on the same vehicle as you, or to bash an opponent's vehicle with something. It'll make you feel better.

DC: Opponent's or opponent's vehicle's Armor Class.

Result: An attack against an opponent on the same vehicle is resolved as per normal combat rules. Full Attacks are not possible, nor is it possible to flank an opponent. Attacks may be directed against an opponent on another vehicle, in which case the opponent gains whatever cover and other protection their vehicle supplies. An attack against an opponent's vehicle is resolved by consulting the Vehicles and Mounts section.

Leap aboard

Try to jump aboard a moving vehicle.

Maneuver Modifier: No

Speed Factor: No

Reaction Roll: No

Range: Point-Blank

Skill: Acrobatics or Reflex Save

Choose this maneuver if you want to get on board a vehicle involved in a chase. You may select this maneuver in order to go from being a "pedestrian" to being a passenger, or if you are already a passenger on one vehicle and wish to switch to another vehicle.

DC: 30 + Speed Factor modifier (unless nullified through use of the Pace maneuver)

Special: Adjust the DC to suit the level of swashbuckling your game is meant to support. For a game in which characters ought to be blithely leaping from one moving vehicle to another, reduce the DC to 25 or even 20.

Result: If successful, the acting character is now aboard the target vehicle.

If the check is missed by more than 5, the acting character is on the ground and out of the chase. If the check is missed by less than 5, the acting character can make a Reflex Save at DC 15 to grab hold of the target vehicle. This save is modified by the Speed Category Check/Roll modifier. If the Reflex Save is successful, the character is now clinging to the vehicle and can attempt a Climb check next turn to get aboard.



Jump clear

Leap from a moving vehicle.

Maneuver Modifier: No

Speed Factor: No

Reaction Roll: No

Range: --

Skill: Acrobatics or Reflex Save

Choose this maneuver to get clear of a vehicle heading inexorably towards its doom.

DC: Based on the amount of cover provided by the vehicle:

None:	10	Half:	15
Three-Quarters:	20	Full:	25

Special: Like the Leap Aboard maneuver, you can adjust the DCs to make things easier for a more swashbuckling feel. You could also allow higher Acrobatics checks to reduce the number of damage dice even further (see below), ruling that for every 10 (or even 5 for that Errol Flynn feel) by which the Acrobatics check exceeds 20, the number of damage dice is reduced by yet another one.

Result: If successful, the acting character is no longer aboard the original vehicle. The character takes collision damage as though a vehicle of the size of the character (thus, a Medium-size character at Cruising speed takes 4d8 hit points of damage). An Acrobatics check at DC 20 reduces the number of damage dice by one. The character retains his range to all other chase participants.

If unsuccessful, the acting character can either stay aboard the vehicle until next round, or is struck by the vehicle as they exit, taking first collision damage from the vehicle and then from striking the ground (in the previous example, the character would take a total of 8d8 hit points of damage).

Regain Control

Get control over an out-of-control vehicle.

Maneuver Modifier: Yes

Speed Factor: No

Reaction Roll: No

Range: Any

Skill: Ride

Choose this maneuver if your vehicle is out-of-control (see Losing Control, in the section on Collisions and Obstacles).

DC: The DC for the Regain Control maneuver is 20.

Special: This maneuver can only be chosen by a passenger who has access to the controls of the vehicle.

Result: If successful, the vehicle is no longer out-of-control. The driver can choose a Chase or an Obstacle maneuver next round. If unsuccessful, the vehicle remains out-of-control and the driver cannot choose a Chase or an Obstacle maneuver next round.

Take Charge

Attempt to wrest control of a vehicle away from a driver.

Maneuver Modifier: No

Speed Factor: No

Reaction Roll: No

Range: --

Skill: --

Choose this maneuver to try and take control of a vehicle currently being driven by an opponent. You may only attempt this maneuver against the driver of the vehicle you are currently aboard.

DC: Opposed combat maneuver checks.

The current driver of the vehicle gains a +2 circumstance bonus on this check. There is no touch attack required, no attack of opportunity and no need to check for a hold.

Result: Except as noted above, the grapple is resolved as per normal combat. Full Attacks are not possible, nor is it possible to flank a character. Pinned characters cannot attempt any maneuver except escape the grapple. Grappling characters can attempt chase maneuvers rather than make an opposed grapple check but all maneuvers made by grappling characters suffer a -4 circumstance modifier due to their grapply state.

Catch It!

Grab an object as you zoom past.

Maneuver Modifier: No

Speed Factor: No

Reaction Roll: No

Range: --

Skill: Melee touch attack

Choose this maneuver to scoop up some object as your vehicle goes past.

DC: 10 + Special Size Modifier (as for CMD) for object size

Result: If successful, the acting character now has a hold on the object in question. If the object weighs as much as a Light Load given the character's Strength, they can pick it up automatically. If it is a Medium Load, the character must make a Reflex Save at DC 15 to avoid falling out of the vehicle as they grab the object. If the object is a Heavy Load, the Reflex Save DC rises to 20. Objects heavier than a Heavy Load cannot be grabbed in this fashion. Any attempt to do so requires a Reflex Save at DC 25 to avoid falling out of the vehicle.

Half a Full-Round Action

Start or finish a full-round action other than a full attack.

Maneuver Modifier: Probably not

Speed Factor: Probably not

Reaction Roll: Probably not

Range: Impossible to tell

Skill: Up to you

Choose this maneuver twice in a row whenever you want to perform a full-round action other than a full attack. You can't perform full-round actions in a single round, so if you want to cast a spell that takes a full round, or some other action that likewise takes a full round, you can do it in two rounds using this maneuver twice. This maneuver does not allow you to make a full attack.

DC: Up to you

Result: Depends entirely on the action chosen.

Other actions are at the discretion of the Game Master, using the ones presented here as guidelines.

OBSTACLE MANEUVERS

On each driver's turn, the GM checks for an obstacle according to the current chase Terrain (see the Chase Conditions section). If an obstacle occurs, the driver must decide whether or not to respond by choosing an Obstacle maneuver. The driver does not need to select an Obstacle maneuver; he can select any maneuver he wishes, but if he does not select an Obstacle maneuver, his vehicle automatically collides with the obstacle and he must make a Crash check before selecting a maneuver for that turn. Obstacle maneuvers allow a driver to avoid this collision or at least minimize its effects.

Remember that if you're using Complex obstacles, any obstacle larger than the acting vehicle will require other drivers at Point-Blank range to either choose an Obstacle maneuver now (and give up their chance to choose a maneuver on their next turn) or collide with the obstacle.

Table 5-3: Obstacle Maneuvers summarizes the possible Obstacle maneuvers.

Maneuver	Skill Used	Obstacle Type
Hard Brake	Ride	Barrier, Moat
Swerve	Ride	All
White Knuckle	Ride	Barrier, Traffic, Creature
Jump	Ride	Moat
Lean On The Horn	Intimidate	Traffic, Creature

hard brake

Screech to a halt just in time.

Maneuver Modifier: Yes

Speed Factor: No

Reaction Roll: No

Range: --

Skill: Ride or Reflex Save

Choose this maneuver to reduce the impact of a collision.

DC: 15

Result: If successful, the acting vehicle suddenly decelerates, treating any damage sustained as a result of a collision as though the current Speed Category were one category lower than actual. In addition, all vehicles at Point-Blank range increase their range to the acting vehicle to Short (although remember they must make Obstacle maneuvers immediately or else collide with the obstacle), and all vehicles at Short range or greater close their range by one range category.

SWERVE

Veer out of the way.

Maneuver Modifier: Yes

Speed Factor: No

Reaction Roll: No

Range: --

Skill: Ride or Reflex Save

Choose this maneuver to avoid a collision.

DC: 20 + Special Size Modifier (as for CMD) for obstacle size

Result: If successful, no collision occurs.

white knuckle

Hang on tight and plow straight through.

Maneuver Modifier: No

Speed Factor: No

Reaction Roll: No

Range: --

Skill: None

Choose this maneuver to just plow right through an obstacle, bracing yourself for the impact.

DC: None

Result: Selecting this Obstacle maneuver adds a +2 circumstance bonus to the Crash check made as a result of colliding with the obstacle.

Jump

Fly over trouble.

Maneuver Modifier: No

Speed Factor: No

Reaction Roll: No

Range: --

Skill: Drive/Ride

Choose this maneuver to send your vehicle flying over a Moat obstacle, or a Barrier obstacle, if you're riding a mount.

DC: 10 + Special Size Modifier (as for CMD) for obstacle size

Result: If successful, no collision occurs. If unsuccessful, the vehicle comes to a stop within the obstacle. The effect on the vehicle will depend largely on the vehicle and the nature of the Moat obstacle itself, but in any case, the passengers must continue the chase on foot, unless some ready means exists to extricate the vehicle from the Moat. Collision damage may be appropriate. Mounts can be directed to jump over Barrier obstacles no larger than themselves, with the same DC as for Moats.

Lean on the horn

Get folks in the way out of the way. Doesn't literally require a horn -- can be yelling, beating a sword against a shield, any attention-getting method.

Maneuver Modifier: No

Speed Factor: No

Reaction Roll: No

Range: --

Skill: Intimidate

Choose this maneuver to try and convince Traffic or Creature obstacles to let you by.

DC: 10 + Special Size Modifier (as for Grappling) for obstacle size or by Creature Hit Dice as per normal Intimidate rules.

Result: If successful, no collision occurs.

example: maneuvers

As Davis and Lacie continue to escape their enemies, we can see how selecting Maneuvers forms the heart of the chase system.

GM: *Your carriage is plowing through a rice paddy with a mounted hobgoblin charging alongside. There's water spraying in all directions and the carriage is lurching from side to side as you plow through the muck. The hobgoblin wants to try and smash your carriage with his scimitar.*

Davis: *He's going to ride AND attack? How can he do that?*

GM: *He's attempting the One Hand on the Wheel maneuver, which lets him perform another maneuver while still riding. The DC for that is... 15. He rolls a total of 17 on his Ride check, so now he can choose a Passenger maneuver -- he chooses Melee Attack, and rolls a total of 21 on his attack roll, dealing 9 points of damage to your carriage. You hear the heavy thud of his blade against the wooden box of the carriage. Lacie, it's your turn.*

Lacie: *How close is the hobgoblin?*

GM: *He's at Point-Blank range, close enough for you to make a melee attack if you want.*

Lacie: *Heck with that, I'm jumping onto his horse.*

GM: *Right on. That's a Leap Aboard maneuver, with a Jump DC of 30.*

Lacie: *Yikes. Okay, here goes. Uh-oh. I got a 27.*

GM: *Make a Reflex Save, quck, or you're taking a drink.*

Lacie: *A 23!*

GM: *Okay, you're clinging to the saddle strap as the horse gallops along. Next round you can make a Climb check to get aboard, but for now, you're hanging there, trying to keep your legs clear.*

Davis: *I take a second to laugh and point.*

GM: *Nice. It's your turn now, so I'll check for an obstacle.. Uh-oh.*

Davis: *I don't like the sound of that.*

GM: *You see a ditch up ahead.*

Davis: *What are my choices?*

GM: *You can either try to deal with the ditch, or you can ignore it and take the consequences.*

Davis: *I'm going to try and turn to avoid it.*

GM: *That's a Swerve maneuver, with a DC of 20.*

Davis: *I get a 22.*

GM: *You haul on the reins and the carriage tilts over as it swerves wildly in the muddy field, rattling along just at the edge of the ditch. The second hobgoblin is going to try and cut you guys off. He chooses the Head 'Em Off maneuver.*

Davis: *I thought you said he was out of the chase!*

GM: *He is, but he's trying to get back in. He makes his Perception check, which means he's figured out where you're going and has found a path that gets there first. He'll try to rejoin the chase next round, with a bonus of +5.*

VEHICLES AND MOUNTS

We've used the term "vehicle" throughout these rules, but really we mean both vehicles and mounts. Very few rules apply only to one or the other, and where they do, we've noted that explicitly (of special importance is the rules on Crash checks -- see the Obstacles and Collisions chapter for more details). So unless otherwise stated, remember that "vehicle" is always synonymous with "mount".

With that out of the way, let's get down to talking about vehicles and mounts. While some chases will involve participants just running after each other, in most cases somebody or other is going to look for something a little faster (or just something a little more robust) than their own selves.

The basic vehicle statistics block is simplified from the standard creature block. The following section outlines the format of the vehicle stat block.

Size: Vehicle size is defined exactly the same as for creatures.

Crew: The minimum number of operators required to allow the vehicle to perform normally. This rating assumes Medium-size operators.

Passengers: The maximum number of Medium-size characters that can fit into the vehicle, in addition to the crew.

Maneuver Modifier: A modifier that operators of the vehicle apply to certain maneuvers. See the Maneuvers chapter for information on which maneuvers make use of the maneuver modifier. For creatures, the maneuver modifier is normally equal to their Dexterity modifier plus their AC modifier for size. For drawn vehicles, use the maneuver modifier of the drawing creature, minus two, and add the AC modifier for the size of the vehicle. Of course, high quality mounts may have higher Dexterity scores and so higher maneuver modifiers.

Hardness: The vehicle's hardness. Subtract this amount from any damage dealt to the vehicle.

Hit Points: The vehicle's full normal hit points.

Speed: The maximum number of squares the vehicle is capable of moving per round, if no other conditions (such as Terrain or Surface) interfere. Remember that creatures use their run speed, if they have one. Vehicles and mounts listed in these rules have their speed given in squares, to match the units used in the Speed Categories.

AC: The vehicle's Armor Class

mounts

The creatures listed in **Table 6-1: Typical Mounts** are all taken from the 3.5 System Reference Documents, with their speeds derived from the creature's run speed listed in squares. More detailed descriptions of these creatures can be found in **The Pathfinder Roleplaying Game Bestiary** and the 3.5 System Reference Document.

VEHICLES

The vehicles listed in **Table 6-2: Vehicles** offer a brief cross-section of some common types of vehicles that might be found in any game that doesn't feature modern technology.

Carriage: Pulled by two horses, this is an enclosed wagon that offers three-quarters cover to passengers and one-half cover to the driver (who sits outside). The first speed is for a carriage with only one passenger, the second speed is for a fully loaded carriage.

Cart/Wagon: Pulled by two horses, this is an open wagon that offers one-half cover to the driver and all passengers.

Chariot, Single/Double: These vehicles are pulled by one or two horses, respectively.

Stagecoach: Pulled by four horses, this is an enclosed vehicle that offers three-quarters cover to passengers and one-half cover to the driver (who sits outside).

Table 6-1: Typical Mounts

Name	Crew	Maneuver		Speed	AC	Hardness	HP	Size
		Passengers	Modifier					
Camel	1	0	+2	40	13	0	19	L
Centaur	0	1	+1	40	14	0	26	L
Dinosaur, Triceratops	1	3	-3	24	18	0	196	H
Dog, Riding	1	0	+2	36	16	0	13	M
Donkey	1	0	+1	24	13	0	11	M
Elephant	1	3	-2	36	15	0	104	H
Griffon	1	0	+1	24/64	17	0	59	L
Hippogriff	1	0	+1	40/80	15	0	25	L
Horse, Heavy	1	0	0	40	13	0	19	L
Horse, Light	1	0	0	48	13	0	19	L
Warhorse, Heavy	1	0	0	40	14	0	30	L
Warhorse, Light	1	0	0	48	14	0	22	L
Mule	1	0	0	24	13	0	22	L
Pegasus	1	0	+1	48/96	14	0	34	L
Pony	1	0	+1	36	13	0	11	M
Pony, War	1	0	+1	36	13	0	13	M
Unicorn	1	0	+2	48	18	0	42	L

Table 6-2: Vehicles

Name	Crew	Maneuver		Speed	AC	Hardness	HP	Size
		Passengers	Modifier					
Carriage	1	5	-4	40/28	3	5	32	H
Cart/Wagon	1	7	-3	28	4	5	12	L
Chariot, Single	1	0	-2	48	5	5	15	M
Chariot, Double	1	1	-3	48	4	5	22	L
Stagecoach	1	7	-4	40	3	5	50	H

Damage to Vehicles

Any time a vehicle is damaged, its condition deteriorates just like a creature's does (remember that vehicles with a Hardness rating subtract that amount from every attack before taking damage). Unlike creatures in combat, however, vehicles and mounts in chases become less effective as they lose hit points. This loss of functionality is described in **Table 6-4: Vehicle Damage Effect**

Vehicle Hit Points	Condition
50% or more	no effect
less than 50%	Crippled
0 or less	Disabled
suffered 2x maximum HP	Destroyed

Crippled: The vehicle or mount suffers a -4 penalty to all Ride checks until its hit points are restored to at least 50%. As soon as a vehicle or mount drops to less than 50% of its maximum hit points, the driver must make an immediate Crash check with a +5 modifier to the DC for the current Speed Category.

Disabled: A vehicle that is disabled shuts down completely and comes to a halt. The driver must make an immediate Crash check with a +10 modifier to the DC for the current Speed Category. Mounts become disabled only at 0 hp, like all creatures.

Dying or Dead: Vehicles cannot be dying or dead, but mounts follow these rules just as per normal combat.

Destroyed: A vehicle that has suffered damage in excess of twice its normal hit point total is spectacularly destroyed- skidding, spinning, rolling, and eventually crashing. Apply damage as from a failed Crash check (see the Obstacles and Collisions chapter). The passengers may make Reflex saving throws (DC 20 + vehicle's movement modifier prior to the crash) for half damage. Mounts are not destroyed in this fashion (though it would be kind of cool, in a really gruesome sort of way).

Damage to vehicles other than mounts can also affect the vehicle's performance. Anytime an attack roll against a vehicle (other than a mount) threatens a critical hit and deals enough damage

to get past the vehicle's hardness rating, do not bother confirming the critical but instead roll a d10 and consult **Table 6-5: Vehicle Critical Hits**.

d10	Cover Provided by Vehicle		
Roll	None	1/2 or 3/4	Full
1	Engine	Engine	Engine
2-3	Controls	Controls	Controls
4-6	Controls	Controls	Controls
7	Systems	Controls	Controls
8	Crew	Systems	Systems
9	Crew	Crew	Systems
10	Crew	Crew	Crew

The results are as follows:

Engine: A hit to the engine reduces the vehicle's maximum Speed Category by one. The vehicle's maximum speed immediately falls to the highest speed of the next lower Speed Category. A vehicle whose maximum speed is currently within the Walk Speed Category becomes unable to move.

Controls: A hit to the vehicle's control systems reduces the vehicle's maneuver modifier. Each such hit applies a -1 penalty to the vehicle's maneuver modifier. Should a vehicle acquire four such hits, the driver must make an immediate Crash check. Every hit to the Controls afterwards requires a similar Crash check.

System: A hit to the vehicle's "Systems" affects one of the vehicle's auxiliary systems (one not related to movement, such as weaponry or communications or life support). The DM will have to determine the seriousness of the impact. Vehicles without such auxiliary systems treat such a hit as a Controls hit.

Crew: A hit to the vehicle's crew targets the crew compartment, either passing through a window or finding a chink in the armour. Apply the attack roll to a random passenger and compare it to their AC or Defense. If it misses, follow the likely line of the attack and see if another passenger is in line and apply the attack roll to them, and so on, until no more passengers appear to be in line of the attack. If no one is struck, the attack passes through the crew compartment harmlessly and deals no damage to either the crew or the 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, as described in **Table 6-6: Occupant Damage**.

Each of the occupants may make a Reflex save (DC 15) to take half damage.

Table 6-6: Occupant Damage

Cover	Damage (as taken by vehicle)
None	Twice
One-quarter	Same
One-half	One-half
Three-quarters	One-quarter
More than 3/4	None



EXAMPLES

This section presents a variety of useful elements you can use in your chases, and to spur your own imagination. These examples should also serve to help illustrate how the rules are used. Look them over carefully and then create your own.

OBSTACLES

Following are some sample obstacles your characters might run into.

BARRIERS

Fruit Cart

Medium-size Barrier; Size Mod +0; hp 10; hardness 5.

The fruit cart is the ubiquitous feature, a time-honored mechanism for introducing a moment's worth of drama (or comedy) into any chase. Cursing fruit peddlers are often found in close proximity, shaking fists and ranting. Chase participants (who aren't total mooks) gain a +4 fruit cart bonus on Crash checks made after colliding with a fruit cart. 'Cause if you wipe out after hitting a fruit cart, well, sheesh, you're done. For that real fruit cart feel, you should also rule that they deal half the normal amount of damage for a Medium-size obstacle.

Stalled Vehicle

Huge Barrier; Size Mod +8; hp 34 (metal) or 32 (wood); hardness 5.

Whether a carriage or a palaquin, a stalled vehicle is a Barrier, not a Traffic obstacle. Startled passengers gaping as bad guys roar past are suggested. Stalled vehicles can also serve as substitute vehicles for chase participants. Use the metal hit points for vehicles made of steel and the wood hit points for vehicles made of wood.

Flimsy Dwelling

Gargantuan Barrier; Size Mod +12; hp 40; hardness 5.

Could be an adobe hut. Might be a wooden cottage. Either way, the residents are likely to be startled as chase participants plow around (or, very likely, right through) their home. You could rule that dealing at least 10 hp of damage to the structure allows a driver to plow right through the walls without completely destroying it. Because that would be cool.

moats

Ditch

Medium-size Moat; Size Mod +0; hp 0; hardness 0.

When veering off the road or plowing across a field, one of these innocuous features can spell disaster. Collision Damage should be applied on a failed Jump check, as though colliding with a Medium-size obstacle. Should the vehicle or mount survive the collision, the driver may (on their next turn) make a Ride check as appropriate at DC 15 to free themselves from the ditch, and then continue the chase next turn. All opponents automatically succeed at any Close/Lengthen maneuver against the trapped vehicle or mount until it is freed.

Pool/Fountain

Huge Moat; Size Mod +8; hp 0; hardness 0.

Sometimes you're speeding through a wealthy person's property and "Splash!" you're in the drink. No Collision Damage should be applied, but any vehicle or mount that cannot float cannot be freed from the pool. A mount may make a Swim check on the rider's next turn in order to free itself from the Pool. All opponents automatically succeed at any Close/Lengthen maneuver against the trapped vehicle or mount until it is freed.

traffic

Funeral Procession

Colossal Traffic; Size Mod +16; hp 34 x 8; hardness 5.

Formed of 8 Huge vehicles, the Funeral Procession gets a +2 morale bonus against Lean On The Horn maneuvers attempted against it.

Elderly Commuter

Large Traffic; Size Mod +8; hp 12; hardness 5.

Could be an old man with a mule cart or a little old lady pushing a wheelbarrow, but either way, they're in the way and not moving very fast. Against an Elderly Commuter a chase participant takes a -2 penalty on Swerve maneuvers (because the Elderly Commuter is so hard to predict) but gains a +2 circumstance bonus on Lean On The Horn maneuvers (assuming a timid Elderly Commuter -- but feel free to turn that into another -2 penalty for those particularly irascible (or just deaf) Commuters).

Runaway Baby Carriage

Medium Traffic; Size Mod +0; hp 10; hardness 0.

"My baby! Somebody save my baby!" Since a baby carriage is pretty tough to steer (especially for an infant), Lean On The Horn maneuvers automatically fail against the Runaway Baby Carriage. Chase participants can of course attempt the Catch It maneuver to try and snag the Runaway Baby Carriage before disaster strikes.

LOCALES

Following are some sample locales and how to represent them in chases.

OPEN BAZAAR

With stalls everywhere and shouting merchants, the Open Bazaar is a dreadful place for a chase. Or rather, a delightful place for wild, sprawling action to take place.

Terrain: Tight. Chase participants will be making constant, sharp turns as they careen through the pedestrians and stalls. Fruit samples, bales of cloth and swearing sailors go flying.

Surface: Unsteady. Dates spill across the ground, swatches of silk and shattered planks litter the alleys and avenues. Even the most nimble vehicles have trouble maintaining their direction here.

Special: Drivers attempting the Evasion maneuver suffer a -2 circumstance penalty on their Ride check. Drivers attempting the Lose 'Em maneuver gain a +2 circumstance bonus on their Ride check.

Collisions are twice as likely in the Open Bazaar as in most Tight Terrains (2 in 4 instead of 1 in 4) but 50% of all encountered obstacles will be Fruit Carts (see the section on Sample Obstacles).

CLIFFSIDE ROAD

Careening along a narrow road on a dizzying cliffside is not for the faint of heart.

Terrain: Close. Although there's little room to maneuver, Chase participants don't have to worry as much about Obstacles. The twists and turns of the road keep drivers alert, however.

Surface: Clear. The road is well-travelled and hard-packed. Just narrow and opening onto a deadly plunge.

Special: Drivers attempting the Crowd maneuver can attempt to force their opponent over the edge of the cliff (50% chance the

opponent is on that side). If they win the opposed check the targeted driver's vehicle careens along the edge and that driver must make a Reflex save at DC 20 to keep from going over. The saving throw is affected by the Speed Category Check/Roll Modifier, and drivers with at least 5 ranks in Ride gain an additional +2 competency bonus on the save. Drivers attempting the Evasion maneuver only receive HALF of the Dodge Bonus they would ordinarily receive, due to the limited room to maneuver. The Lose 'Em maneuver is not possible along a Cliffside Road.

Any driver who fails a Crash Check must make an immediate Reflex save at DC 15 to keep from going over the edge. The saving throw is affected by the Speed Category Check/Roll Modifier, and drivers with at least 5 ranks in Drive gain a +2 competency bonus on the save.

CROWDED ROADWAY

Whether a medieval high street or a heavily-travelled trade route, this is a locale where Chase participants have to weave in and out of traffic, both running alongside and approaching head-on.

Terrain: Close. The participants are changing lanes with abandon, finding gaps in the traffic and trying to gain ground on their opponents. Other vehicles veer aside or don't even notice the Chase careening past.

Surface: Clear. For an even deadlier Chase, have it raining and make the Surface Unsteady.

Special: Drivers can use the Crowd maneuver against a hapless bystander to try and force the unsuspecting vehicle into an opponent's vehicle. This means that the Crowd maneuver can be used at Short range (instead of only Point-Blank). The acting driver makes a normal Crowd attempt against the non-participating driver (who has a default Ride check of +4), and if successful, the Crowded driver veers into the path of an opposing driver at Short Range, automatically making a Crowd attempt (again with the default +4 on their Ride check) against the opposing driver. The opposing driver may make a Reaction Roll against the inadvertent Crowd attempt by the third-party driver, gaining a +2 circumstance bonus on the Reaction Roll.

Any driver who attempts the Hard Brake maneuver must make an immediate Crash Check, regardless of whether or not the Hard Brake maneuver was successful.

Any driver who succeeds at a DC 20 Lean On The Horn maneuver gains a +2 circumstance bonus to any Close/Lengthen Reaction Rolls until their next action. If their next action is a Close/Lengthen maneuver, they gain a +2 circumstance bonus on that attempt.

OTHER CHASE ENVIRONMENTS

The rules we've described are primarily designed and described as applying to land-based vehicle chases, since it is assumed that most chases in most games will be of that nature. But these rules are general enough to apply to a variety of scenarios. This section presents some ideas and guidelines on running chases in other environments and situations than the default "vehicles on land" scenario.

The big thing with new environments is to determine how the Chase Conditions apply. Keep these principles in mind: Terrain affects the likelihood of collisions and the need to constantly change direction, while Surface affects the ability to maneuver easily. Speed Categories ought to be assigned so that the Chase participants can move from one to another (if all vehicles in a Chase can only achieve speeds within the bounds of one Speed Category, for example, your Speed Categories are kind of useless). Generally speaking, Ranges should increase as the speed of the Chase increases.

at sea

In water-based chases, Terrains refer to the frequency of other ships, shallows, reefs or islets -- any features that a water-based vehicle might collide with. A crowded harbor would be Tight, a treacherous reef might be Close, and the open ocean would be Open. Some types of vehicles might gain a bonus against certain types of obstacles -- for example, a flat-bottom skiff doesn't



fear a reef and so you might rule that they can ignore Terrain limitations on Speed Categories.

Surfaces refer to the condition of the water -- where Swamy is Tempest-Tossed, Rough is, er, Rough, Unsteady is Choppy and Clear is just Clear.

The Ride skill is replaced in water-based chases with the Profession (sailor) skill.

Because wind direction is so important for sailing ships, you might rule that a successful Close/Lengthen maneuver can, instead of shortening the range, can position the acting driver's vessel more advantageously with respect to the wind. This simulates the use of wind direction to maintain a superior position relative to one's opponent.

The advantage provides a +2 bonus to the successful driver, which they apply to all Reaction Rolls and ranged attack rolls against the driver or drivers they succeeded at the Close/Lengthen

maneuver against. Their range to the opposing driver's vessel does not change, but the bonus stays in effect until negated by a similar successful Close/Lengthen maneuver on the part of the opposing driver. Subsequent successful Close/Lengthen maneuvers on the part of the driver currently enjoying the bonus should increase the bonus. If at any time the driver with the bonus changes his range to the opposing vessel, the bonus evaporates.

If you're interested in a more detailed treatment of naval pursuit and combat, keep an eye out for future Adamant Entertainment releases for **The Pathfinder Roleplaying Game**.

In the air

Airships can be lots of fun, too, and with a little imagination the chase system works just fine in this environment.

In the Air, Terrains refer to (like in water-based chases) the frequency of obstacles in the chase space. Low-level flight is Tight Terrain, while a wild dogfight or a narrow canyon might be Close. Using the Breakaway maneuver in aerial chases often involves sudden changes in altitude, diving down to zip around ground-based obstacles or plunging into deep chasms.

Surfaces, again like in water-based chases, refer to the condition of the air itself. Stormy conditions are akin to Swampy Surfaces, while Clear means untroubled clarity.

Consider altering the Speed Categories for your aerial chases. The Speed Categories for terrestrial chases will almost certainly result in all aerial chases being at All-Out speed all the time, which is less interesting. What exactly the Speed Categories ought to be is hard to say, since flying vehicles can have such widely divergent speeds. Appropriate Speed Categories for World War One biplanes might not be useful (or fun) for a chase between a couple of F-16s.

You could use a similar system as outlined in Sea Chases for wind direction in order to simulate the advantage of altitude. A driver can elect to have a successful Close/Lengthen maneuver provide a bonus on Reaction Rolls and ranged attack

rolls rather than change the range to the opposing vehicle.

on foot

If folks don't have vehicles, and they're just running along, well, these rules will work just fine. You can use these chase rules as-is for foot chases just as well as mounted or vehicular chases.

Instead of Ride checks, just make Strength checks, or Dexterity checks, or use the most obvious skill for the maneuver in question. For any maneuvers to which the maneuver modifier applies, add the creature's Dexterity bonus as well. Consider allowing the use of Acrobat for some maneuvers like Breakaway, and Stealth for a maneuver like Lose 'Em.

Passenger maneuvers will only be chosen in combination with the One Hand On The Wheel maneuver. A character could use the Take Charge passenger maneuver in order to tackle another character; on a successful pin the pinned character cannot take any maneuvers and so must come to a halt. A character who fails a Crash check has to make a Reflex Save at DC 20 or fall prone and lose a round getting back up.

Of course, as a chase proceeds, characters who are on foot are going to be subject to fatigue. It's tough work, running for your life. It can also be tough work keeping track of who's tired, so we've presented two methods of getting people tired; one detailed (and with potentially more drama), and one dead-simple. You decide which one suits your gameplay.

The Detailed Way

A character can participate in a chase at their full speed for a number of rounds equal to half their Constitution score. Every round thereafter, the character must make a Fortitude save at DC 11 + (number of rounds since the first Fortitude save) in order to resist Tiring. Once the character fails one of these Fortitude Saves, they become fatigued (Str and Dex -2, can't run) and their speed drops by half. Any character can voluntarily reduce their speed to half normal. Rounds spent at half speed do not require Fortitude saves to resist Tiring, and do not count towards the number of rounds a character can run before needing to make Fortitude saves.

Once a character spends 10 rounds consecutively at half speed, they can again begin running at their normal speed as though just beginning the chase. If they wish to return to full speed before then, they must make a Fortitude save at a DC equal to their last successful Fortitude save plus one. Characters who voluntarily reduced their speed before needing to make any Fortitude saves can resume full speed at any time, continuing to count rounds they can run at full speed from wherever they left off.

The Simple Way

Characters can run at full speed for a number of rounds equal to 10 plus their Constitution modifier. After that their speed drops by half for 10 rounds, at which point they return to full speed again.



RUNNING CHASES

So you've read through the rules, and you think to yourself, "I get it, but I don't get it." Relax. This chapter is meant to walk you through running a chase, to give you an idea as to what you'll be doing, what you need to think about and the sorts of decisions you'll need to make during a chase scene in your game.

If you're planning to hold a chase encounter in an upcoming game session, here's a few things you can do ahead of time to make the chase more exciting and memorable for your players.

prepare locales

Define a couple of locales for the chase to pass through. See the Examples chapters for some ideas as to the kinds of qualities a locale can have -- of course you'll want to define the Terrain and the Surface, but you can also rule that certain maneuvers are easier or more difficult, or that special conditions apply or special checks are required.

You can also make some quick notes on the likely progression of the chase: "Rounds 1-3: Close Terrain (slum alleys), Rounds 4-6: Open Terrain (highway), Round 7: Close Terrain (town bridge), post-Round 7: Open Terrain (highway again)." This lets you inject sudden changes into a chase that is perhaps becoming a routine of die rolls.

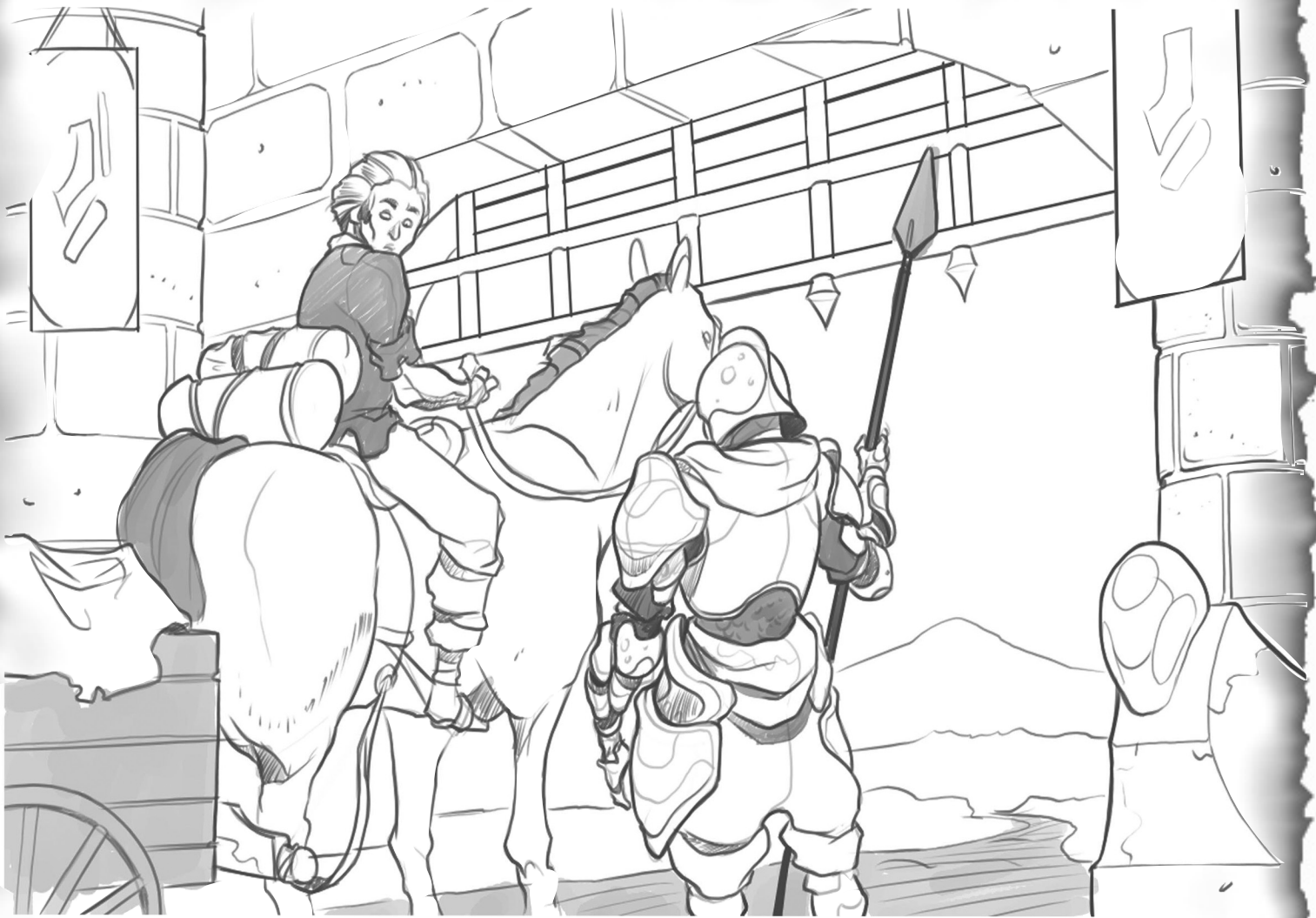
prepare obstacles

Define some likely obstacles what your chase participants are likely to encounter. You can always forego the obstacle check and simply rule that an obstacle appears, if you've defined one as such. For example, you can rule that after three rounds, the local constabulary create a barrier to try and stop the daredevil PCs, and so a Gargantuan Barrier obstacle automatically pops up on Round 4.

Obstacles can be a great way to introduce excitement and tension into a race.

prepare bad-guy tactics

Spend a little time thinking about what the bad guys want in this encounter and what sorts of



measures they're likely to take to get it. Will they attempt to leap aboard the speeding carriage to take the rescued prince hostage, or will they try and shoot out the minivan's tires and kill the whole lot of these troublemaking kids?

A good way to keep a chase moving is to have new bad guys join once the chase is already underway. This is very typical in movie chases where after a couple of mooks have been disposed of, suddenly a whole second flock of them come barreling into the chaos. Great fun.

prepare the chase table

An already-filled-out Chase Table makes starting a chase much easier. It gives your players a focus, something to study, and it keeps you from dealing with that empty space while you fill in the sheet at the time. You can just lay the sheet down and say, "Here's your Chase Table, kids. Let's go."

Okay, so you've got some locales, you've got obstacles, you know your bad guys and you're gone back and forth through these rules like a suspicious accountant. Alternatively, you've got a cool idea and have given the rules a quick glance and now you want a chase to get happening without worrying about all that other stuff. Either way, you're ready to run a chase. Here's a quick run-down on what you need to do to make a chase happen:

provide the context

First off, there needs to be a reason for the chase in the first place. Your PCs will either be pursuing or pursued. It's pretty easy to get them to chase a bad guy -- he just has to run away. But getting PCs to run for it can be hard, especially in a game where they're gotten used to being able to take down any bad guys they encounter.

To get your PCs to try and run for it and thus start a chase that way, you'll have to make it clear that it's neither necessary nor intelligent for them to stand and fight. The adventure ought to be about getting some thing (secret documents, eleven herbs and spices, whatever) away from a bad guy who is too tough to tangle with. But because most games are built around combat rather than chase encounters, PCs will probably be used to the idea that any encounter is one that they are capable of winning.

It's important to disabuse them of this notion as speedily as possible. Say it outright: "You're pretty sure you can't possibly win this fight. There's just too many of them. But there are some horses tied up at a post near the gate. You're pretty sure you can reach them before most of the guards reach you."

For your first few chases, while the players are getting used to the idea, you'll find it easiest if the PCs are the pursuers. Alternatively, consider starting a game session with your players being pursued. Sit down and say, "You're in a stagecoach that's roaring down a forest road, with half-a dozen bad guys in pursuit. Roll for initiative." You can fill in the exposition later.

start things rolling

"Alright, we're starting a chase." Just say it out loud, and lay out the Chase Table. Ask everyone to roll initiative and get started.

The first player will probably be a bit confused, so focus on what she wants to do this round without worrying too much about specific maneuvers. If she can give you a quick one-sentence description of what her character is doing, you can probably choose an appropriate maneuver. Make sure to explain how the maneuver works, and then once that maneuver is resolved, update the Chase Table as necessary and go on to the next player. They'll catch on quick enough.

Once you get to a player whose character is a driver, be sure to make a big deal about the obstacle check. That should be a moment of tension every round, with the players gathering to watch the fateful die roll.

After your first round, your players should have a clear idea as to how things work in a chase, and how to read the Chase Table.

keep it tight

A chase needs to be exciting, so be vivid in your descriptions. wagon wheels clatter, pedestrians leap aside and hooves pound. Keep things moving quickly -- remember that characters only get one action per round, so don't let players spend too much time describing detailed actions. Break things down into steps.

For example, if a player says, "I want to get up on the roof, leap into the chariot behind us, catching the driver around the throat and taking control of his vehicle," you'll have to assess how to break that down. You can probably start with a Leap Aboard maneuver (letting them climb up on the roof as a freebie flavour moment), which ends with them plowing into the chariot: "You leap into the air and get a quick look at the driver's startled face as you drop from nowhere and land beside him. Okay, next player, you see your comrade suddenly go flying off the roof. What do you do?"

Moving on to the next player quickly is a good way to forestall players who want to do too much in one round. Describe what they just saw as a result of the previous player's turn and ask them how they respond.

end it well

The last thing you want is a chase that peters out into a series of bored die rolls. If the players look to be catching up with their quarry and you've exhausted your idea store, have the bad guys wipe out, plow into a shopping center or fall off their horse. Having a vehicle explode is ALWAYS fun -- even when it's a wagon.

Try to keep ratcheting up the tension as the chase proceeds, introducing more bad guys, more dangerous locales (you'll never get tired of a Cliffside Road), and ever-crazier stunts (consider awarding "desperation" bonuses as things get really out of hand, just to encourage loony risk-taking).

Once things have reached a peak, look for a thrilling climax, either by introducing a bad-news obstacle or a last-ditch effort by the bad guys. Keep a careful eye on the progression of your chase scenes to make them as exciting as your combats.



ONE MILLION MAGIC ITEMS

INTRODUCTION

Magic Items -- the stuff of legends. The focus of adventure. The source of wonder and power....A bit hard to pull off, when your players have memorized every magic item in the book.

One Million Magic Items gives harried Game Masters a way to inject that much-needed sense of wonder back into the acquisition of magic items. Gone are the days when a character wields a +2 sword, generic and carried by dozens of other characters across your campaign world. With a few rolls of the dice, that character now wields *The Sorcerer's Sword of The Storm* -- a weapon which gives him a Spell Resistance of 13, and allows him to Call Lightning Storm (as per the spell) once per day!

This supplement creates magic items by the combination of a Prefix, an Item, and a Suffix. Game Masters roll 1d100 on each table, and combine the results to create unique magic items for their campaigns. Three tables, with 100 options on each table, yielding one million possible results.

The Gold Piece values of the items created herein can be determined by consulting **Table 15-19: Estimating Magic Item Gold Piece Values**, in Chapter 15 of **The Pathfinder Roleplaying Game**.

The magical auras of these magic items can vary widely, depending upon the individual combinations rolled. Game Masters are advised to use the auras of items with similar abilities and power levels presented in **The Pathfinder Roleplaying Game** core rules as a guide when determining the auras for items created under this system.



PREFIXES (d100)

01	AZURE:	ITEM GIVES BEARER +2 BONUS TO WILL SAVE
02	CRIMSON:	ITEM GIVES BEARER +2 BONUS TO FORT SAVE
03	GOLD:	ITEM GIVES BEARER +2 BONUS TO REF SAVE
04	DIAMOND:	ITEM GIVES BEARER +2 BONUS TO ALL SAVES
05	STURDY:	ITEM GIVES BEARER +1 BONUS TO AC
06	STRONG:	ITEM GIVES BEARER +2 BONUS TO AC
07	VALIANT:	ITEM GIVES BEARER +3 BONUS TO AC
08	GLORIOUS:	ITEM GIVES BEARER +4 BONUS TO AC
09	AWESOME:	ITEM GIVES BEARER +5 BONUS TO AC
10	(CHARACTER CLASS)'S	ITEM GIVES +1 PER CHARACTER LEVEL BONUS TO CLASS SKILLS
11	RUSTED	ITEM GIVES BEARER -2 PENALTY TO AC
12	VULNERABLE	ITEM GIVES BEARER -3 PENALTY TO AC
13	WEAK	ITEM GIVES BEARER -2 PENALTY TO ALL SAVES
14	QUICK	ITEM GIVES BEARER +2 BONUS TO INITIATIVE
15	GLOWING	ITEM GLOWS, SHEDDING LIGHT IN A 30' RADIUS
16	ORACULAR	ITEM GIVES BEARER CONSTANT ABILITY TO DETECT INVISIBLE TO 60'
17	UNSEEN	BEARER IS INVISIBLE ANY ROUND HE OR SHE DOES NOT ATTACK OR CAST
19	MIGHTY	ITEM GIVES BEARER +1 BONUS TO STR
20	BRILLIANT	ITEM GIVES BEARER +1 BONUS TO INT
21	VIBRANT	ITEM GIVES BEAERER +1 BONUS TO WIS
22	SWIFT	ITEM GIVES BEARER +1 BONUS TO DEX
23	TOUGH	ITEM GIVES BEARER +1 BONUS TO CON
24	CHARISMATIC	ITEM GIVES BEARER +1 BONUS TO CHA
25	BRONZE	ITEM GIVES BEARER +1 BONUS TO HIT AND DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
26	STEEL	ITEM GIVES BEARER +2 BONUS TO HIT AND DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
27	SILVER	ITEM GIVES BEARER +3 BONUS TO HIT AND DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
28	MITHRIL	ITEM GIVES BEARER +4 BONUS TO HIT AND DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
29	ADAMANT	ITEM GIVES BEARER +5 BONUS TO HIT AND DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
30	DEADLY	DOUBLE DAMAGE ON ROLLS OF 16+ (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
31	MERCILESS	DOUBLE DAMAGE ON ROLLS OF 12+ (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
32	PEARL	ITEM GRANTS +1 1ST LEVEL SPELL PER DAY (IF BEARER IS A SPELLCASTER)
33	BERYL	ITEM GRANTS +1 1ST AND 2ND LEVEL SPELL PER DAY (IF BEARER IS A SPELLCASTER)
34	LAPIS	ITEM GRANTS +1 1ST-3RD LEVEL SPELL PER DAY (IF BEARER IS A SPELLCASTER)

35	IVORY	ITEM GRANTS +1 1ST-4TH LEVEL SPELL PER DAY (IF BEARER IS A SPELLCASTER)
36	JADE	ITEM GRANTS +1 1ST-5TH LEVEL SPELL PER DAY (IF BEARER IS A SPELLCASTER)
37	CRYSTAL	ITEM GRANTS +1 1ST-6TH LEVEL SPELL PER DAY (IF BEARER IS A SPELLCASTER)
38	EBONY	ITEM GRANTS +1 1ST-7TH LEVEL SPELL PER DAY (IF BEARER IS A SPELLCASTER)
39	EMERALD	ITEM GRANTS +1 1ST-8TH LEVEL SPELL PER DAY (IF BEARER IS A SPELLCASTER)
40	RUBY	ITEM GRANTS +1 1ST-9TH LEVEL SPELL PER DAY (IF BEARER IS A SPELLCASTER)
41	WARRIOR'S	ITEM GIVES BEARER +2 BONUS TO STR
43	WIZARD'S	ITEM GIVES BEARER +2 BONUS TO INT
44	SAGE'S	ITEM GIVES BEARER +2 BONUS TO WIS
45	ROGUE'S	ITEM GIVES BEARER +2 BONUS TO DEX
46	CHAMPION'S	ITEM GIVES BEARER +2 BONUS TO CON
47	KING'S	ITEM GIVES BEARER +2 BONUS TO CHA
48	BLINDING:	ITEM FLASHES WITH A BRILLIANT LIGHT UP TO TWICE PER DAY UPON COMMAND OF THE BEARER. ANYONE WITHIN 20 FEET EXCEPT THE WIELDER MUST MAKE A DC 14 FORTITUDE SAVE OR BE BLINDED FOR 1D4 ROUNDS.
49	HIDDEN	ITEM GIVES BEARER +5 BONUS TO STEALTH CHECKS TO HIDE
50	SHADOWED	ITEM GIVES BEARER +10 BONUS TO STEALTH CHECKS TO HIDE
51	SORCERER'S	ITEM BESTOWS SPELL RESISTANCE OF 13
52	WARLOCK'S	ITEM BESTOWS SPELL RESISTANCE OF 15
53	MAGE'S	ITEM BESTOWS SPELL RESISTANCE OF 17
54	ARCH MAGE'S	ITEM BESTOWS SPELL RESISTANCE OF 19
55	QUIET	ITEM GIVES BEARER +5 BONUS TO STEALTH CHECKS TO MOVE SILENT
56	SILENT	ITEM GIVES BEARER +10 BONUS TO STEALTH CHECKS TO MOVE SILENT
57	COMMANDING:	ITEM BESTOWS A DIGNIFIED AND COMMANDING AURA UPON ITS OWNER. THE BEARER GAINS A +2 COMPETENCE BONUS ON ALL CHARISMA CHECKS, INCLUDING CHARISMA-BASED SKILL CHECKS. THE BEARER ALSO GAINS A +2 COMPETENCE BONUS TO HIS LEADERSHIP SCORE. FRIENDLY TROOPS WITHIN 360 FEET OF THE USER BECOME BRAVER THAN NORMAL.
58	WINGED:	ITEM ALLOWS THE WEARER TO USE FLY ON COMMAND (AS THE SPELL) ONCE PER DAY.
59	OBLITERATING:	ONCE EVERY TWO DAYS, ON COMMAND, THE ITEM CAN DISINTEGRATE AN OBJECT THAT IT TOUCHES, AS THE SPELL BUT REQUIRING A MELEE TOUCH ATTACK.
60	LUCKY:	BEARER GAINS THE POWER OF GOOD FORTUNE, USABLE ONCE PER DAY. THIS EXTRAORDINARY ABILITY ALLOWS ITS POSSESSOR TO REROLL ONE ROLL THAT SHE JUST MADE. SHE MUST TAKE THE RESULT OF THE REROLL, EVEN IF IT'S WORSE THAN THE ORIGINAL ROLL.
61	ANARCHIC:	ITEM IS CHAOTICALLY ALIGNED AND INFUSED WITH THE POWER OF CHAOS. IT ALLOWS BEARER TO DEAL AN EXTRA 2D6 POINTS OF DAMAGE AGAINST ALL OF LAWFUL ALIGNMENT. IT BESTOWS ONE NEGATIVE LEVEL ON ANY LAWFUL CREATURE ATTEMPTING TO WIELD IT.

- 62 **AXIOMATIC:** ITEM IS LAWFULLY ALIGNED AND INFUSED WITH THE POWER OF LAW. IT ALLOWS BEARER TO DEAL AN EXTRA 2D6 POINTS OF DAMAGE AGAINST ALL OF CHAOTIC ALIGNMENT. IT BESTOWS ONE NEGATIVE LEVEL ON ANY CHAOTIC CREATURE ATTEMPTING TO WIELD IT.
- 63 **HOLY:** ITEM IS INFUSED WITH THE POWER OF GOOD. IT ALLOWS BEARER TO DEAL AN EXTRA 2D6 POINTS OF DAMAGE AGAINST ALL OF EVIL ALIGNMENT. IT BESTOWS ONE NEGATIVE LEVEL ON ANY EVIL CREATURE ATTEMPTING TO WIELD IT.
- 64 **UNHOLY:** ITEM IS INFUSED WITH THE POWER OF EVIL. IT ALLOWS BEARER TO DEAL AN EXTRA 2D6 POINTS OF DAMAGE AGAINST ALL OF GOOD ALIGNMENT. IT BESTOWS ONE NEGATIVE LEVEL ON ANY GOOD CREATURE ATTEMPTING TO WIELD IT.
- 65 **FIREY:** ONCE PER DAY, THE ITEM CAN BLAST FORTH A FIERY RAY AT ANY TARGET WITHIN 30 FEET AS A RANGED TOUCH ATTACK. THE RAY DEALS 4D6 POINTS OF FIRE DAMAGE ON A SUCCESSFUL HIT.
- 66 **FREEZING:** ONCE PER DAY, THE ITEM CAN BLAST FORTH AN ICY RAY AT ANY TARGET WITHIN 30 FEET AS A RANGED TOUCH ATTACK. THE RAY DEALS 4D6 POINTS OF COLD DAMAGE ON A SUCCESSFUL HIT.
- 67 **LIGHTNING:** ONCE PER DAY, THE ITEM CAN BLAST FORTH AN ELECTRICITY RAY AT ANY TARGET WITHIN 30 FEET AS A RANGED TOUCH ATTACK. THE RAY DEALS 4D6 POINTS OF ELECTRICITY DAMAGE ON A SUCCESSFUL HIT
- 68 **GODLY:** ITEM ENABLES THE WIELDER TO USE GREATER DISPEL MAGIC (ONCE PER ROUND AS A STANDARD ACTION) AT THE CLASS LEVEL OF THE WIELDER. (ONLY THE AREA DISPEL IS POSSIBLE, NOT THE TARGETED DISPEL OR COUNTERSPELL VERSIONS OF GREATER DISPEL MAGIC.)
- 69 **TERRIFYING:** ON COMMAND, THIS ITEM CAN CAUSE LIVING CREATURES IN A 30-FOOT CONE BECOME PANICKED AS IF BY A FEAR SPELL (WILL DC 16 PARTIAL). THEY TAKE A -2 MORALE PENALTY ON SAVING THROWS, AND THEY FLEE FROM THE WIELDER. THE WIELDER MAY USE THIS ABILITY UP TO THREE TIMES PER DAY. THIS IS A MIND-AFFECTING FEAR EFFECT.
- 70 **MYSTICAL:** SPELLCASTER BEARERS GET 2 EXTRA SPELLS OF EACH LEVEL.
- 71 **ALCHEMICAL:** BEARER IMMUNE TO POISONS.
- 72 **RIGHTEOUS:** BEARER MAY CHANNEL POSITIVE ENERGY AS A PRIEST OF HALF THEIR CHARACTER LEVEL.
- 73 **SAINTLY:** BEARER MAY CHANNEL POSITIVE ENERGY AS A PRIEST OF THEIR CHARACTER LEVEL.
- 74 **HUNGRY:** BEARER SUFFERS +2 DAMAGE WITH EACH ATTACK UPON THEM.
- 75 **VIGILANT:** BEARER IS IMMUNE TO SLEEP OR MIND-ALTERING EFFECTS.
- 76 **TELEPATHIC:** BEARER GAINS TELEPATHY WITH A RANGE OF 100 FEET.
- 77 **KEEN-EYED:** BEARER GAINS DARKVISION OUT TO 60 FEET, AND LOW LIGHT VISION.
- 78 **VAMPIRIC:** BEARER CAN BESTOW A NEGATIVE LEVEL WITH A SUCCESSFUL CRITICAL HIT, AND GAINS 5 TEMPORARY HIT POINTS FROM EVERY SUCCESSFUL ATTACK. IF ITEM IS NOT A WEAPON, IT MUST BE USED AS AN IMPROVISED MELEE WEAPON FOR THE EFFECT TO WORK.
- 79 **PROTECTIVE:** +4 DEFLECTION BONUS TO AC AND +4 RESISTANCE BONUS TO SAVING THROWS TO BEARER AND ANYONE WITHIN 20 FEET OF BEARER. ALSO FUNCTIONS AS A MAGIC CIRCLE AGAINST EVIL, AND LESSER GLOBE OF INVULNERABILITY WITH THE SAME RADIUS (CL EQUALS BEARER'S LEVEL).

- 80 **FEARSOME:** CREATURES OF LESS THAN HALF OF THE BEARER'S LEVEL IN HD WHO COME WITHIN 60 FEET MUST MAKE A WILL SAVE (DC 10 + 1/2 BEARER'S LEVEL + BEARERS CHA MODIFIER) OR SUFFER THE EFFECTS OF A FEAR SPELL (AS IF CAST BY SOMEONE OF THE BEARER'S LEVEL).
- 81 **FRIGHTFUL:** CREATURES WITH FEWER HD OR LEVEL THAN THE BEARER WHO COMES WITHIN 30 FEET MUST MAKE A WILL SAVE (DC 10 + 1/2 BEARER'S LEVEL + BEARERS CHA MODIFIER) OR BECOME FRIGHTENED OR SHAKEN. (AS PER FRIGHTFUL PRESENCE)
- 82 **HEALING:** ONCE PER DAY, BEARER CAN LAY ON HANDS AND HEAL AN AMOUNT OF DAMAGE EQUAL TO HIS OR HER FULL HIT POINTS.
- 83 **INCORPOREAL:** THREE TIMES PER DAY, BEARER CAN BECOME INCORPOREAL FOR A NUMBER OF ROUNDS EQUAL TO THEIR LEVEL.
- 84 **SERENE:** THE BEARER GAINS 10 TEMPORARY HIT POINTS. DAMAGE IS FIRST TAKEN FROM THESE, WHICH REPLENISH ONCE PER DAY.
- 85 **CELESTIAL:** BEARER CAN SMITE AN EVIL CREATURE WITH A MELEE ATTACK, AS A PALADIN OF THEIR CHARACTER LEVEL, 3 TIMES PER DAY
- 86 **DEMONIC:** BEARER CAN SMITE A GOOD CREATURE WITH A MELEE ATTACK, AS A ANTI-PALADIN OF THEIR CHARACTER LEVEL, 3 TIMES PER DAY
- 87 **CHANGELING:** BEARER CAN ALTER SELF (AS SPELL), 1/DAY
- 88 **SHATTERING:** BEARER CAN CAST SHATTER, 1/DAY
- 89 **EMPYREAN:** BEARER CAN REMOVE CURSE, 1/DAY
- 90 **FATIGUED:** BEARER ALWAYS ACTS LAST IN INITIATIVE.
- 91 **MAGICAL:** ITEM CAN DETECT MAGIC (AS PER SPELL).
- 92 **ETERNAL:** ITEM CANNOT BE DESTROYED BY ANY MEANS.
- 93 **EVADING:** BEARER GAINS THE IMPROVED EVASION ABILITY.
- 94 **REFLECTING:** ONCE PER DAY, ITEM CAN REFLECT A SPELL BACK UPON ITS CASTER AS PER THE SPELL TURNING SPELL.
- 95 **ELVEN:** ITEM GRANTS A +5 COMPETENCE BONUS ON SAVES AGAINST ENCHANTMENT SPELLS AND EFFECTS
- 96 **DWARVEN:** ITEM GRANTS A +5 COMPETENCE BONUS ON SAVES AGAINST POISONS, SPELLS AND SPELL-LIKE ABILITIES
- 97 **HALFLING:** ITEM GRANTS A +5 COMPETENCE BONUS ON STEALTH CHECKS
- 98 **GNOMISH:** ITEM GRANTS A +5 COMPETENCE BONUS ON PERCEPTION CHECKS
- 99 **IMMORTAL:** BEARER DOES NOT AGE.
- 00 **ROLL TWICE**



BASE ITEMS (d100)

- | | | | |
|----|--|----|---------------------|
| 01 | PADDED ARMOR (ARMOR BONUS +1) | 51 | GLAIVE |
| 02 | LEATHER ARMOR (ARMOR BONUS +2) | 52 | GREATAXE |
| 03 | STUDDED LEATHER ARMOR (ARMOR BONUS +3) | 53 | GREATCLUB |
| 04 | CHAIN SHIRT (ARMOR BONUS +4) | 54 | FLAIL, HEAVY |
| 05 | SCALE MAIL (ARMOR BONUS +5) | 55 | GREATSWORD |
| 06 | CHAIN MAIL (ARMOR BONUS +6) | 56 | GUISARME |
| 07 | BREASTPLATE (ARMOR BONUS +6) | 57 | HALBERD |
| 08 | SPLINT MAIL (ARMOR BONUS +7) | 58 | LANCE |
| 09 | BANDED MAIL (ARMOR BONUS +7) | 59 | RANSEUR |
| 10 | HALF PLATE (ARMOR BONUS +8) | 60 | SCYTHE |
| 11 | FULL PLATE (ARMOR BONUS +9) | 61 | LONGBOW |
| 12 | BUCKLER (SHIELD BONUS +1) | 62 | ARROWS |
| 13 | SHIELD, LIGHT (SHIELD BONUS +1) | 63 | LONGBOW, COMPOSITE |
| 14 | SHIELD, HEAVY (SHIELD BONUS +2) | 64 | SHORTBOW |
| 15 | SHIELD, TOWER (SHIELD BONUS +4) | 65 | SHORTBOW, COMPOSITE |
| 16 | HELM | 66 | SWORD, BASTARD |
| 17 | GAUNTLET | 67 | WHIP |
| 18 | DAGGER | 68 | CHAIN, SPIKED |
| 19 | MACE, LIGHT | 69 | BOLAS |
| 20 | SICKLE | 70 | CROSSBOW, HAND |
| 21 | CLUB | 71 | CROSSBOW, REPEATING |
| 22 | MACE, HEAVY | 72 | CLOAK |
| 23 | MORNINGSTAR | 73 | ROBE |
| 24 | SHORTSPEAR | 74 | CROWN |
| 25 | LONGSPEAR | 75 | GLOVES |
| 26 | QUARTERSTAFF | 76 | BOOTS |
| 27 | SPEAR | 77 | BRACERS |
| 28 | CROSSBOW, HEAVY | 78 | BELT |
| 29 | BOLTS, CROSSBOW | 79 | WAND |
| 30 | CROSSBOW, LIGHT | 80 | SCEPTER |
| 31 | DART | 81 | STAFF |
| 32 | JAVELIN | 82 | RING |
| 33 | SLING | 83 | AMULET |
| 34 | BULLETS, SLING | 84 | JEWEL |
| 35 | AXE, THROWING | 85 | BOOK |
| 36 | HAMMER, LIGHT | 86 | SCROLL |
| 37 | HANDAXE | 87 | POTION |
| 38 | KUKRI | 88 | OIL |
| 39 | PICK, LIGHT | 89 | HORN |
| 40 | SWORD, SHORT | 90 | FIGURINE |
| 41 | BATTLEAXE | 91 | STONE |
| 43 | FLAIL | 92 | CANDLE |
| 44 | LONGSWORD | 93 | BROOCH |
| 45 | PICK, HEAVY | 94 | FLUTE |
| 46 | RAPIER | 95 | LYRE |
| 47 | SCIMITAR | 96 | SCARAB |
| 48 | TRIDENT | 97 | PIPES |
| 49 | WARHAMMER | 98 | NECKLACE |
| 50 | FALCHION | 99 | BOTTLE |
| | | 00 | OTHER |

SUFFIXES (d100)

- 01 **OF ACID RESISTANCE:** ABSORBS THE FIRST 10 POINTS OF ACID DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 02 **OF IMPROVED ACID RESISTANCE:** ABSORBS THE FIRST 20 POINTS OF ACID DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 03 **OF GREATER ACID RESISTANCE:** ABSORBS THE FIRST 30 POINTS OF ACID DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 04 **OF COLD RESISTANCE:** ABSORBS THE FIRST 10 POINTS OF COLD DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 05 **OF IMPROVED COLD RESISTANCE:** ABSORBS THE FIRST 20 POINTS OF COLD DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 06 **OF GREATER COLD RESISTANCE:** ABSORBS THE FIRST 30 POINTS OF COLD DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 07 **OF ELECTRICITY RESISTANCE:** ABSORBS THE FIRST 10 POINTS OF ELECTRICITY DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 08 **OF IMPROVED ELECTRICITY RESISTANCE:** ABSORBS THE FIRST 20 POINTS OF ELECTRICITY DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 09 **OF GREATER ELECTRICITY RESISTANCE:** ABSORBS THE FIRST 30 POINTS OF ELECTRICITY DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 10 **OF FIRE RESISTANCE:** ABSORBS THE FIRST 10 POINTS OF FIRE DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 11 **OF IMPROVED FIRE RESISTANCE:** ABSORBS THE FIRST 20 POINTS OF FIRE DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 12 **OF GREATER FIRE RESISTANCE:** ABSORBS THE FIRST 30 POINTS OF FIRE DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 13 **OF SONIC RESISTANCE:** ABSORBS THE FIRST 10 POINTS OF SONIC DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 14 **OF IMPROVED SONIC RESISTANCE:** ABSORBS THE FIRST 20 POINTS OF SONIC DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 15 **OF GREATER SONIC RESISTANCE:** ABSORBS THE FIRST 30 POINTS OF SONIC DAMAGE PER ATTACK THAT THE WEARER WOULD NORMALLY TAKE (SIMILAR TO THE RESIST ENERGY SPELL).
- 16 **OF ETHEREALNESS:** ON COMMAND, THIS ABILITY ALLOWS THE BEARER OF THE ITEM TO BECOME ETHEREAL (AS THE ETHEREAL JAUNT SPELL) ONCE PER DAY.

17 OF THE PLANES: ALLOWS ITS BEARER TO UTILIZE PLANE SHIFT. HOWEVER, THIS IS A DIFFICULT ITEM TO MASTER. THE USER MUST MAKE A DC 15 INT CHECK IN ORDER TO GET THE ITEM TO TAKE HER TO THE PLANE THAT SHE WANTS. IF SHE FAILS, THE ITEM TRANSPORTS HER AND ALL THOSE TRAVELING WITH HER TO A RANDOM LOCATION ON THAT PLANE (01-60 ON D%) OR TO A RANDOM PLANE (61-100).

18 OF REFLECTION: ONCE PER DAY, IT CAN BE CALLED ON TO REFLECT A SPELL BACK AT ITS CASTER EXACTLY LIKE THE SPELL TURNING SPELL.

19 OF SLAYING: IF WIELDER STRIKES A CREATURE, THE TARGET MUST MAKE A DC 20 FORTITUDE SAVE OR DIE (OR, IN THE CASE OF UNLIVING TARGETS, BE DESTROYED) INSTANTLY. NOTE THAT EVEN CREATURES NORMALLY EXEMPT FROM FORTITUDE SAVES (UNDEAD AND CONSTRUCTS) ARE SUBJECT TO THIS ATTACK. WHEN KEYED TO A LIVING CREATURE, THIS IS A DEATH EFFECT (AND THUS DEATH WARD PROTECTS A TARGET). TO DETERMINE THE TYPE OR SUBTYPE OF CREATURE THE ITEM IS KEYED TO, ROLL ON THE TABLE BELOW.

01-05	ABERRATIONS	46	HUMANOID, GNOME	77	OUTSIDERS, EARTH
06-09	ANIMALS	47-49	HUMANOID, GOBLINOID	78-80	OUTSIDERS, EVIL
10-16	CONSTRUCTS	50	HUMANOID, HALFLING	81	OUTSIDERS, FIRE
17-22	DRAGONS	51-54	HUMANOID, HUMAN	82-84	OUTSIDERS, GOOD
23-27	ELEMENTALS	55-57	HUMANOID, REPTILIAN	85-87	OUTSIDERS, LAWFUL
28-32	FEY	58-60	HUMANOID, ORC	88	OUTSIDERS, WATER
33-39	GIANTS	61-65	MAGICAL BEASTS	89-90	PLANTS
40	HUMANOID, AQUATIC	66-70	MONSTROUS HUMANOID	91-98	UNDEAD
41-42	HUMANOID, DWARF	71-72	OOZES	99-100	VERMIN
43-44	HUMANOID, ELF	73	OUTSIDERS, AIR		
45	HUMANOID, GNOLL	74-76	OUTSIDERS, CHAOTIC		

20 OF COMMAND: ENABLES THE BEARER TO CHARM UP TO 14 HD OF CREATURES (WILL DC 16 NEGATES, CREATURES GET A +5 BONUS IF CURRENTLY UNDER ATTACK BY THE WIELDER OR HIS ALLIES), NO TWO OF WHICH CAN BE MORE THAN 30 FEET APART. THE WIELDER CAN USE THIS EFFECT UP TO THREE TIMES PER DAY. CREATURES MAKING THEIR SAVING THROW ARE FREE OF CONTROL, BUT THEY WILL NOT APPROACH WITHIN 10 FEET OF THE ITEM.

21 OF PIERCING: ON A NATURAL 20 ATTACK ROLL, FOE MUST MAKE A REF SAVE (-4 PENALTY), OR ARMOR IS DESTROYED.

22 OF HEALTH: GRANTS THE BEARER DAMAGE REDUCTION OF 1/MAGIC.

23 OF DEFENSE: GRANTS THE BEARER DAMAGE REDUCTION OF 2/MAGIC.

24 OF DEFLECTION: GRANTS THE BEARER DAMAGE REDUCTION OF 3/MAGIC.

25 OF LIFE: GRANTS THE BEARER DAMAGE REDUCTION OF 4/MAGIC.

26 OF INVULNERABILITY: GRANTS THE BEARER DAMAGE REDUCTION OF 5/MAGIC.

27 OF TEARS: BEARER TAKES DOUBLE DAMAGE FROM ALL ATTACKS

28 OF THE SNAIL: BEARER SUFFERS A -2 INITIATIVE PENALTY

29 OF FRAILTY: BEARER SUFFERS A -2 STR PENALTY

30 OF FEEBLE-MINDEDNESS: BEARER SUFFERS A -2 INT PENALTY

31 OF THE FOOL: BEARER SUFFERS A -2 WIS PENALTY

32 OF PARALYSIS: BEARER SUFFERS A -2 DEX PENALTY

33 OF DISEASE: BEARER SUFFERS -2 CON PENALTY

34 OF DISCORD: BEARER SUFFERS A -2 CHA PENALTY

35 OF COMBAT: +2 DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).

36 OF GORE: +3 DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).

- 37 **OF CARNAGE:** +4 DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
- 38 **OF SLAUGHTER:**+5 DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
- 39 **OF DEVASTATION:** INCREASE THREAT RANGE BY 2, AND RAISE CRITICAL MULTIPLIER BY 1 (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
- 40 **OF THE CHAMELEON:** +10 TO STEALTH AND DISGUISE CHECKS, AND AS A STANDARD ACTION, BEARER CAN ALSO UTILIZE THE SPELL DISGUISE SELF.
- 41 **OF THE DJINNI:** ITEM SERVES AS A SPECIAL GATE BY MEANS OF WHICH A SPECIFIC DJINNI CAN BE CALLED FROM THE ELEMENTAL PLANE OF AIR. WHEN THE THE CALL GOES OUT (A STANDARD ACTION), THE DJINNI APPEARS ON THE NEXT ROUND. THE DJINNI FAITHFULLY OBEYS AND SERVES THE BEARER OF THE ITEM, BUT NEVER FOR MORE THAN 1 HOUR PER DAY. IF THE DJINNI IS EVER KILLED, THE ITEM BECOMES NONMAGICAL AND WORTHLESS.
- 43 **OF THE AIR:** THE ITEM ALLOWS COMMAND OF AIR ELEMENTALS. ELEMENTALS OF THE PLANE TO WHICH THE ITEM IS ATTUNED CAN'T ATTACK THE WEARER, OR EVEN APPROACH WITHIN 5 FEET OF HIM. IF THE WEARER DESIRES, HE MAY FOREGO THIS PROTECTION AND INSTEAD ATTEMPT TO CHARM THE ELEMENTAL (AS CHARM MONSTER, WILL DC 17 NEGATES). IF THE CHARM ATTEMPT FAILS, HOWEVER, ABSOLUTE PROTECTION IS LOST AND NO FURTHER ATTEMPT AT CHARMING CAN BE MADE.

CREATURES FROM THE PLANE TO WHICH THE ITEM IS ATTUNED WHO ATTACK THE BEARER TAKE A -1 PENALTY ON THEIR ATTACK ROLLS. THE BEARER MAKES APPLICABLE SAVING THROWS FROM THE EXTRAPLANAR CREATURE'S ATTACKS WITH A +2 RESISTANCE BONUS. HE GAINS A +4 MORALE BONUS ON ALL ATTACK ROLLS AGAINST SUCH CREATURES. ANY WEAPON HE USES BYPASSES THE DAMAGE REDUCTION OF SUCH CREATURES, REGARDLESS OF ANY QUALITIES THE WEAPON MAY OR MAY NOT HAVE.

THE BEARER IS ABLE TO CONVERSE WITH CREATURES FROM THE PLANE TO WHICH HIS ITEM IS ATTUNED. THEY SHOW A HEALTHY RESPECT FOR THE BEARER IF ALIGNMENTS ARE SIMILAR. IF ALIGNMENTS ARE OPPOSED, CREATURES FEAR THE BEARER IF HE IS STRONG. IF HE IS WEAK, THEY HATE AND DESIRE TO SLAY HIM.

THE POSSESSOR OF A ITEM OF ELEMENTAL COMMAND TAKES A SAVING THROW PENALTY AS FOLLOWS:

ELEMENT	SAVING THROW PENALTY
AIR	-2 AGAINST EARTH-BASED EFFECTS
EARTH	-2 AGAINST AIR- OR ELECTRICITY-BASED EFFECTS
FIRE	-2 AGAINST WATER- OR COLD-BASED EFFECTS
WATER	-2 AGAINST FIRE-BASED EFFECTS

IN ADDITION TO THE POWERS DESCRIBED ABOVE, THE ITEM GIVES THE BEARER THE FOLLOWING ABILITIES:

- FEATHER FALL (UNLIMITED USE, WEARER ONLY)
- RESIST ENERGY (ELECTRICITY) (UNLIMITED USE, WEARER ONLY)
- GUST OF WIND (TWICE PER DAY)
- WIND WALL (UNLIMITED USE)
- AIR WALK (ONCE PER DAY, WEARER ONLY)
- CHAIN LIGHTNING (ONCE PER WEEK)

44 OF THE EARTH: THE ITEM ALLOWS COMMAND OF EARTH ELEMENTALS. ELEMENTALS OF THE PLANE TO WHICH THE ITEM IS ATTUNED CAN'T ATTACK THE WEARER, OR EVEN APPROACH WITHIN 5 FEET OF HIM. IF THE WEARER DESIRES, HE MAY FOREGO THIS PROTECTION AND INSTEAD ATTEMPT TO CHARM THE ELEMENTAL (AS CHARM MONSTER, WILL DC 17 NEGATES). IF THE CHARM ATTEMPT FAILS, HOWEVER, ABSOLUTE PROTECTION IS LOST AND NO FURTHER ATTEMPT AT CHARMING CAN BE MADE.

CREATURES FROM THE PLANE TO WHICH THE ITEM IS ATTUNED WHO ATTACK THE BEARER TAKE A -1 PENALTY ON THEIR ATTACK ROLLS. THE BEARER MAKES APPLICABLE SAVING THROWS FROM THE EXTRAPLANAR CREATURE'S ATTACKS WITH A +2 RESISTANCE BONUS. HE GAINS A +4 MORALE BONUS ON ALL ATTACK ROLLS AGAINST SUCH CREATURES. ANY WEAPON HE USES BYPASSES THE DAMAGE REDUCTION OF SUCH CREATURES, REGARDLESS OF ANY QUALITIES THE WEAPON MAY OR MAY NOT HAVE.

THE BEARER IS ABLE TO CONVERSE WITH CREATURES FROM THE PLANE TO WHICH HIS ITEM IS ATTUNED. THEY SHOW A HEALTHY RESPECT FOR THE BEARER IF ALIGNMENTS ARE SIMILAR. IF ALIGNMENTS ARE OPPOSED, CREATURES FEAR THE BEARER IF HE IS STRONG. IF HE IS WEAK, THEY HATE AND DESIRE TO SLAY HIM.

THE POSSESSOR OF A ITEM OF ELEMENTAL COMMAND TAKES A SAVING THROW PENALTY AS FOLLOWS:

ELEMENT	SAVING THROW PENALTY
AIR	-2 AGAINST EARTH-BASED EFFECTS
EARTH	-2 AGAINST AIR- OR ELECTRICITY-BASED EFFECTS
FIRE	-2 AGAINST WATER- OR COLD-BASED EFFECTS
WATER	-2 AGAINST FIRE-BASED EFFECTS

IN ADDITION TO THE POWERS DESCRIBED ABOVE, THE ITEM GIVES THE BEARER THE FOLLOWING ABILITIES:

- MELD INTO STONE (UNLIMITED USE, WEARER ONLY)
- SOFTEN EARTH AND STONE (UNLIMITED USE)
- STONE SHAPE (TWICE PER DAY)
- STONESKIN (ONCE PER WEEK, WEARER ONLY)
- PASSWALL (TWICE PER WEEK)
- WALL OF STONE (ONCE PER DAY)

45 OF THE FIRE: THE ITEM ALLOWS COMMAND OF FIRE ELEMENTALS. ELEMENTALS OF THE PLANE TO WHICH THE ITEM IS ATTUNED CAN'T ATTACK THE WEARER, OR EVEN APPROACH WITHIN 5 FEET OF HIM. IF THE WEARER DESIRES, HE MAY FOREGO THIS PROTECTION AND INSTEAD ATTEMPT TO CHARM THE ELEMENTAL (AS CHARM MONSTER, WILL DC 17 NEGATES). IF THE CHARM ATTEMPT FAILS, HOWEVER, ABSOLUTE PROTECTION IS LOST AND NO FURTHER ATTEMPT AT CHARMING CAN BE MADE.

CREATURES FROM THE PLANE TO WHICH THE ITEM IS ATTUNED WHO ATTACK THE BEARER TAKE A -1 PENALTY ON THEIR ATTACK ROLLS. THE BEARER MAKES APPLICABLE SAVING THROWS FROM THE EXTRAPLANAR CREATURE'S ATTACKS WITH A +2 RESISTANCE BONUS. HE GAINS A +4 MORALE BONUS ON ALL ATTACK ROLLS AGAINST SUCH CREATURES. ANY WEAPON HE USES BYPASSES THE DAMAGE REDUCTION OF SUCH CREATURES, REGARDLESS OF ANY QUALITIES THE WEAPON MAY OR MAY NOT HAVE.

THE BEARER IS ABLE TO CONVERSE WITH CREATURES FROM THE PLANE TO WHICH HIS ITEM IS ATTUNED. THEY SHOW A HEALTHY RESPECT FOR THE BEARER IF ALIGNMENTS ARE SIMILAR. IF ALIGNMENTS ARE OPPOSED, CREATURES FEAR THE BEARER IF HE IS STRONG. IF HE IS WEAK, THEY HATE AND DESIRE TO SLAY HIM.

THE POSSESSOR OF A ITEM OF ELEMENTAL COMMAND TAKES A SAVING THROW PENALTY AS FOLLOWS:

ELEMENT	SAVING THROW PENALTY
AIR	-2 AGAINST EARTH-BASED EFFECTS
EARTH	-2 AGAINST AIR- OR ELECTRICITY-BASED EFFECTS
FIRE	-2 AGAINST WATER- OR COLD-BASED EFFECTS
WATER	-2 AGAINST FIRE-BASED EFFECTS

IN ADDITION TO THE POWERS DESCRIBED ABOVE, THE ITEM GIVES THE BEARER THE FOLLOWING ABILITIES:

- RESIST ENERGY (FIRE) (AS A MAJOR RING OF ENERGY RESISTANCE [FIRE])
- BURNING HANDS (UNLIMITED USE)
- FLAMING SPHERE (TWICE PER DAY)
- PYROTECHNICS (TWICE PER DAY)
- WALL OF FIRE (ONCE PER DAY)
- FLAME STRIKE (TWICE PER WEEK)

46 OF THE WATER: THE ITEM ALLOWS COMMAND OF WATER ELEMENTALS. ELEMENTALS OF THE PLANE TO WHICH THE ITEM IS ATTUNED CAN'T ATTACK THE WEARER, OR EVEN APPROACH WITHIN 5 FEET OF HIM. IF THE WEARER DESIRES, HE MAY FOREGO THIS PROTECTION AND INSTEAD ATTEMPT TO CHARM THE ELEMENTAL (AS CHARM MONSTER, WILL DC 17 NEGATES). IF THE CHARM ATTEMPT FAILS, HOWEVER, ABSOLUTE PROTECTION IS LOST AND NO FURTHER ATTEMPT AT CHARMING CAN BE MADE.

CREATURES FROM THE PLANE TO WHICH THE ITEM IS ATTUNED WHO ATTACK THE BEARER TAKE A -1 PENALTY ON THEIR ATTACK ROLLS. THE BEARER MAKES APPLICABLE SAVING THROWS FROM THE EXTRAPLANAR CREATURE'S ATTACKS WITH A +2 RESISTANCE BONUS. HE GAINS A +4 MORALE BONUS ON ALL ATTACK ROLLS AGAINST SUCH CREATURES. ANY WEAPON HE USES BYPASSES THE DAMAGE REDUCTION OF SUCH CREATURES, REGARDLESS OF ANY QUALITIES THE WEAPON MAY OR MAY NOT HAVE.

THE BEARER IS ABLE TO CONVERSE WITH CREATURES FROM THE PLANE TO WHICH HIS ITEM IS ATTUNED. THEY SHOW A HEALTHY RESPECT FOR THE BEARER IF ALIGNMENTS ARE SIMILAR. IF ALIGNMENTS ARE OPPOSED, CREATURES FEAR THE BEARER IF HE IS STRONG. IF HE IS WEAK, THEY HATE AND DESIRE TO SLAY HIM.

THE POSSESSOR OF A ITEM OF ELEMENTAL COMMAND TAKES A SAVING THROW PENALTY AS FOLLOWS:

ELEMENT	SAVING THROW PENALTY
AIR	-2 AGAINST EARTH-BASED EFFECTS
EARTH	-2 AGAINST AIR- OR ELECTRICITY-BASED EFFECTS
FIRE	-2 AGAINST WATER- OR COLD-BASED EFFECTS
WATER	-2 AGAINST FIRE-BASED EFFECTS

IN ADDITION TO THE POWERS DESCRIBED ABOVE, THE ITEM GIVES THE BEARER THE FOLLOWING ABILITIES:

- WATER WALK (UNLIMITED USE)
- CREATE WATER (UNLIMITED USE)
- WATER BREATHING (UNLIMITED USE)
- WALL OF ICE (ONCE PER DAY)
- ICE STORM (TWICE PER WEEK)
- CONTROL WATER (TWICE PER WEEK)

- 47 **OF MIND SHIELDING:** THE BEARER IS CONTINUALLY IMMUNE TO DETECT THOUGHTS, DISCERN LIES, AND ANY ATTEMPT TO MAGICALLY DISCERN HER ALIGNMENT.
- 48 **OF REGENERATION:** ALLOWS THE BEARER TO HEAL 1 POINT OF DAMAGE PER LEVEL EVERY HOUR RATHER THAN EVERY DAY. (THIS ABILITY CANNOT BE AIDED BY THE HEAL SKILL.) NONLETHAL DAMAGE HEALS AT A RATE OF 1 POINT OF DAMAGE PER LEVEL EVERY 5 MINUTES. IF THE BEARER LOSES A LIMB, AN ORGAN, OR ANY OTHER BODY PART, THE ITEM REGENERATES IT AS THE SPELL. IN EITHER CASE, ONLY DAMAGE TAKEN WHILE WEARING THE RING IS REGENERATED.
- 49 **OF MINOR SPELL STORING:** CONTAINS UP TO THREE LEVELS OF SPELLS. EACH SPELL HAS A CASTER LEVEL EQUAL TO THE MINIMUM LEVEL NEEDED TO CAST THAT SPELL. THE USER NEED NOT PROVIDE ANY MATERIAL COMPONENTS OR FOCUS, AND THERE IS NO ARCANESPELL FAILURE CHANCE FOR WEARING ARMOR. THE ACTIVATION TIME FOR THE RING IS SAME AS THE CASTING TIME FOR THE RELEVANT SPELL, WITH A MINIMUM OF 1 STANDARD ACTION.
- 50 **OF SPELL STORING:** CONTAINS UP TO FIVE LEVELS OF SPELLS. EACH SPELL HAS A CASTER LEVEL EQUAL TO THE MINIMUM LEVEL NEEDED TO CAST THAT SPELL. THE USER NEED NOT PROVIDE ANY MATERIAL COMPONENTS OR FOCUS AND THERE IS NO ARCANESPELL FAILURE CHANCE FOR WEARING ARMOR. THE ACTIVATION TIME FOR THE RING IS SAME AS THE CASTING TIME FOR THE RELEVANT SPELL, WITH A MINIMUM OF 1 STANDARD ACTION.
- 51 **OF MAJOR SPELL STORING:** CONTAINS UP TO TEN LEVELS OF SPELLS. EACH SPELL HAS A CASTER LEVEL EQUAL TO THE MINIMUM LEVEL NEEDED TO CAST THAT SPELL. THE USER NEED NOT PROVIDE ANY MATERIAL COMPONENTS OR FOCUS AND THERE IS NO ARCANESPELL FAILURE CHANCE FOR WEARING ARMOR. THE ACTIVATION TIME FOR THE RING IS SAME AS THE CASTING TIME FOR THE RELEVANT SPELL, WITH A MINIMUM OF 1 STANDARD ACTION.
- 52 **OF TELEKINESIS:** ALLOWS THE BEARER TO USE THE SPELL TELEKINESIS ON COMMAND.
- 53 **OF WISHES:** BESTOWS 1D4 WISHES (AS PER THE SPELL) ON THE BEARER. WHEN ALL THE WISHES ARE USED, THE ITEM BECOMES A NONMAGICAL ITEM.
- 54 **OF WATER WALKING:** ALLOWS THE BEARER TO CONTINUALLY UTILIZE THE EFFECTS OF THE SPELL WATER WALK.
- 55 **OF LEVITATION:** ALLOWS THE BEARER TO LEVITATE AS IF SHE HAD CAST LEVITATE ON HERSELF.
- 56 **OF TELEPORTATION:** BEARER MAY TELEPORT THREE TIMES PER DAY, EXACTLY AS IF HE HAD CAST THE SPELL OF THE SAME NAME.
- 57 **OF (WEAPON TYPE):** ITEM BESTOWS GREATER WEAPON FOCUS AND GREATER WEAPON SPECIALIZATION UPON THE BEARER FOR THE WEAPON TYPE SPECIFIED.
- 58 **OF INTERRUPTION:** NO SPELL REQUIRING A VERBAL COMPONENT CAN BE CAST WITHIN A 30-FOOT RADIUS OF THE ITEM UNLESS THE CASTER CAN MAKE A SPELLCRAFT CHECK (DC 15 + THE SPELL'S LEVEL). THE DURATION OF THIS EFFECT IS 3 MINUTES, AND IT CAN BE USED 3 TIMES PER DAY.
- 59 **OF BLASTING:** ITEM PROJECTS A BLAST OF SEARING LIGHT (5D8 MAXIMIZED FOR 40 POINTS OF DAMAGE) ONCE PER DAY.

- 60 OF DISPLACEMENT:** ITEM HAS MAGICAL PROPERTIES WHICH DISTORT AND WARP LIGHT WAVES. THIS DISPLACEMENT WORKS SIMILAR TO THE DISPLACEMENT SPELL EXCEPT THAT IT ONLY GRANTS A 20% MISS CHANCE ON ATTACKS AGAINST THE WEARER. IT FUNCTIONS CONTINUALLY.
- 61 OF THE WAVES:** ITEM GIVES BEARER A +10 COMPETENCE BONUS ON SWIM CHECKS, AND ANY OTHER SEA-RELATED SKILL CHECKS.
- 62 OF THE EIGHT DIRECTIONS:** BEARER IS IMMUNE TO FLANKING OR ATTACKS OF OPPORTUNITY.
- 63 OF SHIFTING:** BEARER GAINS THE SPELL-LIKE ABILITY TO USE DIMENSION DOOR (AS THE SPELL CAST AT YOUR CHARACTER LEVEL) ONCE EVERY 1D4 ROUNDS, AS WELL AS A +1 INSIGHT BONUS ON ATTACK AND DAMAGE ROLLS AGAINST OUTSIDERS NATIVE TO A SHIFTING PLANE.
- 64 OF PARRYING:** BEARER GAINS A +1 DODGE BONUS TO AC FOR EACH CHARACTER LEVEL THEY POSSESS, WHEN CHOOSING TO FIGHT DEFENSIVELY OR USE TOTAL DEFENSE IN COMBAT.
- 65 OF THE ASSASSINS:** BEARER CAN STRIKE FOR A DEATH ATTACK ONCE PER DAY (TARGET MUST MAKE FORT SAVE AT DC 10 + THE BEARER'S LEVEL + THE BEARER'S INT MODIFIER OR DIE INSTANTLY)
- 66 OF THE NECROMANCER:** BEARER CAN ANIMATE DEAD (AS SPELL CAST AT CHARACTER'S LEVEL) 3 TIMES/DAY.
- 67 OF THE STORM:** BEARER CAN CALL LIGHTNING STORM (AS SPELL CAST AT CHARACTER'S LEVEL), ONCE/DAY.
- 68 OF DOMINATION:** BEARER CAN DOMINATE PERSON, DOMINATE ANIMAL OR DOMINATE MONSTER (AS SPELL CAST AT CHARACTER'S LEVEL), ONCE/DAY
- 69 OF THE JAGUAR:** ITEM GIVES BEARER +1 BONUS TO HIT AND DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
- 70 OF THE LEOPARD:** ITEM GIVES BEARER +2 BONUS TO HIT AND DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
- 71 OF THE PANTHER:** ITEM GIVES BEARER +3 BONUS TO HIT AND DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
- 72 OF THE TIGER:** ITEM GIVES BEARER +4 BONUS TO HIT AND DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
- 73 OF THE LION:** ITEM GIVES BEARER +5 BONUS TO HIT AND DAMAGE (ON ATTACKS MADE WITH ITEM IF WEAPON, OR ON ALL ATTACKS IF ITEM IS NOT WEAPON).
- 74 OF THOUGHT:** ALLOWS THE BEARER TO READ THE THOUGHTS OF OTHERS, AS WITH THE SPELL DETECT THOUGHTS.
- 75 OF TIMELESSNESS:** EACH YEAR OF ACTUAL TIME AFFECTS THE BEARER AS IF ONLY A DAY HAD PASSED. THE BEARER ALSO GAINS A +1 RESISTANCE BONUS ON ALL SAVING THROWS.
- 76 OF LUCK:** BEARER GAINS A +1 LUCK BONUS ON SAVING THROWS, ABILITY CHECKS, AND SKILL CHECKS.
- 77 OF PROTECTION:** BEARER GAINS SPELL RESISTANCE 20. THE ITEM CAN ALSO ABSORB ENERGY-DRAINING ATTACKS, DEATH EFFECTS, AND NEGATIVE ENERGY EFFECTS.
- 78 OF THE VORTEX:** ITEM CAN ABSORB SPELLS OF 4TH LEVEL OR LOWER -- AFTER ABSORBING 50 SPELL LEVELS, THE ITEM "BURNS OUT" AND LOSES THIS POWER.
- 79 OF COMPREHENSION:** GRANTS ITS BEARER THE ABILITY TO UNDERSTAND THE SPOKEN WORDS OF ANY CREATURE AND TO READ TEXT IN ANY LANGUAGE AND ANY MAGICAL WRITING.
- 80 OF RESSURECTION:** ITEM GRANTS THE BEARER THE ABILITY TO RESSURECT OTHERS (AS PER THE SPELL), ONCE PER DAY.
- 81 OF ARROW ATTRACTION:** ITEM ACTUALLY SERVES TO ATTRACT RANGED WEAPONS. THE WEARER TAKES A -15 PENALTY TO AC AGAINST ANY ATTACK BY A RANGED WEAPON.

- 82 **OF WOE:** BEARER IS CURSED, TAKING A -2 PENALTY ON ATTACK ROLLS, SAVING THROWS, AND SKILL CHECKS UNTIL A REMOVE CURSE SPELL IS CAST UPON THEM.
- 83 **OF THE UNDERGROUND:** BEARER GAINS A +60-FOOT BONUS TO DARKVISION, AND A +1 INSIGHT BONUS TO ATTACK AND DAMAGE AGAINST UNDERGROUND CREATURES.
- 84 **OF THE PLAINS:** BEARER GAINS A +1 INSIGHT BONUS ON ATTACK AND DAMAGE AGAINST PLAINS CREATURES, AND A +4 COMPETENCE BONUS ON PERCEPTION CHECKS.
- 85 **OF THE MOUNTAINS:** BEARER GAINS A +1 INSIGHT BONUS ON ATTACK AND DAMAGE ROLLS AGAINST MOUNTAIN CREATURES, A +4 COMPETENCE BONUS ON CLIMB CHECKS, AND A +10-FOOT BONUS TO CLIMB SPEED.
- 86 **OF THE MARSH:** BEARER GAINS A +1 INSIGHT BONUS ON ATTACK AND DAMAGE ROLLS AGAINST MARSH CREATURES, AND A +4 COMPETENCE BONUS ON SWIM CHECKS.
- 87 **OF THE HILLS:** BEARER GAINS A +1 INSIGHT BONUS ON ATTACK AND DAMAGE ROLLS AGAINST HILL CREATURES, AND A +4 COMPETENCE BONUS ON PERCEPTION CHECKS.
- 88 **OF THE FOREST:** BEARER GAINS A +1 INSIGHT BONUS ON ATTACK AND DAMAGE ROLLS AGAINST FOREST CREATURES, AND A +4 COMPETENCE BONUS ON STEALTH CHECKS.
- 89 **OF THE DESERT:** BEARER GAINS A +1 INSIGHT BONUS ON ATTACK AND DAMAGE ROLLS AGAINST DESERT CREATURES. BEARER IS IMMUNE TO FATIGUE, AND ANYTHING THAT WOULD CAUSE BEARER TO BE EXHAUSTED MAKES THEM FATIGUED INSTEAD.
- 90 **OF (GOD NAME):** BEARER CAN LEARN AND CAST CLERIC SPELLS OF TWO OF THE GOD'S DOMAINS, AS A CLERIC OF 1/3 THEIR CHARACTER LEVEL, AND GAINS THE GRANTED POWERS OF THOSE DOMAINS. IF CLERIC ALREADY, CAN CAST SPELLS AS 1/3RD HIGHER LEVEL.
- 91 **OF THE GODS** +5 TO ALL TO HIT AND DAMAGE ROLLS, AS WELL AS ALL SAVING THROWS AND ABILITY/SKILL CHECKS.
- 92 **OF (SPELL NAME):** ALLOWS CASTING (EVEN BY NON-CASTERS) OF A 1ST LEVEL SPELL, 10D10 CHARGES (RECHARGEABLE)
- 93 **OF (SPELL NAME):** ALLOWS CASTING (EVEN BY NON-CASTERS) OF A 2ND LEVEL SPELL, 10D10 CHARGES (RECHARGEABLE)
- 94 **OF (SPELL NAME):** ALLOWS CASTING (EVEN BY NON-CASTERS) OF A 3RD LEVEL SPELL, 10D10 CHARGES (RECHARGEABLE)
- 95 **OF (SPELL NAME):** ALLOWS CASTING (EVEN BY NON-CASTERS) OF A 4TH LEVEL SPELL, 10D10 CHARGES (RECHARGEABLE)
- 96 **OF (SPELL NAME):** ALLOWS CASTING (EVEN BY NON-CASTERS) OF A 5TH LEVEL SPELL, 10D10 CHARGES (RECHARGEABLE)
- 97 **OF (SPELL NAME):** ALLOWS CASTING (EVEN BY NON-CASTERS) OF A 6TH LEVEL SPELL, 10D10 CHARGES (RECHARGEABLE)
- 98 **OF (SPELL NAME):** ALLOWS CASTING (EVEN BY NON-CASTERS) OF A 7TH LEVEL SPELL, 10D10 CHARGES (RECHARGEABLE)
- 99 **OF (SPELL NAME):** ALLOWS CASTING (EVEN BY NON-CASTERS) OF AN 8TH LEVEL SPELL, 10D10 CHARGES (RECHARGEABLE)
- 00 **OF (SPELL NAME):** ALLOWS CASTING (EVEN BY NON-CASTERS) OF A 9TH LEVEL SPELL, 10D10 CHARGES (RECHARGEABLE)

SAMPLE MAGIC ITEMS

64, 09, 47:

unholy banded mail of mind shielding:

A suit of Banded Mail (offering an Armor bonus of +6) infused with the power of Evil -- which makes the wearer immune to detect thoughts, discern lies, and any attempt to magically discern her alignment, while allowing her to deal an extra 2d6 points of damage against all of good alignment. If worn by a good creature, it bestows one negative level.

Suits of armor like these were used by the agents of the Warlock King, when he sent them on missions to infiltrate the good kingdoms of the East.

35, 70, 04

IVORY hand CROSSBOW of cold resistance:

A hand-held crossbow, delicately crafted of carved ivory and bone, which absorbs the first 10 points of cold damage per attack on the user, and grants an additional 1st through 4th level spell per day.

This is the fabled sidearm of the Frost Rangers of Ulm.

28, 61, 21

mithril Longbow of piercing:

A longbow fashioned entirely of mithril. All attacks made with it are +4 to hit and damage, and on a natural 20, the target must make a REF save (-4 penalty) or their armor is completely destroyed.

This weapon was once carried by Threnn, the head of the Elfking's royal archers.

53, 99, 77

mage's BOTTLE of protection:

A glass bottle which provides the bearer with spell resistance 20, and also absorbs energy-draining attacks, death effects, and negative energy effects. (Both the "Mage's" prefix and the "Protection" suffix offer Spell Resistance -- but, as stated in the rules, Spell Resistance does not stack, it overlaps....so the higher Spell Resistance applies here.)

93, 49, 87

evading warhammer of the hills:

A stone warhammer, which grants the wielder the Improved Evasion ability, a +1 insight bonus on attack and damage rolls against hill creatures, and a +4 competence bonus on Perception checks. A creation of the Hill Dwarves.

59, 50, 35

obliterating falchion of gore:

A falchion which does +3 damage with each attack. Once every two days, on command, the falchion can disintegrate an object that it touches.

89, 57, 80

empyrean halberd of resurrection:

A weapon dropped by an angel, which fell to earth during the last Celestial war -- this halberd can remove a curse and resurrect the dead, once per day.

ALCHEMICAL ITEMS

So what good is alchemy?

Seriously. What good is it? Wizards don't use the Craft (Alchemy) skill to brew potions, they use the Brew Potion feat. Sorcerers don't use it to identify potions, because Spellcraft handles that. So what can characters do with Craft (Alchemy)? In short, what good is it?

Well, if your PCs aren't thrilled with the idea of making their own sunrods and tanglefoot bags, perhaps it isn't that useful. Low-level characters can really benefit from the creation of these moderately pricey (for low-level PCs) one-use items, but generally don't have enough skill to make them consistently. On the other hand, characters with the skill ranks necessary to craft these items are also high enough level that they'd rather spend their time making scrolls or potions or other magic items.

Perhaps the solution is not to do away with the Craft (Alchemy) skill, but to make it more useful by increasing the number of items that can be created with it. After all, alchemy should be about using rudimentary science and pseudo-science to replicate magical effects. And what is a sunrod if not a long-lasting *light* spell?

You have before you a compendium of alchemical items both mundane and marvelous. Several of these items are included to add a realistic flavor to any game world while others duplicate spells or create entirely new effects. All of them make a certain amount of sense; alchemists *would* spend their time devising potions and concoctions that mimicked spells and gave a quick shot of power. They would likewise create items that had more prosaic uses that would be attractive to the everyday purchaser and elite items that cater to the whims and desires of the nobility.

Vinegar ("vinum mortuum")

"Calcinatio Auri" (burning gold to ashes)

Copper ("Venus").

Mercury.

Sulphur ("Father").

Gold.

Silver,

Antimony.

Iron ("Mars").

The elements (air, earth, fire, water)



Of course, there is no reason that you need to allow all, or any, of these items into your game world. Some players and characters will be interested in them and find uses for many of these items. Others may look for NPC Alchemists capable of crafting these elixirs, giving you another place for them to spend their hard-earned cash.

In fact, getting new alchemical recipes could be as exciting to players and characters as locating a new spell in an old spellbook, and ultimately not very different in effect. After all, a good alchemical recipe offers the same pathway to power as a good spell.

So enough of this! On with the bizarre and wonderful concoctions!

acid neutralizer

This murky white liquid is a concentrated form of lye. It will completely neutralize up to one gallon of strong acid, rendering it harmless. Poured into larger quantities of acid, it can (at the GM's discretion), partially mitigate damage from contact.

Note that basic substances like acid neutralizer are just as dangerous to exposed skin as acid. A flask of acid neutralizer can be thrown as a grenade-link weapon. It does 1d4 damage for three rounds (due to its sticky nature) to the victim of a direct hit. Anyone caught in the splash of a shattered bottle takes a single point of damage, and only for one round.

Acid neutralizer is white, sticky, and viscous. A victim of acid neutralizer can counteract it with a vial of acid.

Cost: 25gp

To Create: Craft (Alchemy) DC 25

aphrodisiac

Traditionally, aphrodisiacs increase the ingester's sex drive. While the alchemical version has similar effects, they are not precisely the same. Anyone ingesting a dose of alchemical aphrodisiac becomes much more open to suggestions from anyone he or she would normally be attracted to. It does not act as a charming potion or love philter and will not force attractions between the victim and anyone or anything he or she is not attracted to; it merely enhances feelings already there.

Alchemical aphrodisiacs are typically slipped into the food or drink of an unsuspecting victim. It is available in both liquid and powdered form. The powder is easier to conceal in food and drink, and is more difficult to make than the liquid version.

The imbiber gets a Wisdom check (DC 15 for liquid aphrodisiac, DC 20 for the powdered form) to notice the aphrodisiac. If ingested, the victim takes a -2 circumstance penalty to all Will saves involving anyone he or she would normally find attractive (similar race with a Charisma modifier of +1 or better is a good yardstick). The victim's ability to withstand non-magical suggestion is left up to the individual GM, but it can be treated as a Bluff check with a -2 circumstance penalty on the opposed Sense Motive check. These effects last for one hour. The Fortitude save to avoid

these effects is DC 17. There are almost as many different variations of aphrodisiac formulas as there are alchemists who create them. There is not standard in terms of appearance, smell, and taste.

Cost: 100gp (liquid)

Cost: 200gp (powder)

To Create: Craft (Alchemy)—DC 25 (liquid)

To Create: Craft (Alchemy)—DC 30 (powder)

BODY DYE

Sometimes, a disguise kit isn't enough. For important spying jobs or those of longer duration, a more extensive form of make up is needed. Body dye effectively changes the skin color of the user, allowing a human to better pass for a half-orc, or for an elf to disguise himself as one of his differently-hued brethren. Body dye provides a +2 alchemical bonus to any Disguise attempt that involves altering the user's skin color.

This substance is semi-permanent, although it does wear off eventually. Depending on the amount of bathing the user does, it typically washes off completely in 2-4 weeks. For best results, most users reapply body dye every week.

Body dye comes in a variety of shades and pigments. Many older courtiers use it in addition to cosmetics to hide various signs of aging. Some alchemists make a decent living from this fact.

Cost: 5gp

To Create: Craft (Alchemy)—DC 20

BOTTLED LETHARGY

A rare item, bottled lethargy is used to sap the energy from those tricked into drinking it. When ingested, it causes fatigue in the victim. Already fatigued victims become exhausted on imbibing, and exhausted drinkers fall unconscious for 10 minutes and awaken still exhausted. The Fortitude save to avoid these effects is DC 20.

Bottled lethargy has a distinctive odor and taste. Anyone eating or drinking a familiar substance laced with bottled lethargy may make a DC 10 Perception check to notice anything amiss. Anyone who has been dosed with bottled lethargy in the past may make the same check to notice the particular metallic scent and flavor.

Because of this drawback, alchemists have created an improved version with both the scent and taste significantly reduced. The DC of the Perception check to notice the improved version is 15.

Cost: 100gp (normal)

Cost: 150gp (improved)

To Create: Craft (Alchemy)—DC 20 (normal)

To Create: Craft (Alchemy)—DC 25 (improved)

CALTROP SALVE

Stepping on a caltrop is excruciatingly painful, frustrating, and dangerous since it greatly reduces the ability to run away from a tough battle. Normally, the effects of a caltrop wound last for a full day or until the victim gets some form of treatment.

Caltrop salve fulfills this requirement for treating a caltrop wound. While it does not restore any damage lost from caltrops, it does allow the victim to move at full speed again. Applying caltrop salve takes at least one full round, more if the victim is wearing shoes and needs to remove them first.

Caltrop salve is a thick, green paste that smells strongly of cloves. A single crock contains enough for five applications.

Cost: 2gp

To Create: Craft (Alchemy)—DC 15

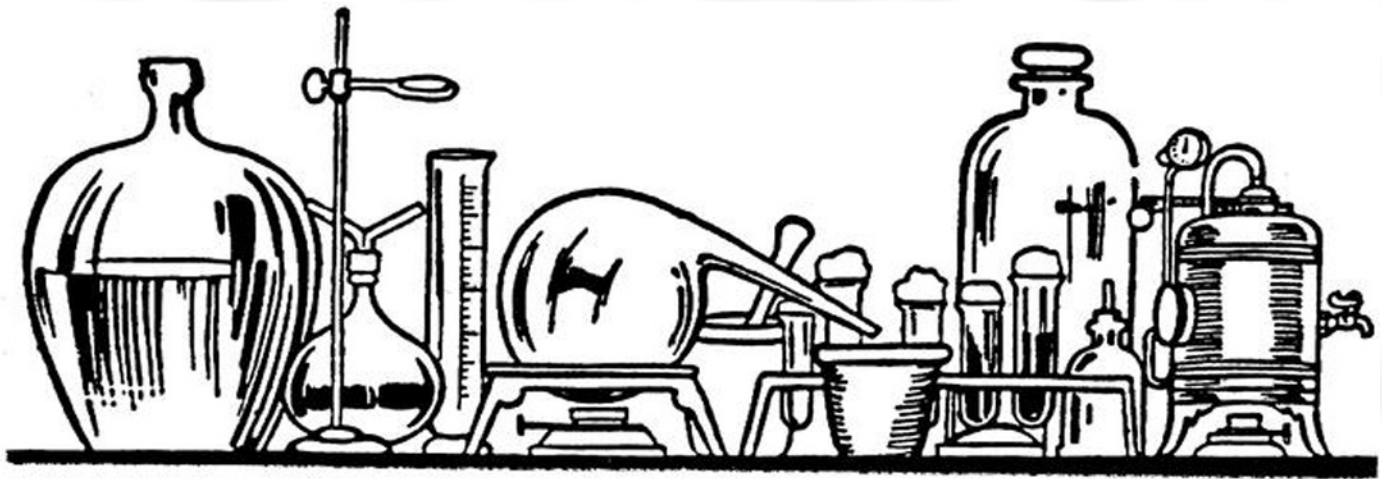
COLD FIRE

Cold fire is a thin, pale blue liquid. Anyone or anything doused in cold fire becomes wreathed in blue flames that look dangerous but cause no damage and give off no heat.

Generally used by anyone who wants to look impressive, frightening, or threatening, cold fire grants a +2 alchemical bonus to Intimidate checks. More importantly, cold fire causes a -2 morale penalty on all saves, skill checks, and attack rolls to all enemies who can see the user (Will save DC 15 to avoid these effects). These Intimidate bonus and morale penalty stack. An application of cold fire lasts for one minute.

Cost: 100gp

To Create: Craft (Alchemy)—DC 25



CONTRACEPTIVE

While farming families might want as many kids as possible to help out with chores, the same isn't true of every family. Members of the nobility typically want their cake and to eat it too; they want nothing more than to have a good time without the unnecessary children born out of wedlock. Hence the need for contraceptive. This way, the youth of the nobility can sow their wild oats without creating children problematic to lines of succession or requiring the splitting up of family fortunes.

Both male and female versions of contraceptive exist. Once imbibed, the protection lasts for a full week. Both versions of contraceptive have a bitter, unpleasant taste, and are commonly mixed with ale or wine to make them more potable.

Cost: 50gp

To Create: Craft (Alchemy)—DC 20

DE-ICER

Ice is not always a problem, but when it is, it's a big problem. De-icer comes in small packets and looks like large grains of salt. This substance melts ice on contact, evaporating it completely. A single packet melts ice in a 10' radius up to a thickness of one inch. More concentrated use can melt a smaller hole through thicker ice.

One inventive use of this item is to melt through small sections of *wall of ice* spells.

Cost: 1gp

To Create: Craft (Alchemy)—DC 20

DEODORIZER

Dungeons, caves, and musty libraries smell bad. Often, this smell is just unpleasant and foul. Other times, these smells can be dangerous. Deodorizer eliminates these nasty odors not by masking them, but by removing them completely from the air. Deodorizer eliminates foul smells in a 30' sphere. Often, this merely makes an unpleasant area more bearable. It also provides a +5 alchemical bonus to saves against troglodyte stench, ghastrs, *stinking cloud* and similar effects that induce sickness. Deodorizer provides no benefit to counteracting inhaled poisons, although it can be used to mask toxic fumes.

Deodorizer is a dark red liquid that evaporates instantly upon contact with air. It is most commonly used by smashing the bottle against the ground.

Cost: 25gp

To Create: Craft (Alchemy)—DC 20

DESALINATOR

Anyone who travels on the ocean must be sure to bring enough fresh water for drinking. Desalinator can help on longer voyages if water levels run low.

One vial of this clear liquid can remove most of the saline from a gallon of seawater. The resulting water is perfectly drinkable, although it still retains a brackish flavor. Because of this, water treated with desalinator is always a last choice.

Some alchemists prefer to make desalinator into a fine powder rather than a liquid. This powder, which looks like white dust, is more compact and easily transported than the vials of liquid, but is

more expensive (but no more difficult) to create. The danger with this version is that it is completely ruined if it gets wet.

Many large ships carry a supply of desalinator good enough for several days of water for the entire crew.

Cost: 5sp (liquid)

Cost: 1gp (powder)

To Create: Craft (Alchemy)—DC 15

ENDURANCE BOOSTER

Sometimes, it is important to stay on the job for longer than seems wise or even feasible. In these situations, endurance booster can be a real help. This is a thick, yellow-green liquid that tastes vaguely of grass and smells like a freshly-cut lawn.

Anyone who drinks a vial of endurance booster is granted the Endurance feat for one hour. At the end of the hour, the drinker is fatigued. If already fatigued, the drinker becomes exhausted.

There are serious side effects for anyone drinking more than one vial of endurance booster in a day. While the solution still works, the user must make a DC 20 Fortitude save to remain conscious. Each additional vial raises this DC by 5. Failure renders the victim unconscious for one minute.

Cost: 50gp

To Create: Craft (Alchemy)—DC 20

ENERGY BOOST

Fatigue and exhaustion are dangerous in the middle of a fight or when there is no place to rest. Energy boost can mitigate the effects of fatigue and exhaustion temporarily. This is a thick, orange liquid that tastes like fruit; most drinkers find it delicious.

Anyone who is either fatigued or exhausted and drinks a vial of energy boost is immediately cured of the condition. A non-fatigued drinker gains a +2 alchemical bonus to Strength and Dexterity. The effect lasts for 10 minutes.

When the 10 minutes are up, an immediate price is paid. A non-fatigued drinker becomes fatigued when the energy boost wears off. A previously fatigued drinker becomes exhausted, and an exhausted drinker falls unconscious for 10 minutes

(no save), and wakes up still exhausted. Multiple potions can be used in sequence, and the side effects are cumulative.

Cost: 50gp

To Create: Craft (Alchemy)—DC 25

EVAPORATING ANTITOXIN

Antitoxin helps protect people against poison, but often times, the poison has already done some damage before the antitoxin is administered. Additionally, a vial of antitoxin protects only a single person. Evaporating antitoxin can help counteract both of these problems. When a vial of this clear liquid is smashed on the ground, a thin vapor is released, filling a 15' radius sphere. Anyone in the area of effect gains a +5 alchemical bonus to all saving throws against poison. This bonus lasts for one hour.

Evaporating antitoxin can also be used to counteract inhaled toxins or poisonous gases. If a vial is smashed in any area containing poison gas or fumes, the poison is dispersed without granting the bonus to saving throws.

In either case, the vapor created by a smashed vial disperses completely in one round. Evaporating antitoxin can also be drunk; it functions exactly as normal antitoxin does in this case.

Cost: 150gp

To Create: Craft (Alchemy)—DC 30

FOOD CONCENTRATE

Trail rations stave off hunger, but they are bulky, and in large quantities, heavy. For long journeys, many travelers prefer food concentrate. This powder can be mixed with a pint of water to form a thin, pasty substance that tastes like slightly spoiled milk. This paste contains all of the nutrients needed for a single medium-sized creature or two small creatures to survive for a day.

While food concentrate will sustain a person for a day, it does not do anything to curb hunger.

Cost: 1gp

To Create: Craft (Alchemy)—DC 20

fortifying oil

This viscous oil is rubbed onto the skin, where it leaves a glossy sheen. The oil, both in the vial and when applied, carries the distinctive smell of rotten meat. While this may attract some predators, the wearer is in better position to defend against attacks. Fortifying oil grants the user damage reduction 2/-. This does not stack with any other form of damage reduction, and the effect lasts for one hour.

Fortifying oil is highly toxic, although easy to detect if placed in food or drink. Anyone served something tainted with fortifying oil may make a DC 5 perception check to notice. If ingested, fortifying oil has a Fortitude save DC 25, with initial and secondary damage of 1d8 Con.

Cost: 250gp

To Create: Craft (Alchemy)—DC 30

golem salve

Golems are expensive to create, and can be difficult or expensive to repair. Many who depend on golems also depend on golem salve to maintain their creations. When applied to a damaged golem, this cream repairs 2d8+3 damage.

Each type of golem salve is different. Flesh golem save is a thick lotion that smells of tea; clay golem salve is a rich terra cotta-colored butter that smells of freshly-turned earth; stone golem save is gray and crumbly, and smells like stone; iron golem salve is a thick, silverish cream that smells like a working forge.

Cost: 250gp (all types)

To Create (all types): Craft (Alchemy)—DC 30

health restorer

When a cleric or healing potion is not available, a flask of health restorer is the next best thing. This pale green liquid instantly restores 5hp to the imbiber. Formulas for this concoction differ from alchemist to alchemist, but all reportedly taste mildly like almonds.

The particular alchemical reaction caused by health restorer is dangerous in multiple quantities. It is safe to use once per day. Each additional use in a 24-hour period forces a DC 20 Fortitude save. Treat failure as poison, with initial damage of 1 Con and secondary damage of 1d4 Con. Each additional flask within the same day increases the save DC by 5.

Cost: 75gp

To Create: Craft (Alchemy)—DC 30

hunting scent

Attracting game is easier with a little alchemical help. This item mimics the natural pheromones of a given animal, attracting them to a particular spot. In effect, it grants a +2 alchemical bonus to Survival checks made to locate game. Hunting scent is a clear liquid that smells strongly of musk.

Some hunters dislike using hunting scent, believing it to reduce the challenge. It is available for several different types of large game.

Cost: 3sp

To Create: Craft (Alchemy)—DC 15

instant ice

A flask of this milky white liquid forms a rough 5' radius patch when shattered on the ground. It freezes instantly, creating slippery ice. Anyone moving across the ice must make a DC 15 Reflex Save to avoid slipping and falling. The ice melts normally, usually lasting for about one minute.

Instant ice is not toxic, but is dangerous. If ingested, the drinker takes 5d6 cold damage (no save, but resistance to cold applies). Instant ice has no use as a weapon, and a flask that strikes a creature and shatters causes no damage and only minor inconvenience.

Cost: 25gp

To Create: Craft (Alchemy)—DC 20

Instant sobering

After a long day of adventuring, nothing is more relaxing than a glass of mead or a frosty mug of ale or six. However, if the situation turns ugly, having to fight while intoxicated is difficult at best. Instant sobering helps by completely removing all alcohol from the imbiber's system. This effect takes two rounds, and is permanent in that there are no lasting effects. Once used, instant sobering becomes inactive and does not prevent someone from becoming intoxicated again.

Instant sobering is a thin, opaque orange liquid that tastes like citrus fruits. Some alchemists have developed a powered form that can be mixed with water. It has the same effect and costs the same as the liquid form of instant sobering.

Cost: 3gp

To Create: Craft (Alchemy)—DC 25

Leather patch

Travel can be hard on clothing and shoes, and adventuring is even worse. Many an explorer has "retired" a pair of boots before its time or has purchased a new suit of leather armor because of a large gash or rip. No more. A small crock of leather patch repairs holes and tears in any leather product.

A crock of leather patch holds 10 applications, each enough to fix a hole, rip, or gash in a leather item. Hardened or tough, cured leather, such as studded leather armor requires twice the amount to be effective. An item fixed with leather patch is completely repaired, although it can be damaged again in the future.

Leather patch is a thick cream that resembles a brownish butter. It is not toxic if eaten, but it tastes terrible.

Cost: 5sp

To Create: Craft (Alchemy)—DC 15

Light bottle

Torches are nice because they are so cheap, but they only last an hour, give off a lot of smoke, and force you to carry an open flame. Lanterns are heavy and need constant feeding of oil. Sunrods last, but are pricey. The solution to all these problems is the light bottle.

This device contains a collection of liquids that do not mix naturally, but remain layered one on top of the other. If the bottle is shaken violently, the liquids mix, giving off a soft blue glow that provides as much light as a torch. This light lasts for one hour at which time the liquids separate again. A single light bottle can be reused indefinitely.

The light bottle has one additional important use. If the contents are shaken and the bottle smashed, any invisible creature can be made visible. A direct hit on an invisible creature negates its invisibility for 10 rounds. An invisible creature splashed with these chemicals has its miss chance reduced to 25% for 10 rounds.

Finally, because light bottles provide illumination for exactly one hour, they can be used as a crude form of timer if a sundial, hourglass, or water clock is not available.

Cost: 10gp

To Create: Craft (Alchemy)—DC 30

Liquid courage

This item grants the drinker a +4 alchemical bonus against all fear effects for one hour. This benefit comes at a serious cost. While liquid courage is working, the user takes a -2 alchemical penalty to Dexterity and Wisdom.

Depending on the alchemist who makes the potion, liquid courage can smell or taste like a variety of things. Some are fruity, others more bitter or acrid. Regardless of the formula, there is always some hint of alcohol to the taste.

Cost: 25gp

To Create: Craft (Alchemy)—DC 20

neutralizer

One of the problems with poisons and alchemical items is that they can be detected by anyone aware of the possibility of being poisoned. It's very difficult to slip someone a doctored drink if the victim won't drink it. This is the main purpose of neutralizer.

This colorless solution is inert until poured into a drink or onto a food. The neutralizer removes virtually all of the taste and smell from the item it is mixed with. Effectively, this increases the DC to detect a foreign substance by 10.

Neutralizer kills the smell and taste of one item, then becomes inert. Because of this, it is important to note what neutralizer is combined with. For instance, if poison is poured into a glass of wine and then neutralizer is added, the flavor of the entire drink is reduced. Therefore, most users of neutralizer add it directly to the substance they wish to mask (killing the smell and taste) before adding that to the food or beverage in which it is to be hidden.

Cost: 100gp

To Create: Craft (Alchemy)—DC 30

plant killer

This highly toxic substance is the bane of all growing things and plant creatures. A single flask is enough to cover plants in a 10' square. Any plant sprayed with plant killer immediately begins to wither and die. The entire process takes several days for most plants, but once the plant killer is administered, death of the plant is a virtual foregone conclusion.

Plant killer is likewise effective against any creature with the Plant type. A direct hit with a flask causes 2d4 damage to any plant creature, while plant creatures caught in the splash area take a single point of damage.

Use of this item is considered anathema to most druids and rangers, who view it in much the same way that most paladins view poison use.

Cost: 25gp

To Create: Craft (Alchemy)—DC 15

quieting oil

Armor is great for keeping oneself safe in battle, but it makes an awful lot of noise. Quieting oil can help by reducing the sounds made by pieces of metallic armor clanking together. When applied to any metal armor, quieting oil reduces the armor check penalty for all Stealth checks by 2 (to a minimum of 0). It does not affect any other armor check penalties. Quieting oil has no effect on shields.

An application of quieting oil lasts for 12 hours. It takes some time to apply. For each point of armor check penalty, application takes one round. Double this time if it is applied to armor that is already being worn.

Quieting oil is a silver liquid that smells of iron. One flask contains enough for 3 applications.

Cost: 50gp

To Create: Craft (Alchemy)—DC 25

Rage Gas

Enraging opponents can often be an effective way to get them fighting at a disadvantage. Rage gas is one of the best and fastest ways to enrage enemies without the use of magic. Rage gas imparts all of the problems of barbarian rage with none of the benefits. A shattered flask creates a greenish cloud that quickly expands to a 20' radius. Anyone caught in this area must make a DC 20 Fortitude save or suffer the effects of the gas.

Those who fail the save fly into a berserk rage. This rage confers no bonus to Strength or Constitution, nor does it grant any bonus to saves against fear effects. However, the rage does force a -2 alchemical penalty to armor class for all affected creatures. This effect lasts for 10 rounds, and cannot be ended voluntarily. Affected creatures attack the closest creature to them until the effect ends.

Rage gas is not poisonous, but the save DC against its effects is affected by both antitoxin and evaporating antitoxin.

Cost: 200gp

To Create: Craft (Alchemy)—DC 30

RUST REMOVER

An old lock that won't click open, an ancient sword, and door hinges sitting under dripping water are things that can frustrate the most intrepid and well-prepared adventurer. Rust remover gets rid of the rust that ruins valuable items and makes doors and locks unopenable. Any steel or iron item that is damaged by rust—but not destroyed by it—can be completely repaired with rust remover. This includes repairing d8+1 damage to iron golems, provided the damage was caused by rust.

Rust remover acts as a poison to rust monsters. The Fortitude save DC is 18, with 1d6 Dex as the initial and secondary damage. Rust remover is a copper-colored oil usually sold in small crocks that contain five applications.

Cost: 5gp

To Create: Craft (Alchemy)—DC 15

SCARRING SALVE

Many a good-looking adventurer has regretted a battle that gave a lasting, ugly scar. Those who know about scarring salve are happy about its invention.

Scarring salve removes scars. A crock of scarring salve holds 10 applications, enough to completely remove a single scar. When used over 10 consecutive days, one application per day, the treated scar is completely removed. This is a thick, violet-colored lotion that smells strongly of lilacs.

Many alchemists make a good living producing pots of scarring salve. Because of this, it is the most frequently copied alchemical item, particularly by charlatans who want to make a lot of money without creating the real product. Fake scarring salve is sold for the same price as the real thing, but costs only a tenth of the normal price to manufacture. It is completely worthless in terms of reducing or removing scars.

Cost: 5gp (both versions)

To Create: Craft (Alchemy)—DC 20 (real)

To Create: Craft (Alchemy)—DC 10 (fake)

SCENT BREAKER

Being tracked is a nerve-wracking experience. While care and caution can prevent leaving some trail signs, masking one's scent is more difficult. Scent breaker is made for this purpose. It is a collection of strongly-scented items that can be left on a trail to destroy the scent and make tracking by this method nearly impossible. If scent breaker is placed on a trail, the DC for tracking by scent is increased by 20.

While scent breaker is not toxic, it is painful if inhaled. Because of this, it is sometimes used in combat to throw off an enemy. A packet of scent breaker can be thrown as a grenade-like weapon. On a direct hit, the victim must make a DC 20 Fortitude save or be incapacitated with sneezing and choking for 5 rounds. There is no effect on a miss or on anyone caught in the splash area.

Cost: 50gp

To Create: Craft (Alchemy)—DC 15

SMOKE BOTTLE

A large cloud of smoke makes an excellent diversion or a way to cover a quick retreat. A smoke stick is useful, but doesn't cover much area. This is the function of the smoke bottle. This collection of chemicals reacts when exposed to air. It can be used in two ways.

If the stopper on a smoke bottle is removed, wisps of smoke immediately start billowing out. In 10 rounds, the smoke fills a 30' cube. This smoke completely obscures all vision, granting everything within the cloud 50% cover and making ranged combat impossible. This smoke lasts for 10 minutes, but can be dispersed by spells or wind.

If the bottle is smashed, the smoke fills the same area immediately, granting the same cover. However, smoke formed this way lasts only 10 rounds.

Cost: 50gp

To Create: Craft (Alchemy)—DC 20

stain remover

Overland travel and dungeon exploration is tough on clothing. Molds, slimes, dirt, and blood can damage and stain clothing. Those adventurers who value their personal appearance frequently use alchemical stain remover to take care of their garments. This thin blue liquid removes any stain from cloth. One vial contains enough stain remover to clean five garments.

Stain remover is frequently used by common folk and nobility alike. Many alchemists run a brisk trade in stain remover and make it almost exclusively. This item is extremely common and easy to find anywhere but the smallest of villages.

Cost: 5sp

To Create: Craft (Alchemy)—DC 15

stone dissolver

Stone dissolver is interesting because it is one of the very few alchemical items first developed by the dwarven clergy. Originally created as an aid in mining particularly difficult areas, it has, in rare cases, been exported to the outlying lands where wealthy farmers find it invaluable in helping to clear fields.

Stone dissolver, an opaque white liquid, eats through stone like acid, boiling it away into nothing. A single vial contains enough stone dissolver to eat away 1 cubic foot of stone—enough to remove some large rocks from a field or to dissolve away difficult stone around a vein of metal.

Stone dissolver is harmless on skin and clothing and it does not dissolve metal. It is still difficult to use, however because it is so thin. It tends to spill and run, which makes it less than ideal when used on walls, doors, and similar areas. Because it runs so much, only half the typical area can be affected. Stones on the ground or parts of a floor are easy to remove.

Cost: 50gp

To Create: Craft (Alchemy)—DC 30

stun gas

Stun gas is a cloudy reddish liquid that evaporates instantly when exposed to air. When a vial of this substance is smashed on the ground, it creates a 10' radius sphere of reddish gas that dissipates in one round. For that round, the stun gas completely obscures vision, giving anyone in the cloud the benefit of full cover. Ranged combat through the cloud is next to impossible.

Anyone caught inside the cloud must make a DC 17 Fortitude save to avoid the effects of the gas. Those who fail this save are *stunned* for 1d4 rounds and are unable to take any actions. A successful save negates this effect completely.

Cost: 200gp

To Create: Craft (Alchemy)—DC 25



SURE GRIP

Having your hands slip off a rope while dangling above a bottomless abyss is a bad thing. So is dropping your weapon in the heat of battle. Sure grip can help prevent this. This substance grants a +2 alchemical bonus to climb checks when applied to the hands. Additionally, the user gains a +2 alchemical bonus against any disarm actions taken by another. An application of sure grip lasts for one hour.

Note that sure grip does not glue two items together; it merely makes whatever it is applied to sticky and easier to hold.

Sure grip is a pink goo sold in small jars that contain five applications. It smells of resin and wood alcohol, although some alchemists add additional ingredients to improve the scent.

Cost: 10gp

To Create: Craft (Alchemy)—DC 20

TEMPORARY ADHESIVE

There are times when it is necessary to hold two things together for a short period of time. This is the use of temporary adhesive. This thick, pasty glue holds any two surfaces together for three hours, then becomes inert and releases them. A vial of temporary adhesive can hold up to 10,000 pounds of weight and cannot be removed by anything short of universal solvent.

Typically, temporary adhesive is used in construction to hold large stones together while other work is being done. It can be used for more clever purposes, however. For instance, a large stone temporarily glued over the entrance to a cave can allow the foolish to investigate, and when the stone falls, leave them trapped inside.

Cost: 100gp

To Create: Craft (Alchemy)—DC 30

UNINHIBITOR

A good drink loosens up a lot of people, making them less inhibited in general and often putting them in a mental state where they will give up vital information or do anything asked of them in a reasonable manner.

Uninhibitor is the fast track to getting someone else to not only do what you want them to, but to

make it seem as if the decision was entirely their own.

This concoction makes the drinker much more vulnerable to magical suggestion. Drinking a single vial causes 1d6 Wisdom damage (Fortitude save 20 to negate). Not only does this weaken the victim, it makes it easier for other spells to work because of the reduced Will saving throw. Characters under the influence of uninhibitor are frequently mistaken for common drunks.

Uninhibitor is clear and has no distinctive odor or taste, making it virtually impossible to detect.

Cost: 200gp

To Create: Craft (Alchemy)—DC 25

VANISHING INK

Sometimes, that which is written is meant only for certain eyes and needs to stay hidden. Anyone can create a basic invisible ink made visible with heat by using lemon juice, but this item is the real thing. It is used exactly like normal ink, but fades completely once it dries. When completely dry, the ink is completely invisible, and the parchment on which it was used looks brand new, as if it had never been written on. Once the ink is dry, it is completely smudge-proof.

The only thing that makes the ink visible again is a particular concoction designed exactly for that purpose. When rubbed onto a parchment on which vanishing ink has been used, the ink immediately becomes visible again, and stays visible permanently.

Vanishing ink and ink restorer are commonly used for sensitive documents, battle plans, military orders, and maps. They cannot be used as spellbook ink or to write scrolls.

Cost: 10gp (ink)

Cost: 10gp (ink restorer)

To Create: Craft (Alchemy)—DC 25 (ink)

To Create: Craft (Alchemy)—DC 25 (ink restorer)

VERMIN REPELLENT

Insects and other vermin are one of the true unpleasant facts of dealing with the outdoors. Vermin repellent can make life in the wild a whole lot bearable. This is a yellow-orange paste that can be smeared on clothing and skin safely. When applied, it makes it virtually impossible for small, biting insects and vermin to attack the wearer. Larger vermin must make a DC 13 Fortitude save to overcome the effects of vermin repellent and bite or otherwise go near someone wearing vermin repellent. An application lasts for a full 24 hours.

A curious side effect of vermin repellent is that it is apparently very tasty to owlbears, which will go out of their way to attack anyone wearing vermin repellent. For this reason, this substance is rarely used in areas where owlbears are prevalent.

Cost: 5sp

To Create: Craft (Alchemy)—DC 15

WATER PURIFIER

Impure water has cost many an adventurer a few days recuperating and has poisoned more than one village. To combat this, water purifier was created. Created as a small tablet, a water purifier completely removes any harmful substances and parasites from a gallon of water. It does nothing to improve the taste or other qualities of the water. While not specifically designed to counteract poisons, it does offer a +2 alchemical bonus to resist any toxins in the water to which it is added.

Water purifier does not remove saline from sea water, and does not make sea water drinkable. It takes one minute for the water purifier tablet to completely dissolve, and it imparts a slight salty quality to the water in which it is used.

Cost: 1gp

To Create: Craft (Alchemy)—DC 15

WEAPON OIL

The ability to act quickly has great benefits for everyone, especially for those who charge up to the front lines of combat. After all, if you can get in the first swing, you can often prevent your enemies from getting a swing against you. Weapon oil can help.

Applied to any weapon carried in a sheath or scabbard, this thin, black oil grants the equivalent of the Quick Draw feat for that weapon by allowing it to glide out of its covering much more easily. An application of weapon oil lasts for five draws of a coated weapon or for 24 hours, whichever comes first.

Cost: 5gp

To Create: Craft (Alchemy)—DC 20

ADDING ITEMS TO YOUR GAME WORLD

The items listed in this book have been broken down by frequency for a reason. This is to give you as the GM an idea of which of them characters with the Craft (Alchemy) skill should be able to make and should already have recipes for.

The easiest assumption is that any character with ranks in Craft (Alchemy) should possess the ability to create any item considered common. In effect, these items are no different than thunderstones, tindertwigs, and sunrods. Anyone learning the alchemy trade learns how to make these basic, common, useful items as a part of his or her training. At your discretion, characters can also be given a small number of uncommon or rare recipes as well.

Any given professional alchemist—someone who makes a living at the trade rather than simply having ranks in the skill—will also possess the knowledge to make all of the common items on this list. Additionally, each NPC alchemist should have several of the more interesting and difficult or a stock of these items ready for sale. A good guideline is to provide NPC alchemists with recipes for up to half a dozen uncommon items, two or three rare items, and possibly one very rare item, making these extremely valuable. Naturally, these alchemists will guard their recipes the way wizards guard their spellbooks.

New recipes can be located in treasure hordes the same way that scrolls are. Wizards will keep their alchemical secrets locked up in spellbooks the way they would their valued spells.

For anything but the common items (and even those should you desire), the frequency can be adjusted as you see fit. In fact, locating the necessary ingredients to create one or more of these items could be an adventure in and of itself. Some of these products may not be available at any price because of the scarcity of materials, and gaining the knowledge to produce one does not necessarily have to go hand in hand with having the necessary ingredients to actually go about creating it.

RECIPES

Many players won't care about actual recipes needed for the creation of their alchemical formulas. Those that do may wish to help defray the cost of making some of these items by hunting down the required components on their own. While you are free to create recipes for any or all of these substances as you see fit, the following are suggested as possible recipes for each item. For characters purchasing ingredients, assume that the quantity needed, relative scarcity, and problems associated with each item is reflected in the final cost of the alchemical product.

Acid Neutralizer—lye, potash, glycerin, valerian root, aquamarine

Aphrodisiac (Liquid)—ginger root, powdered scarab beetle, wild yam, satyr's blood, jackrabbit fur

Aphrodisiac (Powder)—as per liquid form. Once created, it is left to evaporate, leaving behind a gray powder.

Body Dye—soot, animal fat, sand of appropriate color

Bottled Lethargy—turkey feathers, valerian root, psuedodragon scale, stirge blood, brandy

Bottled Lethargy, Improved—turkey feathers, valerian root, psuedodragon blood, chamomile, wyvern scale

Caltrop Salve—olive oil, cloves, aloe, wintergreen oil

Cold Fire—naphtha, phosphorescent moss, salamander scale, firefly essence

Contraceptive—pomegranate seed, Queen Anne's lace seed, smartweed leaves, treant bark

De-icer—salt, potash, magnesium

Deodorizer—citric acid, alcohol, floral essence, giant bee venom

Desalinator (Liquid)—resin, iron filings, bitumen, alcohol

Desalinator (Powder)—resin, iron filings, bitumen, iodine, mushroom spores

Endurance Booster—barley grass, licorice root, giant wasp poison, ginseng

Energy Boost—bull hair, monstrous centipede venom, owlbear blood, orange or lemon rind

Evaporating Antitoxin—charcoal, snake venom, minotaur hair, platinum dust, glycerin, brandy

Food Concentrate—salt, flour, egg shell

Fortifying Oil—iron, mineral oil, granite, diamond dust, bulette chitin

Golem Salve, Flesh—bone from corporeal undead, onyx dust, salt, tea leaves, shocker lizard scale

Golem Salve, Clay—clay, sandalwood, earth elemental essence, carnelian, acid

Golem Salve, Stone—granite, xorn blood, powdered opal, gorgon horn, sand

Golem Salve, Iron—iron, quicksilver, sulfur, salamander blood, arsenic

Health Restorer—aloe, shrieker spores, troll blood, gold and silver dust

Hunting Scent—alcohol, rock salt, musk from appropriate animal

Instant Ice—aloe, silver dust, goat milk, ground glass

Instant Sobering—orchid pollen, pepper, tea leaves, lemon or orange rind

Leather Patch—silica, cottonseed oil, tannic acid, lanolin

Light Bottle—phosphorescent moss, alcohol, quicksilver, mineral oil

Liquid Courage—alcohol, mint, barbarian hair, girallon fur

Neutralizer—charcoal, talc, mushroom spores, gold dust, bone from corporeal undead

Plant Killer—lime, charcoal, powdered quartz, oil

Quieting Oil—iron, copper filings, grape seed, coal, giant owl blood

Rage Gas—barbarian sweat, orc blood, platinum dust, alum, vinegar

Rust Remover—iron, clay, sand, copper

Scarring Salve—powdered bone, oil, lanolin, lilac

Scarring Salve, Fake—silica, animal fat, lilac

Scent Breaker—pepper, skunk musk, ghastr dust, troglodyte scale

Smoke Bottle—sulfur, talc, alcohol, compost, wood charred by lightning

Stain Remover—lye, ammonia, apple seed

Stone Dissolver—acid, delver slime, copper shavings, lye

Stun Gas—violet fungus spores, greenblood oil, mineral oil, chamomile

Sure Grip—monstrous spider webbing, resin, wood alcohol, horse hair

Temporary Adhesive—monstrous spider webbing, tree sap, gum Arabic, roper tentacle

Uninhibitor—mead, straw, vinegar, tea leaves, lapis lazuli, oil of taggit

Vanishing Ink—squid ink, gum Arabic, gelatinous cube ichor

Vanishing Ink Restorer—talc, powdered silver, charcoal, oil

Vermin Repellent—wintergreen oil, vanilla, mineral oil

Water Purifier—iron filings, bitumen, iodine, alcohol

Weapon Oil—quicksilver, lanolin, licorice root, gold dust

Items by Creation DC

DC 10—Fake Scarring Salve

DC 15—Caltrop Salve, Desalinator (Liquid), Desalinator (Powder), Hunting Scent, Leather Patch, Plant Killer, Rust Remover, Scent Breaker, Stain Remover, Vermin Repellent, Water Purifier

DC 20—Body Dye, Bottled Lethargy, Contraceptive, Deicer, Deodorizer, Endurance Booster, Food Concentrate, Instant Ice, Liquid Courage, Scarring Salve, Smoke Bottle, Sure Grip, Weapon Oil

DC 25—Acid Neutralizer, Aphrodisiac (Liquid), Improved Bottled Lethargy, Cold Fire, Energy Boost, Instant Sobering, Quieting Oil, Stun Gas, Uninhibitor, Vanishing Ink, Vanishing Ink Restorer

DC 30—Aphrodisiac (Powder), Evaporating Antitoxin, Fortifying Oil, Golem Salve (Flesh), Golem Salve (Clay), Golem Salve (Stone), Golem Salve (Iron), Health Restorer, Light Bottle, Neutralizer, Rage Gas, Stone Dissolver, Temporary Adhesive

Items by Cost

3sp—Hunting Scent

5sp—Desalinator (Liquid), Leather Patch, Stain Remover, Vermin Repellent

1gp—Deicer, Desalinator (Powder), Food Concentrate, Water Purifier

2gp—Caltrop Salve

3gp—Instant Sobering

5gp—Body Dye, Rust Remover, Scarring Salve, Fake Scarring Salve

10gp—Light Bottle, Sure Grip, Vanishing Ink, Vanishing Ink Restorer

25gp—Acid Neutralizer, Deodorizer, Instant Ice, Liquid Courage, Plant Killer

50gp—Contraceptive, Endurance Booster, Energy Boost, Quieting Oil, Scent Breaker, Smoke Bottle, Stone Dissolver, Weapon Oil

75gp—Health Restorer

100gp—Aphrodisiac (Liquid), Bottled Lethargy, Cold Fire, Neutralizer, Temporary Adhesive

150gp—Bottled Lethargy (Improved), Evaporating Antitoxin

200gp—Aphrodisiac (Powder), Rage Gas, Stun Gas, Uninhibitor

250gp—Fortifying Oil, Golem Salve (Flesh), Golem Salve (Clay), Golem Salve (Stone), Golem Salve (Iron)



MONSTER MODIFIER

INTRODUCTION

"You see a lumbering, 9-foot-tall humanoid, lurching towards you. It's hunched over at the shoulders, it's arms nearly dragging the ground. Its rubbery skin is the color of green moss, and it has tufts of greenish-black hair..."

"It's a Troll -- everybody break out your fire attacks..."

How many times has this happened to you? Monsters should give the players a thrilling encounter, but it's incredibly difficult to give a sense of fear of the unknown, when your players have had the usual assortment of monsters memorized for a decade or more.

That's where this chapter comes in.

MODIFYING MONSTERS

With a small bit of work, it is possible to modify any creature. Take the basic stat block of any monster, and then roll on the tables provided herein. In a sense, the Monster Modifier creates a one-of-a-kind template which is then immediately applied to a creature.

Some of the changes will increase a creature's CR. If the total CR increase is less than 1, there is no increase; for values greater than 1, round up if the total is 50% or more to the next highest CR. (A CR bonus of +0.9 equals no change to CR, a CR bonus of 1.5 equals CR+2, and a CR bonus of 1.25 equals CR+1).

To use the Monster Modifier:

Step 1: Number of modifications

Roll 1d4+1 for the number of changes to the base creature.

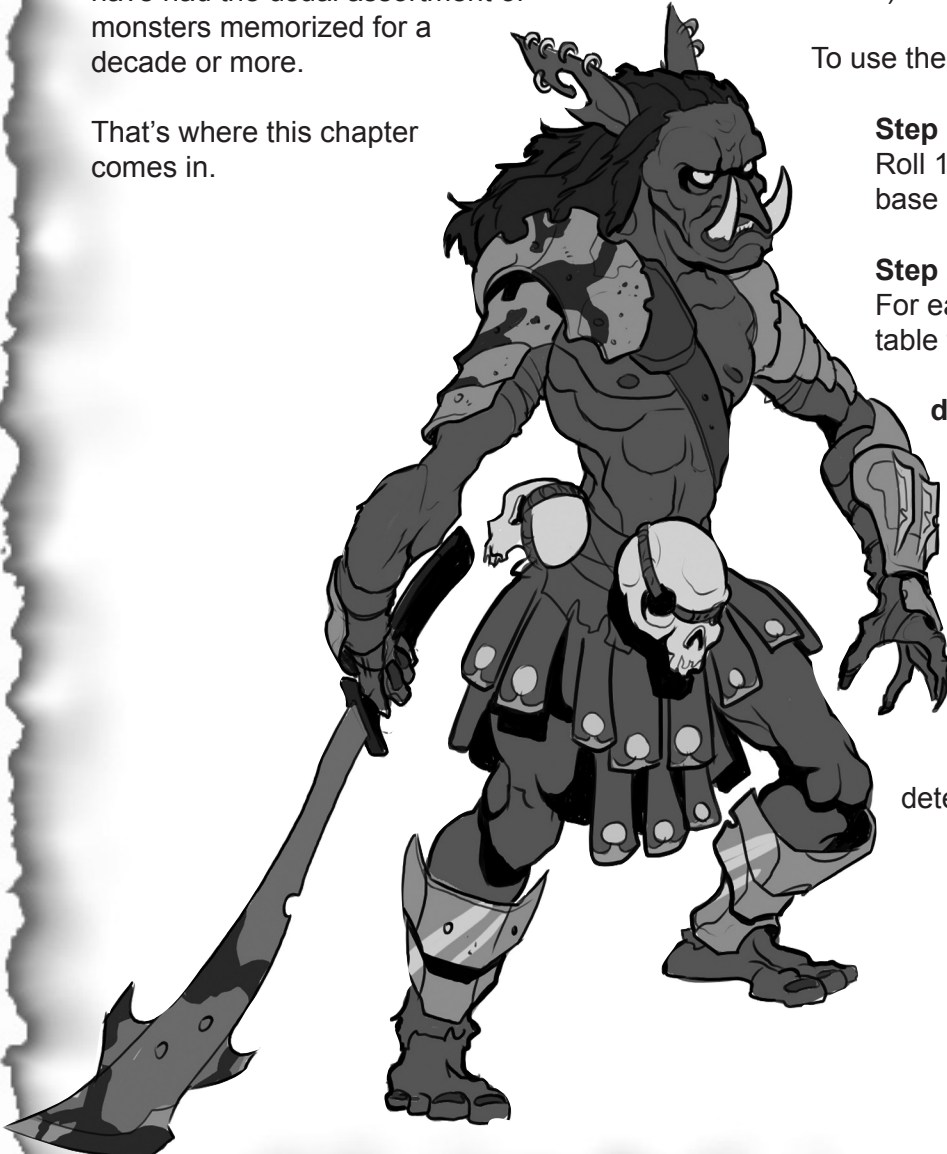
Step 2: Determine modification type

For each modification, roll on the following table to determine the type.

d% Roll	Type
01-15	Skin Change
16-30	Movement Change
31-40	Special Ability
41-55	Attack Change
56-70	Size Change
71-00	Cosmetic Change

Step 3: Determine specific modifications

Roll on the appropriate sub-table to determine the specific modification



SKIN CHANGE

The outer surface of the creature is different from that of the base creature.

Roll d%	Result
01-05	Chameleon
06-20	Thick Fur
21-30	Slick
31-45	Scales
46-60	Armor Plates
61-65	Acidic
66-70	Sticky
71-75	Elastic
76-80	Padded
81-90	Luminescent
91-95	Distorting
96-00	Roll twice

Chameleon: The creature's skin shifts in color in order to match the background. It gains a +8 racial bonus to Stealth checks, and may hide even if there is no cover or if it is being directly observed.

CR Adjustment: +0.25

Thick Fur: The creature is extremely hairy and well-protected from the cold. This grants it DR 2/- (in addition to any existing DR) and Elemental Resistance (Cold) of 5.

CR Adjustment: +0.5

Slick: The creature's skin exudes a slimy mucous which makes it very difficult to grab or hold. All attempts to grapple the creature suffer a -4 circumstance penalty.

CR Adjustment: +0.1

Scales: The creature is covered with scales, akin to a reptile. This provides it with DR 3/-, in addition to any other DR.

CR Adjustment: +0.6

Armor Plates: The creature has extremely thick and heavy armor plates, like a turtle. It gains DR 6/-, in addition to any existing DR, but it loses 5' of ground movement (Minimum ground movement is 5'). If it flies, its maneuverability decreases by 1 step and its flight speed is reduced by 10'. (Minimum flight speed is 5')

CR Adjustment: +0.75

Acidic: The creature's skin exudes a potent corrosive acid. Any metal weapons which touch it take 2d4 points of damage, ignoring hardness. Any unarmed attack against it results in the attacker taking 2d4 points of acid damage if the attack roll would hit the creature's touch defense (even if it does not overcome the total defense). If the creature is grappled, the grappling character takes 2d6 points of acid damage for each round the acidic creature is held.

CR Adjustment: +1

Sticky: The creature's skin exudes a sap-like substance which can hold weapons fast. If an attack would hit the creature's touch defense (whether or not it does damage), the attacker must make a Strength check (DC of 10 plus the creature's hit dice plus 1/2 the creature's Constitution bonus) to pull the weapon free. Otherwise, it remains stuck to the creature's hide. If the creature is grappled or it grapples a character, a Strength check at the same DC is required to break free or to end the grapple, in addition to the normal grapple checks. Anyone who makes an unarmed attack and is stuck is considered to be grappling the creature.

CR Adjustment: +0.75

Elastic: The hide of the creature is extremely flexible and springy, making it very difficult to cut. Slashing or Piercing weapons do only half damage against it.

CR Adjustment: +0.5

Padded: The creature has a thick layer of fat or muscle or the like underneath its skin. This helps to cushion it against blows, so that crushing weapons do only half damage against it.

CR Adjustment: +0.5

Luminescent: The creature's skin glows brightly, and often produces whorls and vortices of light when it is struck in combat. Such brilliant flares make it difficult to hit, granting it a +2 natural bonus to defense. However, it suffers a -6 racial bonus to Stealth checks.

CR Adjustment: +0.25

Distorting: The skin of the creature has some truly exotic properties that warp and refract light. The beast is not always where it seems to be. All attacks against it suffer a 20% miss chance.

CR Adjustment: +0.5

MOVEMENT CHANGE

The creature either gains a new mode of movement or is much faster in one of its old modes of movement.

Roll	Result
01-15	Flight
16-60	Ground
61-80	Burrowing
81-85	Swimming
86-90	Brachiating
91-95	Teleporting
96-00	Speed

Flight: If the creature could not fly, it now can. It gains a flight speed equal to 150% of its fastest other speed, with maneuverability determined as follows:

Size	Maneuverability
Tiny or smaller	Good
Small	Average
Medium	Poor
Large or bigger	Clumsy

If the creature already has flight, its speed increases by 25% (round to the nearest 5 feet) or 10 feet, whichever is greater, and its maneuverability increases by one step, to a maximum of perfect. The means of flight can be wings, gas bladders, psionic levitation, or anything else which seems appropriate.

CR Adjustment: If the creature lacked flight, +0.5; if it already had flight, +0.25.

Ground: If the creature has no ground movement, it gains it at a base of 10 feet for Medium or smaller creatures, and 20 feet for Huge or larger creatures. If the creature already has ground movement, its ground speed increases by 25% or 10 feet, whichever is greater.

CR Adjustment: +0.25

Burrowing: If the creature has no burrowing movement, it gains it at a base of 10 feet for Medium or smaller creatures, and 20 feet for Huge or larger creatures. If the creature already has burrowing movement, its burrowing speed increases by 25% or 10 feet, whichever is greater.

Burrowing can be accomplished by hard ground-digging claws, exuding an acid which dissolves

the ground, psionically 'phasing' through the dirt, and so on. Burrowing creatures automatically gain Tremorsense.

CR Adjustment: If the creature lacked burrowing, +0.25; if it already had burrowing +0.1.

Swimming: If the creature has no swimming movement, it gains it at a base of 30 feet for Medium or smaller creatures, and 40 feet for Huge or larger creatures. If the creature already has swimming movement, its swimming speed increases by 25% or 10 feet. In addition, any creature which gains swimming gains the [Aquatic] subtype.

CR Adjustment: 0

Brachiating: This allows the creature to move very rapidly among the treetops, by swinging on large arms, by jumping swiftly from branch to branch, or otherwise using the foliage to propel itself. The creature cannot use this ability if it is on the ground, though it can make a DC 10 Acrobatics check to reach low-lying foliage as a standard action and then take a move action through the trees.

If the creature has no brachiating movement, it gains it at a base of 20' for Medium or smaller creatures, and 10 feet for Huge or larger creatures, who must be more cautious as they leap from branch to branch. If the creature already has brachiating movement, its speed increases by 25% or 5', whichever is greater.

CR Adjustment: +0.25

Teleporting: This ability is a consequence of mutation, deliberate modification, or psionic power. The creature can move by blinking from point to point, covering no ground. It can instantly escape from any grapple. It teleports as a free action (though it can take only one per turn) and can act immediately upon completing the teleport. It is considered to flank any creature it threatens in the round after teleporting, due to the suddenness of its appearance. It cannot teleport into an occupied square or to any location it cannot see. Base teleport distance is 50'. If this modification is rolled again, increase the base distance by 20'.

CR Adjustment: +1. (Remains +1 even if rolled multiple times)

Speed: An existing movement mode is increased by 25% or 10', whichever is greater. The Game Master should pick an appropriate movement mode.

CR Adjustment: +0.25

SPECIAL ABILITY

The creature either gains a new special ability or improves an existing ability in some manner.

The Game Master should choose a special ability possessed by some other creature (there are far too many choices to be able to list them all here), or manifestly improve a special ability already possessed by the creature.



Attack Change

The creature either gains a new attack mode or improves an existing attack in some manner.

Roll	Result
01-15	Claws
16-25	Bite
26-35	Slam
36-45	Gore
46-50	Sting
51-55	Tentacle
56-60	Reach
61-80	Poison
81-85	Paralysis
86-90	Penetrating
91-94	Fast
95-00	Wounding

Claw, Bite, Slam, Gore, Sting, or Tentacle: If the creature lacks an attack of this form, it gains one, with appropriate damage for its size (CR Adjustment: +0.25). If the creature already has an attack of this form, roll on the following table

Roll	Result
1	<p>The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.</p> <p>A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.</p> <p>CR Adjustment: +0.25</p>
2	<p>The threat range for the weapon doubles. CR Adjustment: +0.25</p>
3	<p>The critical multiplier for the weapon increases by 1. CR Adjustment: +0.25</p>
4	<p>The creature gains an extra instance of the natural weapon (so it would have 2 x gore instead of a single gore attack, for example). Any rolls which increase the effectiveness of the natural weapon increase all instances of it. CR Adjustment: +0.25</p>

Reach: Although the creature's base size does not change, one of its natural weapons becomes a reach weapon. This might indicate that a creature has gained a giraffe-like neck, allowing it to bite targets far away, or extremely long limbs so that it can use its claw attacks against more distant targets. The game master should choose a natural attack which seems appropriate. The reach is increased by 5' over the creature's normal reach, and an additional 5' each time this modification is added.

CR Adjustment: +0.25

Poison: One of the creature's natural attacks (ideally, one which does piercing or slashing damage) gains poison.

Roll on the table below to determine which attribute the poison effects:

Roll	Attribute
1-3	Constitution
4-5	Dexterity
6-7	Strength
8	Intelligence
9	Wisdom
10	Charisma

Poison damage is based on creature size, as follows:

Size	Fortitude DC	Damage
Tiny	12	1
Small	12	1d2
Medium	13	1d3
Large	14	1d4
Huge	18	1d6
Gargantuan	23	1d8
Colossal	33	1d10

If this modification occurs twice, either increase the Save DC by 2 or the damage by 1 step.

CR Adjustment: +0.5

Paralysis: One of the creature's natural attacks inflicts paralysis. The Fortitude save is equal to 10+1/2 the creature's hit dice +the creature's Constitution modifier. The target will be paralyzed for 2d4 rounds.

CR Adjustment: +0.5

Fast: The creature gains the Improved Initiative feat.

CR Adjustment: +0.1

Wounding: The damage from one of the creature's attacks causes grievous wounding. It will bleed at 1 point per round unless a Treat Injury (DC 10) check is made.

CR Adjustment: +0.25



SIZE CHANGE

The creature is significantly larger or smaller than the base creature. Roll on the following table. Size cannot drop below Fine or above Colossal.

Roll	Result
01-30	1 step larger
31-50	2 steps larger
51-70	3 steps larger
71-85	1 step smaller
86-95	2 steps smaller
96-00	3 steps smaller

Changing a creature's size affects a creature's ability scores, DV, attack bonuses, and damage values as indicated on the tables below. Repeat the adjustment if the creature moves up more than one size. CR Adjustment: plus or minus 1 for each step.

Old Size	New Size	Str	Dex	Con	AC	Attack
Fine	Diminutive	Same	-2	Same	Same	-4
Diminutive	Tiny	+2	-2	Same	-2	-2
Tiny	Small	+4	-2	Same	-1	-1
Small	Medium	+4	-2	+2	-1	-1
Medium	Large	+8	-2	+4	+1	-1
Large	Huge	+8	-2	+4	+2	-1
Huge	Gargantuan	+8	Same	+4	+2	-2
Gargantuan	Colossal	+8	Same	+4	+1	-4
Colossal	Gargantuan	-8	Same	-4	-1	+4
Gargantuan	Huge	-8	Same	-4	-2	+4
Huge	Large	-8	+2	-4	-2	+1
Large	Medium	-8	+2	-4	-1	+1
Medium	Small	-4	+2	-2	+1	+1
Small	Tiny	-4	+2	Same	+1	+1
Tiny	Diminutive	-2	+2	Same	+2	+2
Diminutive	Fine	Same	+2	Same	Same	+4

Old Damage (each)	New Damage
1d2	1d3
1d3	1d4
1d4	1d6
1d6	1d8
1d8	2d6
1d10	2d8
2d6	3d6
2d8	3d8

Reverse the steps if creature is being reduced in size.

COSMETIC CHANGE

The creature changes in appearance from its normal form. Roll on the following table(s):

d% Roll	Result
01-25	Color Change
26-50	Limb Change
51- 75	Sensory Change
76-00	New Feature

Color Change: Creatures can gain new colors, new textures, and so on to distinguish them from their Earthly counterparts.

Roll	Color
1	Green
2	Blue
3	Purple
4	Black
5	Light Grey
6	Dark Grey
7	Brown
8	Yellow
9	Red
10	Orange
11	Violet
12	Azure
13	Lemon
14	White
15	Crimson
16	Lavender
17	Tan
18	Spotted (Roll for base color and spot color)
19	Striped (Roll for base color and stripe color)
20	Multi-hued (1d4+2 colors)

Limb Change: The creature gains, or loses, some limbs. These limbs cannot be used for additional attacks, nor do they offer any other mechanistic benefit. They are purely 'for show'. Limbs gained should be appropriate to the creature – a four legged creature may gain more legs, while a creature which uses grasping hands, like a chimp, might get extra arms. Tails are always appropriate. Loss of limbs likewise causes no impact – a creature may become bipedal due to loss of legs, or even become a 'roller'. Natural attacks will somehow remain the same – a single limb might have multiple claws on it, for example. At the Game Master's discretion, attack types might change – claw attacks become gore attacks if a creature loses its forelimbs, for instance.

Roll	Result
1	Gain 1 arm or leg
2-3	Gain 2 arms or legs
4-8	Gain 1d4+1 arms or legs
	Lose 1 arm or leg
10	Lose 2 arms or legs
11-13	Gain 1d4 tentacles or feelers
14	Gain a second head
15-16	Gain a tail, or existing tail splits into two tails.
17	Limbs gain additional joints.
18-19	Limbs are lengthened
20	Limbs are shortened



Sensory Change: The creature's sensory organs are visibly different. This doesn't impact its effectiveness in any way. If the creature lacks a specific sensory organ, reroll or adapt as needed.

Roll	Result
1	Compound Eyes
2	Multiple Eyes (1d4 more than standard)
3	Enlarged Ears
4	Smaller Ears
5	Eyes on stalks
6	Multiple mouths (no change in number of bite attacks)
7	Snout/Trunk
8	Shifted senses (Ears on torso, or eyes on tail, for example)
9	No visible nose
10	No visible ears
11	Solid-colored eyes
12	Multi-colored eyes

New Feature: The creature gains some body part or addition which has no direct mechanical effect.

Roll	Result
1	Frill/Sail along back
2	Small spines
3	Bony outcroppings at joints
4	Thick Fur
5	Tail (or loses tail, if it already has one)
6	Second head
7	Elongated tongue
8	Webbing between toes/fingers
9	1d4 horns on head
10	Spiked/clubbed tail
11	Head frill
12	Scaled patches
13	Mane/Beard
14	Wattles
15	Mouth/Nose replaced by beak (or the reverse)
16	Slimy coating
17	Antennae
18	Hooves
19	Protruding fangs or tusks (no effect on any bite attacks)
20	Roll Twice



Examples

At the time of writing, the **Pathfinder Roleplaying Game Bestiary** is not yet available, so we'll use the Monster Modifier on a few standard monsters from the 3rd Edition System Resource Document.

First, the Troll from our Introduction. Rolling 1d4+1, I get 3 modifications. Rolling for each results in the following:

Skin Change: Distorting

Attack Change: Gore

Cosmetic Change: Color - White.

Applying all of these changes to the Troll, I get the stat block presented at right:

tundra troll

Large Giant

Hit Dice: 6d8+36 (63 hp)

Initiative: +2

Speed: 30 feet (6 squares)

Armor Class 16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14

Base Attack/Grapple: +4/+14

Attack: Claw +9 melee (1d6+6), Gore +4 melee (1d8+2)

Full Attack: 2 claws +9 melee (1d6+6) and either bite +4 melee (1d6+3) or gore +4 melee (1d8+2)

Space/Reach: 10 ft./10 ft.

Special Attacks: Rend 2d6+9

Special Qualities: Distortion (20% of miss), Darkvision 90 ft., low-light vision, regeneration 5, scent



Saves: Fort +11, Ref +4, Will +3
Abilities: Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
Skills: Hide -2, Listen +14, Spot +14
Feats: Listen +5, Spot +6
Environment: Cold Plains
Organization: Solitary or gang (2-4)
Challenge Rating: 6
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: by character class
Level Adjustment: +6

Tundra Trolls walk upright but hunched forward with sagging shoulders. A set of antlers sprouts from their foreheads. They stand 9 feet tall when full-grown and their gleaming white hide reflects light like the ice of their natural habitat, leading to distortions and shifting patterns of light that make them very hard to hit.

Tundra Trolls speak Giant.

Combat

Tundra Trolls have no fear of death: They launch themselves into combat without hesitation, flailing wildly at the closest opponent. Even when confronted with fire, they try to get around the flames and attack, with either a gore attack from their antlers, or a claw/bite attack.

Rend (Ex)

If a Tundra Troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex)

Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Distortion (Ex)

The skin of the creature has some truly exotic properties that warp and refract light. The beast is not always where it seems to be. All attacks against it suffer a 20% miss chance.

For our second example, we'll use the Bulette as the basis for our new monster.

Rolling 1d4+1, I get 4 modifications. Rolling for each results in the following:

Attack Change: Claws (since it already has claws, I roll and get the modifier result of an increased critical multiplier for this attack - x3)
Attack Change: Poison
Size Change: Two Steps larger. (!!)
Movement Change: Speed.

These changes result in the following new monster:

ONTIBUR

Colossal Magical Beast

Hit Dice: 9d10+81 (130 hp)
Initiative: +2
Speed: 40 ft. (8 squares), burrow 20 ft.
Armor Class: 19 (-8 size, +2 Dex, +15 natural), touch 10, flat-footed 17
Base Attack/Grapple: +8/+25
Attack: Bite +8 melee (2d8+8)
Full Attack: Bite +8 melee (4d8+16) and 2 claws +8 melee (2d8+16, Crit x 3, poison)
Space/Reach: 30 ft./20 ft.
Special Attacks: Leap, Poison
Special Qualities: Darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.
Saves: Fort +11, Ref +8, Will +6
Abilities: Str 43, Dex 15, Con 28, Int 2, Wis 13, Cha 6
Skills: Jump +18, Listen +9, Spot +3
Feats: Alertness, Iron Will, Track, Weapon Focus (bite)
Environment: Temperate hills
Organization: Solitary or pair
Challenge Rating: 10
Treasure: None
Alignment: Always neutral

Combat

An Ontibur attacks anything it regards as edible, choosing the easiest or closest prey first. The only creatures it refuses to eat are elves (and it dislikes the taste of dwarves). When burrowing underground, it relies on its tremorsense ability to detect prey.



When it senses something edible (that is, senses movement), it breaks to the surface, crest first, and begins its attack.

Leap (Ex)

An ontibur can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +16 attack bonus, but it cannot bite.

Poison Claws (Ex)

The creature's claws inflict a poison that attacks the target's Dexterity. Fortitude DC for the poison is 33, and damage is 1d10.

For our final example, we'll use a dinosaur: the Deinonychus

Rolling 1d4+1, I get 4 modifications. Rolling for each results in the following:

Attack Change: Fast

Skin Change: Thick Fur

Movement Change: Flight

Special Ability: I decide that the Troll's regeneration is a fun one to mix this up with.

These changes result in the following new monster:

sky hunter

Medium Animal

Hit Dice: 4d8+16 (34 hp)

Initiative: +6

Speed: 60 ft. (12 squares), Flight 90ft. (18 squares)

Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +3/+7

Attack: Talons +7 melee (1d8+4)

Full Attack: Talons +7 melee (1d8+4) and bite +2 melee (2d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pounce

Special Qualities: DR 2/-, Elemental resistance: Cold, Low-light vision, scent, Regeneration 5

Saves: Fort +8, Ref +6, Will +2

Abilities: Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10

Skills: Hide +12, Jump +26, Listen +10, Spot +10, Survival +10

Feats: Run, Track

Environment: Cold Mountains

Organization: Solitary, pair, or flock (3-6)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Medium)

Level Adjustment: —

A Sky Hunter is a bipedal winged creature, covered in a thick fur that protects it from the elements. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs on the ground. Its wings have developed from the bones of its fore legs, and have a structure similar to a bat. It weighs about 600 pounds, is always hungry, and blindingly fast.

Combat

A Sky Hunter uses a combination of flight, speed, large teeth, and hind legs with ripping talons. It hunts by flying or running at prey, and ripping with its rear talons as it bites. The talons count as one attack.

Pounce (Ex)

If a Sky Hunter charges on the ground or in flight, it can make a full attack.

Skills

A Sky Hunter has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

Regeneration (Ex)

Fire and acid deal normal damage to a Sky Hunter. If a Sky Hunter loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

CONCLUSION

So there you have it. With a few rolls, a little adjustment here and there, and a few ideas of your own, you can create an entire menagerie of brand-new monsters, that your players have never seen before.

Use this supplement, throw a few curves at your players, and soon, when their characters encounter a monster, the reaction you hear won't be a knowing recitation of the monster's stats, abilities and weaknesses....but rather:

"What the hell is that thing?"

"What do we do?"

"HELP!"

Enjoy yourself.



RANDOM ADVENTURE GENERATOR

INTRODUCTION

This generator is intended as a tool that gives a Game Master the bare outline of an adventure. A quick series of die rolls will give you the basic theme of an adventure, which can then be tailored for your specific campaign style. For example, a campaign centered in the High Fantasy tradition will have very specific needs, and differ greatly from a swords-and-sorcery campaign which is run with *Conan* as its primary inspiration.

Let's explain that a little bit further.

The "do something" is the focus of the adventure -- it's what drives the action. Making it a single category under this system will only result in 64 possibilities (by cross referencing two d8 rolls). However, after splitting the "do" (the verb) and the "something" (the subject) into two categories, that means that each have 64 possibilities, and can combine for a total of 4096 different results.

LEARNING FROM SCREENWRITING

The basic format for the random adventure seed is the dramatic core taken from screenwriting: all plots can be boiled down the following sentence:

"The main characters must [DO SOMETHING], but have to contend with [COMPLICATIONS] while being confronted by [OPPOSITION]."

This is the basic structure of any story, whether it is filmed, written, presented in a comic book, or roleplayed. The variables change, providing a wide array of possibilities. For this Adventure Seed Generator, however, we'll expand that basic structure even further, allowing for a wider variation. So, the basic dramatic structure of our RPG adventures will read more like this:

"The main characters must [DO SOMETHING], at [LOCATION], but have to contend with [COMPLICATIONS] while being confronted by [OPPOSITION]."

The main difference between the standard format and the one presented above is that the location of the adventure has been added as a variable, and, more importantly, [DO SOMETHING] has been split into [DO] [SOMETHING].



For example, take these: “Rescue the Princess”, “Find the Treasure,” and “Defeat the Demon.”

Under this new system, these three focii can be split, giving you those same results, but also additional ones such as “Find the Princess,” “Rescue the Demon” etc.

This can, admittedly, lead to some odd results, such as “Rescue the Demon”....but fantasy stories are filled with strange stories and bizarre plots.

As a GM, that phrase, which on its surface seems odd, begins to generate all sorts of ideas for me.

Why would the PCs have to rescue a demon?

Who would they be rescuing it from? Is the demon truly evil? What of his captors?



HOW TO USE THIS GENERATOR

This type of system provides the Game Master with a framework...a springboard for the development of the Game Master’s own ideas. The adventure concepts generated by this system will still need to be fully fleshed out, populated with statted NPCs, etc...but this system will give you a starting point from which to work.

To use the Random Adventure Seed Generator, the Game Master rolls two eight-sided dice, and cross-referencing the results on each of 5 category tables: **Do**, **Something**, **Location**, **Complications** and **Opposition**.

As stated before, **Do** provides you with the verb, **Something** provides you with the subject. Together, they form the focus of the adventure. **Location** gives you where the adventure takes place, **Complications** are those things that arise during the adventure to hinder the player-character’s progress, and **Opposition** is the force or individual that is actively going against the PC’s efforts.

Each category has 64 possibilities, so this system allows for 1,073,741,824 different combinations...more than enough to give any fantasy campaign ideas to last for its entire run.

do

	I	II	III	IV	V	VI	VII	VIII
I	Assassinate	Assist	Find	Retrieve	Race	Negotiate with	Join	Steal
II	Combat	Discover	Protect	Attack	Serve	Defend	Take	Escape From
III	Guide	Avenge	Liberate	Foil	Guard	Explore	Journey to/with	Create
IV	Chase	Quest For	Escort	Rescue	Meet	Resist	Repel	Safeguard
V	Disguise	Travel with	Deliver	Defeat	Investigate	Support	Destroy	Battle
VI	Move	Track	Aid	Assault	Get Past	Fight	Protect	Trap
VII	Conceal	Obliterate	Encounter	Oppose	Speak with	Observe	Fight	Locate
VIII	Strike	Reveal	Beset	Shield	Contend with	Infiltrate	Kill	Save

something

	I	II	III	IV	V	VI	VII	VIII
I	Angel	Demon	Treasure	Wizard	God	Army	Monster	New Race
II	Princess	Magical Event	Barbarian	Warrior	Magic	Dragon	Guards	Government
III	Thief	Organization	Merchant	Stranger	Artifact	Dungeon	Humanoid	Abberation
IV	Friend	Giant	Secret	Woman	Noble	Kingdom	Castle	Outsider
V	Magical Beast	Enemy	Warlord	Item	Man	Child	Weapon	Love Interest
VI	Soldiers	Undead	Gem or Jewel	Secret	Construct	Creature	Animal	Sorcerer
VII	Bard	Villain	Ally	Rival	Priest	Ruler	Magic Item	Humanoid
VIII	Monk	Rogue	Village	Peasants	Oracle	Map	Monster	Prophecy

Location

1	2	3	4	5	6	7	8
Mountain	Jungle	Battlefield	Frontier	Wasteland	Fortress	City	Underground
The North	Castle	Villain's Lair	Desert	Ocean	Dungeon	Plains	Nearby Kingdom
Another Plane	Distant Kingdom	Wizard's Tower	Ship	City	Cavern	Monster's Lair	Stronghold
Ruins	Village	Outlands	Secret Location	Forest	Palace	Swamp	Tomb
Bazaar	Keep	Temple	Foreign Land	Evil Land	Tavern	Guild Hall	Dungeon
Road	Hamlet	Port	Cave	Subterranean City	Border	Sepulcher	Lost City
Underworld	Trade Route	Woods	Hills	Fane	Town	Across the sea	Sky
Citadel	The South	Dungeon	The West	Manor	Catacombs	The East	Vault

Complications

1	2	3	4	5	6	7	8
None	Betrayal	Rivalry	Trap	Royal influence	Magical Event	Trickery	Religion
Travel	Squabbling	Distractions	Abduction	Barriers	War	Diplomacy	Ambush
Magic	Race	Monsters	Politics	Theft	Mystery	Vendetta	Fear
Mistaken Identity	Power Struggle	Enemy	Travel problem	Criminals	Superstition	Drugs	Construct
Language	Battle	Weather	Side-tracked	Misdirection	Bureaucracy	Insanity	Enemies
Interference	Attention	Exploration	Equipment failure	Military influence	God(s)	Invasion	Money
Monsters	Getting Lost	Red Herring	Disaster	Guild Influence	Interested Parties	Recurring NPC	Differing PC motivations
Spies	Legal Trouble	Lack of trust	Desperation	Love Interest	Puzzles	Double-Cross	Riddles

Opposition

1	2	3	4	5	6	7	8
Government official	Barbarian	Gang	Mercenary	Spy	Sorcerer	Construct	Guild
Creature	Enemy	Villain	Criminals	Dragon	Outsider	Assassin	Monster
Ruler	Shadowy Figure	Wizard	Warrior	Humanoid	Warlord	Undead	Abberation
Former Ally	Stranger	Watchmen	Military	Veteran	None	Giants	Outlaw
Humanoid	Priest	Thief	Magic-User	Demon/Devil	Merchant	Invader	Traitor
Dragon	War	Enemy	Monster	Lunatic	Recurring NPC	Gods	Cult
Fanatic	Conspiracy	Nation	Magical Beast	Adventurer	Enemy	Humanoid	Time
Friend	Mastermind	Hazardous Environment	Artifact	Puzzle	Champion	Immortal	Roll Twice



EXAMPLES

Grabbing a couple 8-sided dice, I come up with the following results using the Random Fantasy Adventure Generator:

My first set of rolls: **1-4, 1-3, 2-6, 7-2, 6-1**

This gives me the following result:

*“The main characters must **[RETRIEVE]** **[A TREASURE]**, at **[A DUNGEON]**, but have to contend with **[GETTING LOST]** while being confronted by **[A DRAGON]**.”*

Pretty straightforward fantasy adventure there -- the standard dungeon-crawl for treasure, with the added problems of the party getting lost, and the main opposition of the dungeon being a Dragon.

Let's see if we can come up with something a bit more unusual. Our next set of rolls: **5-4, 8-8, 1-6, 3-4, 8-4.**

This gives me the following result:

*“The main characters must **[DEFEAT]** **[A PROPHECY]**, at **[A FORTRESS]**, but have to contend with **[POLITICS]** while being confronted by **[AN ARTIFACT]**.”*

That's definitely more unusual! Giving some thought to the result, I come up with the following idea for an adventure:

The PCs are hired to bring supplies to a Fortress on the frontier. When they arrive, they discover that the garrison posted at the fortress is preparing to abandon their post. They have received word of a Barbarian horde approaching, and that the Barbarian warlord is armed with an Artifact -- the Lance of Alatyr. There is a prophecy that the wielder of the lance shall become the ruler of the world, and as such, the soldiers are afraid to stand against the horde.

The PCs must figure out a way to convince the soldiers to remain at their posts, and to defeat not only the oncoming barbarians, but their artifact-wielding warlord as well.





Another set of rolls: **2-8, 4-7, 1-5, 8-3, 1-1**

This gives me the following result:

*“The main characters must **[ESCAPE FROM [A CASTLE]**, at **[A WASTELAND]**, but have to contend with **[LACK OF TRUST]** while being confronted by **[GOVERNMENT OFFICIAL]**.”*

This is a good alternative to the “PCs meet in a tavern” method of kicking off a campaign: The PCs are captives at a prison on the middle of a wasteland, where the Kingdom puts Enemies of the State. They must overcome their distrust of their fellow prisoners and figure out a way to escape, all the while contending with the Governor of the Prison.

One last set of rolls: **5-2, 6-5, 1-2, 7-8, 4-1**

Which results in:

*“The main characters must **[TRAVEL WITH] [A PRIEST]**, at **[A JUNGLE]**, but have to contend with **[DIFFERING PC MOTIVATIONS]** while being confronted by **[A FORMER ALLY]**.”*

This one is obviously suited for an established campaign -- one which has run long enough for the PCs to have allied NPCs. A priest of the religion of the cleric or paladin in the party asks them to escort him through a monster-infested jungle, to a secluded temple where he intends to take deeper vows and live in contemplation.

However, the problem is that the priest has been accused of murder, and is being hunted by a Lawful NPC (and former ally of the group). The PCs who share the priest's beliefs will not believe that he is guilty, and will not wish to hand him over to the NPC, whereas other PCs may not be so sure.....

So there you have it. Grab some dice and start rolling!



FLINTLOCKS AND FANTASY

Firearms in The Pathfinder Roleplaying Game

INTRODUCTION

No weapon has had a greater effect upon human history than the gun, which first began to appear upon battlefields in the late middle ages and early Renaissance, and yet these weapons are conspicuously absent from most fantasy roleplaying games.

Some gamers feel that guns would have an unbalancing effect in a fantasy world -- that such deadly weapons would lead to an escalating body count. However, with proper treatment, patients can recover from all but the most severe gunshot wounds -- and in a fantasy setting, primitive guns are less powerful and less reliable, and healing magic is abundant.

Guns are not so difficult to use that only those who spend years training can handle one properly-- and they are not so expensive that only nobility may afford them. A gun is simple enough for most anyone to use, but rare enough that the average barkeeper can't afford one... but the average adventurer can.

GUNPOWDER AND THE RACES

DWARVES

Dwarves were the first race to discover black powder and use it extensively in mining. Saltpeter, the key ingredient in black powder, has become one of the most valuable resources of the dwarves, whose extensive mining operations unearth large quantities of it. Dwarves have developed masterwork personal firearms, engraved with maker's runes and passed from father to son, which are among some of the oldest (and yet still the most reliable) firearms in the world.

ELVES

Elves disdain gunpowder and firearms, and hardly ever carry weapons making use of black

powder. They generally feel the weapons are loud, savage, and not nearly as reliable as magic. There are some elves though, usually rangers or other loners, who choose to carry long arms for various reasons.

GNOMES

Gnomes are fascinated by black powder, their only objection being they themselves did not discover it. Though gnomes do occasionally carry pistols and even muskets, they're more likely to use gunpowder in other applications, such as explosives or smoke bombs.

HALFLINGS

Halflings don't generally use black powder, but this only because they have no means of producing it. Halfling adventurers who travel to gnomish lands will often purchase firearms, as human and dwarven weapons are too large for their small hands.

HALF~OGRES

The destructive force of black powder weapons are impressive to half ogres, although they can find it difficult to acquire weapons large enough for them to operate. Half-ogre raiders have been known to kidnap and enslave blacksmiths for the sole purpose of making ogre-sized muskets.

HALF~ORCS

Orcs don't manufacture their own firearms, and few human or dwarvish makers would trust a half-orc with such a weapon. As such, most half-orcs who use firearms are using a weapon that they have looted from the body of the original owner, and, without the training required for its use, the firearm eventually becomes fouled and useless.

HUMANS

Though black powder is a dwarven invention, humans are probably the most wide-spread users of both pistols and long arms. Human cultures

generally have few, if any, martial traditions, so the simplicity of firearms is especially appealing to them.

While lacking the sort of mass-production needed to make firearms the weapon of choice for military use, some richer human kingdoms field small, elite units of pistoleers or musketeers.

Ratkin

Ratkin are more fond of explosives, grenades and bombs than they are of pistols or long arms. Ratkin grenadiers are some of the most feared assassins in the world.

Saurian

Saurians do not use black-powder weapons. The rich martial tradition is a central part of Saurian culture, and they feel that firearms are an affront to the code of combat.

FIREARMS AND AMMUNITION

pistol:

Simple Weapon - Ranged

Cost: 150 gp

Damage: (Small) 1d6; (Medium) 2d4; (Large) 2d6; Critical: x3

Range Increment: 20 ft.

Weight: 5 lb.

Damage Type: Bludgeoning and Piercing

A pistol must be manually loaded with black powder, a bullet, and wadding. Loading a pistol is a full-round action that provokes attacks of opportunity. You must use both hands to load a pistol. A pistol can be fired with one hand with no penalty. You can fire a pistol with each hand, but normal two-weapon fighting rules apply.

DOUBLE-BARREL PISTOL:

Simple Weapon - Ranged

Cost: 500 gp

Damage: (Small) 1d6; (Medium) 2d4; (Large) 2d6; Critical: x3

Range Increment: 20 ft.

Weight: 8 lb.

Damage Type: Bludgeoning and Piercing

A double-barrel pistol functions identically to a normal pistol in all ways, except that it can be fired twice before it needs to be reloaded. Anyone proficient with pistols is proficient with double-barrel pistols.

Upgrades such as masterwork quality or rifling must be applied to each barrel individually, but it must be applied to both barrels if it is applied. Note that both barrels of a double-barreled weapon can be loaded with a single full-round action.

musket:

Simple Weapon - Ranged

Cost: 300 gp

Damage: (Small) 2d4; (Medium) 2d6; (Large) 2d8;

Critical: x3

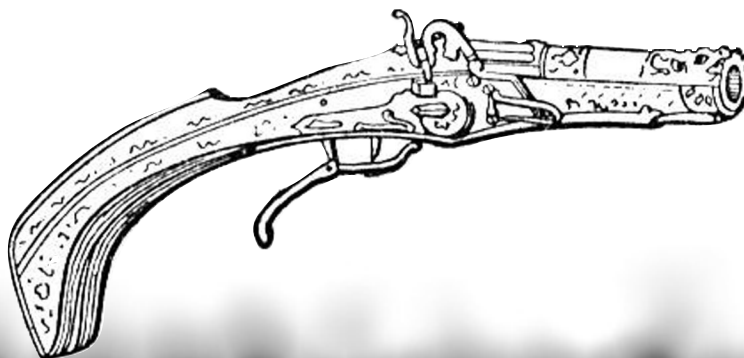
Range Increment: 50 ft.

Weight: 12 lb.

Damage Type: Bludgeoning and Piercing

A musket must be manually loaded with black powder, a bullet, and wadding. Loading a musket is a full-round action that provokes attacks of opportunity. You must use both hands to load a musket.

A musket normally requires two hands to fire. You can fire a musket with one hand at a -4 penalty. You can fire a musket with each hand, but normal two-weapon fighting rules apply. This penalty is cumulative with the penalty for one-handed firing.



DOUBLE-BARREL MUSKET:

Simple Weapon - Ranged

Cost 650 gp

Damage: (Small) 2d4; (Medium) 2d6; (Large) 2d8;

Critical: x3

Range Increment: 50 ft.

Weight: 12 lb.

Damage Type: Bludgeoning and Piercing

A double-barrel musket functions identically to a normal musket in all ways, except that it can be fired twice before it needs to be reloaded. Anyone proficient with muskets is proficient with double-barrel muskets.

Upgrades such as masterwork quality or rifling must be applied to each barrel individually, but it must be applied to both barrels if it is applied. Note that both barrels of a double-barreled weapon can be loaded with a single full-round action.



ammunition: musket BALL (5)

Cost: 5 gp

Weight: 1 lb.

Musket balls are ammunition for pistols and muskets. The price and weight includes the musket ball, gunpowder, and wadding used to load and fire 5 rounds.

ammunition: flechette (5)

Cost: 15 gp

Weight: 1 lb.

A flechette is a metal dart in a leather casing that is far more accurate than a musket ball. A flechette round can only be fired from a musket, not a pistol. Flechette rounds deal normal damage, but they increase the musket's base range increment to 100 feet.

ammunition: quickshot musket BALL (5)

Cost: 100 gp

Weight: 1/2 lb.

Quickshot musket balls function like normal musket balls in all ways, except they have an alchemical coating that allows them to be fired without black powder. As such, they can be loaded into a pistol or musket as a free action, and the user can attack with a gun up to his full number of attacks.

ammunition: thunderball

Cost 100 gp

Weight 1/2 lb

A thunderball is a dwarven invention. This single musket ball can be loaded as normal into any pistol or musket. On a successful hit with the thunderball round, the shot explodes and does an additional 2d6 points of fire damage to the target.

Dwarven Thunderhammer:

Exotic Weapon - Two-Handed Melee:

Cost: 150 gp

Damage (Medium): 1d12+1d6(fire)

Critical: 19-20

Weight: 8 lb.

Damage Type: Bludgeoning

Dwarves have found many uses for gunpowder since they discovered it. This weapon is a warhammer with a powder reservoir, a priming chamber and a pressure trigger. When the hammer strikes a target, the trigger ignites a gunpowder charge which causes an explosion that pushes a jet of flame through a small hole in the head of the hammer.

An unloaded hammer deals damage as normal, but without the 1d6 points of fire damage. Loading a hammer is a move-equivalent action that provokes an attack of opportunity. A gunpowder load for a dwarven thunderhammer costs 1sp. Dwarves treat the dwarven thunderhammer as a martial weapon; all other races treat it as an exotic weapon.

SIEGE ENGINE: Cannon

Cost 1500 gp

Damage 6d8

Range Increment 250 ft.

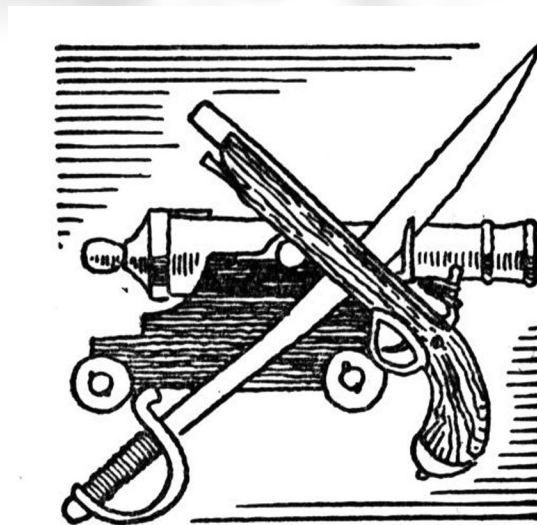
Typical Crew 7

Firing a cannon requires a series of full-round actions. It takes four full-round actions to clean and load a cannon, and a further two full-round actions to prepare the ammunition to be loaded. These actions can all be performed concurrently if the cannon has a large enough crew.

A cannon is difficult to aim, so anyone firing a cannon takes a -4 penalty to hit. Unlike a catapult, the recoil from a cannon moves it to such a degree that it must be re-aimed every time it is fired.

A single cannon load costs 10 gp.

A cannon takes up a space 10 feet across.



SIEGE ENGINE: ship's cannon

Cost 2000 gp

Damage 4d8

Range Increment 200 ft.

Typical Crew 5

A ship's cannon is a smaller version of a cannon fixed into position, usually on a sailing ship. It requires only 2 full-round actions to clean and load, but still requires 2 full-round actions to prepare the ammunition.

Being fixed in place with limited mobility makes this cannon harder to fire, so it is fired with a -6 penalty to hit.

A single cannon load costs 10 gp.

A ship's cannon takes up a space 5 feet across.

SIEGE ENGINE: DRAGON BALLISTA

Cost 750 gp

Damage 3d8

Critical 19-20

Range Increment 200 ft.

Typical Crew 1

A dragon ballista resembles a small cannon more than a ballista. It uses a gunpowder charge to fire a ballista bolt. It functions exactly like a ballista, but it is much easier to load, requiring only a single full-round action, regardless of size.

A single shot from a dragon ballista costs 1 gp.

A dragon ballista takes up a space 5 feet across.

RULES, SPELLS AND FEATS

RIFLED BARRELS

Rifling is the process of grooving a gun barrel to cause the bullets to spin in a tight spiral. A pistol or musket with a rifled barrel has a range increment double a normal weapon of its type.

A weapon with a rifled barrel is always a masterwork weapon, and costs an additional 450 gp (which includes the masterwork cost). Rifling must be applied during the item's creation; it cannot be added later.

RANGERS AND FIREARMS

In addition to archery and two-weapon combat, rangers may choose the musketeer combat style at second level. If he selects musketeer, he is treated as having the Quick Load (musket) feat (see pg 186), even if he does not have the normal prerequisites for that feat.

At sixth level, when he gains the Improved Combat Style class feature, he is treated as having the Far Shot feat, even if he does not have the normal prerequisites for that feat.

At 11th level, when he gains the Combat Style Mastery class feature, he is treated as having the Precise Shot feat, even if he does not have the normal prerequisites for that feat.

As with the other combat styles, the benefits of the ranger's musketeer style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

OPTIONAL RULE: CHAMBER JAM

On a roll of a 1 to hit, a firearm jams and becomes unusable. Any bullets loaded in the gun are lost. Clearing a jam is a full-round action that provokes an attack of opportunity. A weapon with multiple barrels counts as jammed if either barrel jams.

Only use this rule if you're using fumble rules for all weapons—firearms shouldn't be arbitrarily subject to special penalties.



feats

Additional Combat Style

You have combat experience far beyond that of a normal ranger.

Prerequisite: Ranger level 11.

Benefit: You gain the benefits of an additional combat style (archery, musketeer, or two-weapon fighting). All normal restrictions of this class feature apply.

Epic Combat Style [Epic]

You are a master of all the nuances of combat a ranger's training can give.

Prerequisite: Additional Combat Style, ranger level 21.

Benefit: You gain the benefits of a third combat style (archery, musketeer, or two-weapon fighting). All normal restrictions of this class feature apply.

From The Hip

You can fire a pistol with incredible speed.

Prerequisite: Quick Draw, Base Attack Bonus +4, Dexterity 15.

Benefit: When caught unaware in a surprise round, you may still make a single attack with a pistol (so long as it is not concealed) at a -4 penalty to hit. You roll initiative as normal during the surprise round, but may take no other actions.

Normal: Without this feat, you cannot take any action during a surprise round in which you are unaware.

Special: A fighter may select From The Hip as one of his fighter bonus feats.

Quick Load

Choose a firearm (pistol or musket). You are trained in loading that weapon with lightning speed.

Prerequisite: Weapon Proficiency (firearm type chosen)

Benefit: The time required for you to reload the chosen firearm is reduced to a move action. Reloading a firearm still provokes an attack of opportunity.

Normal: Without this feat, loading a firearm requires a full-round action

Special: You can gain Quick Load multiple times. Each time you take the feat, it applies to a new type of firearm. A fighter may select Quick Load as one of his fighter bonus feats.

spells

Clear Jam

School: transmutation; **Level:** Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 swift action

Range: Touch

Targets: 1 jammed firearm

Duration: Instantaneous

Saving Throw: None; **Spell Resistance:** no

Any barrel jams in the target firearm are cleared. The firearm is loaded and ready to be fired. This spell has no effect on a weapon that is not jammed (see the jammed optional rule or the spell Rifle Jam).

Jam Barrel

School: conjuration; **Level:** Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Targets: one firearm or one firearm carried by target creature

Duration: Instantaneous

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

Your successful melee touch attack causes a jam in the targeted firearm. Clearing the jam takes one full-round action, and any ammunition in the firearm is lost.

Readied Pistol

School: conjuration; **Level:** Rgr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Targets: one firearm

Duration: 1 hour/level

Saving Throw: None; **Spell Resistance:** no

Target firearm is loaded and can be fired immediately. It may be fired five times without needing to be reloaded, and can be fired up to the attacker's full number of attacks each round as part of a full attack action (provided there are enough shots remaining).

Additional castings of this spell do not stack, but they reset the number of shots left to 5.

Material Component: a single musket ball.

Magic Items

magic weapon property: everloaded

A magical firearm with this property never needs to be loaded and can be fired up to the users full number of attacks each round.

Moderate conjuration; CL 6th; Craft Magic Arms and Armor, readied pistol; Price +2 bonus.

handcannon

A powerful weapon, a handcannon is a magical, man-portable version of a cannon. Though it looks like a normal pistol, bullets fired from this +3 pistol expand into stone cannonballs upon leaving the barrel of the gun and act in all ways like they were fired from a cannon. Rounds fired from a handcannon deal 6d8 damage and have a range increment of 250 ft.

A handcannon can be fired five times, after which it becomes a normal, non-magical pistol.

Moderate conjuration; CL 11th; Craft Magic Arms and Armor, wall of stone; Price 4,712 gp; Cost 2,356 gp

hellfire pistol

This +2 everloaded pistol deals fire damage instead of normal damage.

A hellfire pistol appears like a normal pistol made from dark black metal with wood that's tinted red. the barrel has a fine flame pattern etched into it that glows bright red when the gun is fired.

Strong Evocation; CL 15th; Craft Magic Arms and Armor, fireball or wall of fire; Price 32,315 gp; Cost 16,157 gp

forceshot pistol

This +1 everloaded pistol deals 1d6 points of force damage as a ranged touch attack instead of dealing its normal damage.

A forceshot pistol looks like a normal pistol, but it lacks a hammer mechanism. It is made of pure white wood, and the metallic parts appear polished to a bright sheen.

Moderate Evocation; CL 9th; Craft Magic Arms and Armor, magic missile; Price 18,315 gp; Cost 8,157 gp

iceshot pistol

This +3 everloaded pistol deals ice damage instead of normal damage. On a critical hit, in addition to the normal effect, the target is entangled in ice. An entangled creature can break free by making a DC 25 strength or dealing 30 points of damage to the ice with a bludgeoning weapon. The ice melts on its own in 2d6 rounds.

The metal parts of an iceshot pistol have a blueish tint to them, and the barrel is constantly cold to the touch. In warm temperatures, condensation forms on the barrel and it may give off light amounts of steam.

Strong Evocation; CL 15th; Craft Magic Arms and Armor, cone of cold; Price 50,315 gp; Cost 25,157 gp

medusa rounds

Visually no different than a stone musket ball, medusa rounds can turn a man to solid stone with even a glancing hit. Any creature successfully hit by a medusa round must make a DC 21 will save or be turned to stone, as the *Flesh to Stone* spell.

Strong Transmutation; CL 11th; Craft Magic Arms and Armor, flesh to stone; Price 2,315 gp; Cost 1,157 gp

SEEKER ROUNDS

A seeker round is smaller than a normal musket ball and is usually a very pale shade of bone white. When fired from a pistol or musket it always hits, provided the attacker can see the target.

Faint Evocation; CL 3rd; Craft Magic Arms and Armor, magic missile; Price 815 gp; Cost 407 gp

SPELLSHOT ROUNDS

A spellcaster may store any spell with a range of touch in a spellshot round. On a successful attack, the target is subject to the effects of the spell as well as normal firearm damage.

Spell slots for spells stored in a spellshot round are not recovered until after the bullet is used.

Faint Evocation; CL 8th; Craft Magic Arms and Armor, imbue with spell ability; Price 1,030 gp; Cost 515 gp

TANGLESHOT ROUNDS

Tangleshot musket balls feel slightly sticky to the touch, but otherwise appear as normal musket balls. When hit by a tangleshot round, the target is enveloped by thick strands of spider's webbing in addition to taking normal damage.

The target is entangled and can't move. The target can break free by spending 1 round and making a DC 25 Strength check or a DC 30 Escape Artist check.

Faint Conjunction; CL 5th; Craft Magic Arms and Armor, web; Price 635 gp; Cost 327 gp



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