Pendulum's Promise

a roleplaying game for juggalos

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PENDULUM

WARNING
EXPLICIT
CONTENT

Life fades in the dimness of the hour…

Dark times are among us, although few as late care to see the signs. An evil has come to rest its heavy body upon the foundation of morality, corrupting its roots and turning the seeds of man into a sinister growth. The souls of humanity are cast into the deepest pits of the Nethervoid as the headline of a mutilated child's body is old news…we have seen it before. It is around us now; it sleeps with us, coming of a new age. Its sound like a thousand screaming children being tortured; its voice that of a lawyer's, soothing a jury to let a rapist free; its vision a horrid reflection of a hospital ward being ripped apart by cluster bombs being dropped randomly upon a city. We have all seen it though we have denied it for so long, but the age of reckoning is at hand, the time for it has come…the time for Armageddon!

Special word from the creator

This game was the result of the success of the Pendulum Roleplaying game as seen during the 2001 and 2002 Gathering of the Juggalos music festivals. The game then was a much more simplified version of the game that now lies before you. Since running the game at the Gatherings, many Juggalos who enjoyed playing wondered if it would ever be put out. This positive feedback from Juggalos has led to the development of this game… Pendulum's Promise.

This game, though it took a rather long time to create, was greatly helped along by the fact that it uses the d20 system popularized by Wizards of the Coast. It is a universal system that can be employed by anyone and is where I received all of the game mechanics that you will find here. The benefit of this is two-fold. For one, players are assured a solid game that most avid gamers are already familiar with, and two, I was able to put this game out relatively quickly by heartlessly jacking the system (most of which came from the Dungeons and Dragons 3.5 rulebook which the original game was designed after).

I want to add that I took certain liberties to change and alter the Dark Carnival concept as we know it, while still implementing the core ideas and concepts into this game. Of particular interest is the fact that the Joker's Cards are living entities that can be summoned by players into battle. Also, I have introduced a mysterious being who is known as "The One" who rules over the spirits who reside in Shangri-La. This twist on the Insane Clown Posse's background is neither based on their beliefs or my own. This is to be taken as a work of fiction, which derives a lot of its ideas and concepts from ICP's ongoing legacy.

So now I present this game to you, free via the internet. It is based on the Pendulum Comic Book series and has all the elements that I am sure a gaming Juggalo will appreciate. This is a game that I believe will not appeal to many ninjas, because it requires you to be a nerd (like myself) to fully appreciate it, but for those of you who can appreciate this game I present you, I am sure you will enjoy it to no end.

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What is a roleplaying game?

While playing a Roleplaying game, players take on the roles of fantasy characters in a make-believe world defined by rules. This world is brought to life by the imaginations of the players and the creativity of a Game Master (GM). Before a game can begin, players choose what type of character they would like to play and then roll dice to randomly determine their character's strengths and weaknesses. These fantasy characters, known as Player Characters (PCs), often have abilities and personalities that the players themselves do not possess in real life. The players, therefore, creatively roleplay (basically acting) to bring these characters to life. The players are thus able to control their PCs by telling the GM everything they are doing and saying. By using imagination, the players can (figuratively) become their PCs, living out a pure fantasy and escaping from the world we know to enter another that can, in some ways, be just as real.

It is the GM's responsibility to create an adventure for the players to experience, which is very similar to a movie plot. This adventure can be filled with whatever dangers and challenges that the GM can think of. The GM will further bring this world to life by describing what the characters are seeing and feeling at all times. The GM also takes on the role of anybody the players encounter in a game. These characters are known as Non Player Characters (NPCs) and could include anyone from a corrupt cop to a romantic interest. The GM therefore must perform the most roleplaying of all, as they must act out everyone (or thing) that the PCs encounter in the game. In the end, it is not the goal of the GM to act as a god, but instead to create adventures with good plots that the players can thoroughly explore and enjoy.

To try to simplify it further, think of a roleplaying game as reading a great novel that you are totally lost in, only you are one of the main characters in this novel, controlling all of the actions and decisions for better or worse, while the Game Master is the author of this novel, creating a challenging and thrilling story for you to experience. In other words, to truly enjoy a roleplaying game requires players to have a vivid imagination, a bit of nerdiness, and a willingness to escape from the foundations of this world and to enter another filled with danger, love, monsters, and magic around every corner.

Game Setting

What is Pendulum's Promise?

Pendulum's Promise is a roleplaying game set in modern times that is based off of the Pendulum Comic Book series that was put out in early 2000 by Psychopathic Records. It is a game loosely based off of the Insane Clown Posse's beliefs and also the biblical prophecies that forewarn of the coming of the end of the world known as Armageddon. Pendulum's Promise, however, does not make any statements about

heaven or hell and does not adhere or favor one religion over another. There is, however, a supreme being in the game who is known as "The One" who rests in another plane of existence far away, called Shangri-La. There are also many devils and demons that rest in a cold dimension of infinite evil close to Earth (a.k.a. Mortal Realm) known as the Nethervoid.

Players take on the roles of characters who seek to put an end to the dark minions of the Nethervoid who have infiltrated the Mortal Realm. These demons from the void seek to bring forth Armageddon so that one day they may try to enter the gates of Shangri-La to destroy the spiritual civilization that resides there. "The One" has called forth its warriors in a last ditch effort to turn the tide so that humanity as a whole need not perish, and to insure that the very gates of Shangri-La need not be in jeopardy. The time for Armageddon is close at hand as the demons of the Nethervoid wage guerrilla warfare on Earth, spreading their evil and corruption among the mortals to gain new troops for their army, for when a mortal dies, their spirit either ascends to Shangri-La if they lived a pure life, or falls to the slithery cold abyss of the Nethervoid if they lived a life of lust, fear, and greed.

If this sounds interesting to you, read further into the depths of this tome to see what further awaits you...

Shangri-La

Resting in a far away plane of existence, few mortals have ever entered Shangri-La, for it is a place of spirits. It has mistakenly been called a utopia, and those who have passed the test of life are drawn to it upon their death to live in their true spirit state for eternity. Those who have been deemed almost worthy, however, have their memories wiped and are cast back down to the Mortal Realm to enter a newborn life to see if they can truly learn to understand life's lesson. Shangri-La, unlike the Mortal Realm, is thriving with translucent spirits who can move about unrestricted by gravity. The light of this realm emanates all around and is a product of this plane alone that has somehow leaked into the Mortal Realm of Earth. Darkness is almost unknown here. Even the spirits emanate a strong light that is hard to gaze upon by mortals. There are, however, similarities to the Mortal Realm in that it has vast cities, endless oceans, and blue skies. It is also similar to the Mortal Realm in the respect that it is a place of constant warfare.

The ruler of this plane is a mysterious supreme being known only as "The One." "It" is a spirit of pure light whose power is only matched by "Its" mysteriousness which some view with contempt. "The One" is thought to be responsible for the creation of all life, but none can say for sure. "It" resides at the very core of Shangri-La in a huge ball of perfect light known

as the Monolith that is as bright as the sun and as large as a mountain. None have ever been inside, where there is rumored to exist the fabled Halls of Shangri-La where "The One" resides. Here, the intensity of light is said to be able to sear any entity completely from existence. "It" sometimes travels abroad, throughout Shangri-La and is known to possess immaculate healing powers which all relish the benefits of, never having to worry about illness or injury. It is because of this power that most view "The One" as a savior and a supreme being of good.

Except for one legendary moment in time, no spirit or mortal has ever been able to see what "The One" looks like, because when anyone looks upon "It," the retinas of their eyes are immediately destroyed by its piercing light, leaving the beholder blind. Then, upon looking away, their eyes are instantly healed, due to the proximity of "The One." Those in Shangri-La are so close to "The One" that any wounds they receive heal instantly, and the healing powers are so strong that they even reach out to Earth. This is the reason that mortals can slowly heal injuries over time. Since no one has actually talked to "The One," its purpose is unknown. Many, however, hunger to obtain the power "It" welds, jealous of its might and growing tired of its grand secret.

Thus civil war has raged in this so called utopia for countless years, between those who revere "The One" and those who don't. "The One," for the most part, never directly intervenes in these wars neither helping those who fight for "It" or opposing those against "It", choosing instead to stay within the Monolith until the war ends. Countless attempts have been made to enter into the Halls of Shangri-La. All have failed. By trying, many spirits have passed into non-existence in their attempt, which to a spirit is a fate a million times worse than physical death, causing even more to hold "The One" in contempt.

During the most vicious battle to befall Shangri-La, known as "The Battle of the Monolith," a strange thing occurred that would forever be remembered by all. This battle was led by a charismatic spirit named Killnoir who gained the admiration of hundreds of thousands of spirits through his passionate speeches. He hypnotized his flock to follow his will blindly, using the love they held for him to his advantage. This led to a war that would see the destruction of more spirits then all previous conflicts put together, finally reaching a maddening frenzy of hatred.

In the final grand conflict, Killnoir convinced an army of tens of thousands to boldly run into the Monolith, promising them in this way alone would "The One" fall. Most were lost in a prolonged display of horrific death as thousands screamingly passed into non-existence, but not before something truly amazing happened… the Monolith flickered… and for a brief moment grew dark, becoming transparent, like looking through a ball of tinted glass. Those still living saw, for a brief second, an immense great hall, intricately carved of pure jade, artistic designs that none could focus on because hovering there in the middle of that hall was a being of immense power. "It" was shaped like a man, but made of pure glowing crystal whose head was shaped into the form of a skull. The crystal skull head seemed to look directly at all who witnessed it at once, its teeth like some horrific grin, and its eyes like pools of death. Time froze and then split somehow, as those dying at that moment died twice. Then, a great light poured forth blinding all permanently with no healing effects to follow, leaving the image, for most, the last thing they would ever see, an image that would forever be burned in their minds.

"The One" then came forth from the Monolith, none able to look upon it

again because its immense light had returned and those few who were not already destroyed were immediately cast into another dimension that would become their prison for all eternity. It is a place of cold and darkness where no light is permitted to pass, known to all as the Nethervoid. It is said that "The One" grew perhaps respectful of what had almost occurred. "It" then made a promise to all spirit life in Shangri-La that by its will, "It" would never again pass a spirit into non-existence, but instead those of evil shall be cast down into the Nethervoid to suffer for eternity. It was the first time that "The One" had ever spoken directly to the spirits of Shangri-La, and although those who heard it were held in awe, they also couldn't help but notice that the one time "It" had spoken, it spoke of pain and suffering.

Shangri-La would be forever changed, as no longer would spirits be allowed to enter it upon the passing of their mortal life. Those non-children (23 years or older) deemed evil upon the death of their mortal life would instead be cast directly into the Nethervoid, never to lay witness to the glory of Shangri-La, and thus lessening the civil wars in Shangri-La to a great extent, because those of evil nature were the main cause. Also around this time came the emergence of terrible solders in Shangri-La known as Dark Angels. They are quick to unleash their rage and deadly purpose upon any in Shangri-La who talk of, or openly display, rebellion. Their mystic swords have cut down many a spirit, forever sending them in agonizing pain into non-existence. There are those that wonder of "The Ones" promise and realize that these minions could very well be operating of their own free will, doing as they please, or worse - operating for some other higher being. Their presence brings with it a darkening that has never been witnessed before in Shangri-La. With them follows a terrible fear and only those who are mad oppose their will openly. Currently, because of the Dark Angels, Shangri-La is at peace, but an unshakable fear resides that cannot be fully explained nor ignored.

Nethervoid

The Nethervoid is a place of infinite evil festering in the darkness of pain calling for the spirits of the damned. Over times forgotten, this prison has been a place of never ending suffering for the spirits who have been cast here. It is a dimension which lies just beneath the reality of the Mortal Realm, and because of this, has many similarities. It has grown vastly since Killnoir and his blind armies were first cast here, seemingly eons ago. It

is an extremely cold place, dark, and full of never-ending hatred, pain and grief. A maze of twisting tunnels leads to huge underground cities of spiritual darkness. There is no sky here, nor is there light, for it is a property that does not exist in this dimension. Gusts of strong biting wind flow through its caverns sometimes strong enough to kill. Few mortals have ever been here for the denizens of this realm hate all living things and enjoy partaking in orgies of death when the opportunity presents itself.

Those trapped here have evolved from maniacal killers into an order of rulers, workers, diplomats, and slaves (though some still revert to their former ways). When spirits first arrive here, they are given a physical form by "The One" so that they can know physical pain in the harsh environment of the void. Their flesh and features become deformed over time due to the constant afflictions they suffer. Those still in their flesh state are known as demons, and they are used primarily as workers who build the cities, create weapons, manufacture goods, and dig tunnels.

Upon physical death, demons become shadow spirits of their former selves, still leading an existence of suffering though experiencing it in all new ways. These spirits, though quite powerful, shun the light and so may never again enter Shangri-La or oppose those spirits who emanate light from their being. These shadow spirits often become the diplomats, police officers, and leaders of the Nethervoid, seeking to gain supreme power and respect for themselves, understanding that this is their home for eternity and so they must dominate all in their path. This often leads to warfare.

The undisputed rulers of the Nethervoid, however, are those who actually witnessed "The One" during the Battle of the Monolith. They have been forever doomed to remain in their physical form, never to pass on to become spirits, and so have been given the title of devils. Experiencing many tragic painful injuries over the countless years, while forever living on, has left them all but insane with anger. Over time, their bodies have grown to become so distorted, broken, and torn that they have become truly horrific to look upon. Making them even more fearsome is the fact they had been endowed with powerful abilities after they laid witness to "The One." Apparently, a transference of power had occurred, allowing the devils to perform all kinds of remarkable talents such as breathing fire, turning to shadow, or shape shifting to name a few. They have even slowly regained most of their sight over time, though leaving their eyes with a faint red glow.

Those trapped in the Nethervoid only think of six things: to escape their prison, gain power, experience the pleasures of the flesh, murder, find happiness, and most predominantly, extract revenge upon all those of Shangri-La. As countless spirits are dumped into the Nethervoid to be forgotten, an eternity of festering hatred beyond imagination for "The One" and all those of Shangri-La has grown. In the beginning, there was

THE NETHER-WORLD...

GOD... GOD, GOD?

CAN... CAN... CAN YOU... YOU... YOU HEAR... HEAR... HEAR ME... ME... ME?

only Killnoir who ignited the idea of one day escaping from their prison to bring ruin upon Shangri-La. Now, most Nethervoid minions relish the idea as the only driving force to exist for. No imprisoned creature will soon forget the time when the power of "The One" had grown dim.

Many view Killnoir as their main savoir for many reasons, not least of which was when he discovered hidden portals to the Mortal Realm. It appeared that as the Mortal Realm became more corrupted with sin over time, it began to merge with the Nethervoid in key places to create passageways. These often led to the vilest corners of the Mortal Realm which had literally become places of hell on Earth (such as Birmingham and San Francisco). Once again, the denizens of the Nethervoid were able to walk upon the Earth, only this time in demon form. The devils, however, allow only strict access to the Mortal Realm, to safeguard each access point from being found.

They quickly realized that the Mortal Realm should never become aware of the Nethervoid's existence, as it would only push mortals to seek salvation with Shangri-La to avoid an eternity of suffering.

Killnoir, seeing the need for a massive Nethervoid army, used his shape shifting abilities to set upon the Mortal Realm. Murdering the president of a large corporation and then taking his form, he seized the company with all of its assets and then, over the next ten years or so, created the largest corporation on the planet known as Killnoir Industries. This corporation and all of its vast affiliates had their hand in every criminal corporate activity known to man, spreading its influence across the globe causing fear, terrorism, suffering, murder, and poverty. His corporation's chemical labs became responsible for the spreading of most fatal diseases, the depletion of the ozone layer, most high profile drugs, and chemical weapons of mass destruction. Indeed, Killnoir's efforts have caused the spirits to fall into the Nethervoid in numbers ten thousand fold of what it had been since he had walked the earth.

With promises of lust, greed, and power, he has gained mortal contacts throughout humanity that have forsaken mercy, choosing instead to walk a dark path by spreading even more evil like a virus. The Mortal Realm has slowly eroded, falling into a breeding ground of sin, as the gates of the Nethervoid open wider to claim more spirits, strengthening their armies from within. The devils, along with Killnoir, wait for the time when they feel they have amassed a large enough army to enter through the passages into the Mortal Realm and conquer

it for their own in a cataclysmic war of blood known as…Armageddon. By doing so, they will free themselves from their prison forever. Then, when they have stamped out all resistance, they will progress there juggernaut army forward into Shangri-La to destroy "The One" and all those who have enjoyed pleasure while they have suffered.

However, there are those who wonder what will happen when "The One" is gone, and so even in the darkest pits of the Nethervoid, there are spies who wish to gain favor with "The One," seeing the devil's quest as madness. They wonder what would happen if the possible creator of all life were destroyed. Fearing the outcome, these feelings have led to eternal strife, and countless wars have been fought in the Nethervoid that have far surpassed any battles ever witnessed in Shangri-la. It is a place of constant fighting, hatred, power struggles, and betrayal.

Then on one fateful day, Killnoir's plan was slowed as a group of mortals, led by the Insane Clown Posse and with the aid of shadow demons, entered the void and defeated him, almost utterly destroying his body. "The One" had sent these mortal assassins from a spiritual entity known as The Dark Carnival, apparently taking an active involvement in the war for the Mortal Realm. Since then, other assassins have begun to show up in the Mortal Realm, killing the devil's agents wherever they could be found and hunting down hidden demons in the streets like rabid dogs.

And so it has begun…the first stages of a secret war that will bring a bloodshed that the world has never known.

Killnoir, though horribly disfigured, still lives on. He has withdrawn to the deepest level of the Nethervoid. It has been rumored that his body has morphed into a gargantuan living mass of blubbery flesh festering in the darkness, seething with hate. Since his defeat, none have laid witness to him, for all that have tried were never seen again. He now gives out his commands through telepathy to those that are still loyal. As his minions in the Mortal Realm corrupt more spirits, his armies amass, waiting impatiently for the time of revenge when their hordes will pour forth into the Mortal Realm to turn the seas red with blood.

Mortal Realm

Few see the Mortal Realm for what it truly is…a battlefield. A guerilla war is being raged that has incurred more casualties than all the wars of man put together…the casualties being those of the human spirits. Devils inhabiting human form and disguised demons walk the Earth, secretively inflicting their evil upon the world like a fatal disease. Through media, music, law, and business, they have their hands in everything to weaken the will of man and to corrupt his heart toward hatred. The news is filled with their exploits from terrorist attacks throughout the world, to so- called priests molesting young children. They seek to spread fear across the globe, murdering all who oppose them. Their greatest weapon in the war, however, is to use man against himself.

The agents of the Nethervoid use temptation to lure men of importance, such as lawyers, politicians, or police officers, to the side of evil. Lust, power, money, and fame are easily provided to convince those to choose a dark path. There are many who are selfish, hungry, or greedy enough to do just about anything if the price is right. In the Mortal Realm, the Nethervoid's network of human servants spans out like an intricate web of those who unwittingly serve for their own personal gain. The

Nethervoid has strong connections in almost every large organization on the planet, and thus is able to cause destruction and fear on a large scale or to bring serious trouble to those who oppose the will of the Nethervoid's minions.

The agents of the Dark Carnival wage their own battle on very similar fronts using music, media, heroes, and holidays to weaken the evil hold of the demons. They hunt the hidden servants of the Nethervoid, frequently engaging the demons in the streets or killing men so tainted with evil that they are beyond saving. They specifically target evil people in positions of power, such as police officers, military leaders, musicians, business executives, school teachers, or TV evangelists who spread the most evil on a mass scale. Because of this, they are usually the most guarded by the Nethervoid, which has led to epic unseen battles.

Both sides are met with a third element throughout their war…man. Most men have almost no understanding of the spiritual battles taking place, nor will they believe in them without strong persuasion. They are truly blinded by their own lazy ignorance, and because of this, they serve a random element in the struggle between the Nethervoid and the Dark Carnival. The Mortal Realm does, after all, belong to men, and as a whole they are in command of it. Police officers will respond to violence on the streets, the FBI will investigate the death of a high official, street gangs might approach those in the wrong place at the wrong time, or bystanders might have the courage

to help those they think are in need. This complements a very intricate staging ground for the tactical warfare that is being waged.

The world currently is at an extremely dark state with many living sinful lives. For the most part, the Nethervoid has reached great success in its efforts, making it very difficult for those of the Dark Carnival. With their manipulations, the world has turned into a cesspool of fear, with many not even bothering to help those in need. Children remain indoors for fear of kidnapping, people choke on the constant barrage of propaganda put out by the news, and most are even scared to walk the streets at night.

Dark Carnival

Where the Dark Carnival has come from none can say, while those who emerge from its mystic fold speak little of such matters. Some believe that it has been sent down by "The One" to help mankind. It is a foreboding entity that rests in the darkest shadows of the Mortal Realm, sending a resounding fear deep into the Nethervoid. Invisible to view, like the whisper from a dying man's lips, its sole purpose seems to be to end the dark influence in the Mortal Realm. There are six beings of immense power that are joined with the Dark Carnival to serve its purpose. They are said to be the first of the Dark Angels to have ever emerged in Shangri-La, though they now possess new carnival-like forms. They are known as Jokers Cards and are the most powerful creatures to exist on Earth, possessing deadly powers of extraordinary ability.

Each Jokers Card is a supernatural force that few could ever hope to oppose. The Ringmaster is a warrior who exists in both the physical and spiritual realms. His claws can shred the hide of even the strongest devil like paper. The RiddleBox utilizes the power of the mind to foresee the future and to call for the aid of mortals in time of need. He is the doorkeeper to the spiritual realms, able to send a spirit back from whence it came. The Great Milenko is an illusionist, able to create magic to bend the very laws of reality. He also has the power to show men what truly lies in the pit of their souls. Jake and Jack Jeckel are whimsical brothers who possess a flair for trickery. It is, however, their ability to control the fire element that makes them extremely deadly. The Wraith is a spiritual creature of darkness that crumbles time and drains existence, leaving only a path of corpses in its wake. Upon sight, this creature causes dread to fill in even the strongest heart.

The Jokers Cards, however, are not the main combatants of the war being waged in the Mortal Realm. They choose instead to enlist the aid of mortal agents who possess an extremely strong spirit. They contact these agents through a series of strong mental projections that come to them as visions or dreams over the course of years. In this way, the chosen ones are conditioned for the enlightenment that they will one day receive. When finally deemed ready, they are given a powerful vision to fully awaken their mind to the realities of the war around them and to instill in them the knowledge of Shangri-La and the Nethervoid. This final vision also serves as a calling into service for the Dark Carnival. These agents, known as Juggalos, often leave there past lives behind, forsaking all that they once knew to join in the spiritual war being waged on Earth.

Juggalos are extremely gifted warriors who often possess abilities and powers endowed by the Dark Carnival to help them in their quest. They view evil like a disease that is spreading, where one infected has the potential to spread it onto many others. It is because of this that they hunt down evil humans like vermin, stamping the life from them before their infection can spread. They conduct research into people's lives to find where evil lurks, because oftentimes it is not readably available to see on the surface. Demons and devils, however, pose the biggest threats as they often possess powers that make them difficult foes to hunt. Thus, like avenging angels, they sweep down on the wicked with unmerciful justice and leave their mutilated corpses as warning to those who trod down the same path.

The world around them is a dangerous place and often they choose not to draw attention to themselves. Operating in a covert fashion they stay in the shadows and take the alleyways as opposed to crowded streets. Many police officers and government officials are often under the influence of the

Nethervoid, and Juggalos may soon find themselves hunted by the law whether guilty of crimes or not. They can trust no one except other Juggalos, often wearing clothing embossed with symbolic logos so they can more readily identify one another. Often times, the Nethervoid will even turn their own friends and family against those who they identify as agents of the Dark Carnival.

Apart from being hunters, Juggalos also act as prophets, warning of the end of time. Through voice, music, media, and whatever other means are available, they try to spread the knowledge of Shangri-La to anyone and everyone who will listen. They are the last hope for mankind and are always trying to turn the tide of evil. By leading more mortals away from the path of sinful indulgence, they will help Shangri-La to strengthen. The honor that exists in the hearts of all men can also spread and this is the strongest lesson that the Juggalos can bestow. They consider themselves to be a family bonded to one another by their quest, and because of this, their love can also spread to others as a beacon of hope in dark times.

For now, the war wages on in the Mortal Realm as the Dark Carnival lies dormant within the relentless storm. If the Juggalos should fail in their efforts, then the time for the reckoning of all living things will begin as the demonic legions pour forth for the final cataclysmic battle. The Dark Carnival will then manifest on Earth in all of its horrific glory to meet with the genocidal onslaught head on. The Juggalos will also amass to join in this final conflict that will, more surely than not, end in the destruction of all life in the Mortal Realm and possibly even that of Shangri-La.

Playing the Game

The following describes what is needed to play and the rules for playing Pendulum's Promise. Most of the rules will be further explained later on, for now here is a brief overview.

The core mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task (such as attacking a demon or using a skill), you do this:

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

If the result equals or exceeds the target number (set by the GM), your character succeeds. If the result is lower than the target number, you fail.

What you will need to play

Imagination is the key element required to play this game. Aside from that, you will need to print up one character sheet for each person playing and have a generous supply of pencils, pens, and graph paper on hand. You will also need at least one set of roleplaying dice that can be found at most gaming stores. These include a 20, 12, 8, 6 and 4 sided dice and two 10 sided dice. These dice are required before play can begin. Those looking to add atmosphere to their gaming experience can also opt to supply background music, mood settings (candles, costumes, recordings, etc), and consumables (beer, chips, pizza, etc).

Dice rolling

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

1d8: One eight sided die, generating a number from 1 to 8.
1d8+2: One eight sided die plus 2, generating a number from 3 to 10.
2d4+2: Two four sided dice plus 2, resulting in a number from 4 to 10.
d%: Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different-colored ten sided dice. One color (designated before you roll) is the tens digit. The other is the ones digit. Rolls of a 7 and 1, for example, give you a result of 71. Two 0s represent 100.

What can characters do?

A PC can try to do anything you can imagine, just as long as it fits the scene the GM describes. Depending on the situation, your character might want to listen at a door, search an area, bargain with a shopkeeper, talk to an ally, jump across a pit, move, use an item, or attack an opponent. PCs accomplish tasks by making skill checks, ability checks, or attack rolls, using the core mechanic.

Skill checks

To make a skill check, roll a d20 and add your character's skill modifier. Compare the result to the Difficulty Class (DC) of the task at hand. An unopposed skill check's success depends on your result compared to a DC set by the GM or the skills description. An opposed skill check's success depends on your result compared to the result of the character opposing your action. The opponent's check might be made using the same skill or a different skill, as set forth in the skills description.

Ability checks

Ability checks are used when a character doesn't have any ranks in a skill and tries to use that skill untrained. Some skills, however, can't be used untrained. Ability checks are also used to determine success when no skill applies. To make an ability check, roll a d20 and add your character's modifier for the appropriate ability.

Attack rolls

To attack an opponent, roll a d20 and add your character's attack bonus. If the result equals or exceeds the opponent's Armor Class (AC), the attack succeeds. On a successful attack, roll the dice indicated for the weapon you used to determine how much damage your attack deals. Damage reduces hit points (hp). When all of a character's hit points are

gone, the character falls unconscious and is dying.
A critical hit deals more damage. If you roll a natural 20 on an attack roll, you threaten a critical hit. Roll again to confirm it. If the second roll is successful, then the critical hit is confirmed and you deal more damage. (See the Combat section for details)

The combat round

Combat is played in rounds. Each round is 6 seconds in the game world, regardless of how long it takes to play out the round. Combat starts with initiative checks to determine the order of play for the entire battle. There are three types of actions: standard actions, move actions, and full-round actions. In a round, you can do one of these four things: take a standard action and then a move action; take a move action and then a standard action; take two move actions; or perform a full-round action. (See the Combat section for details)

—— Character Creation ——
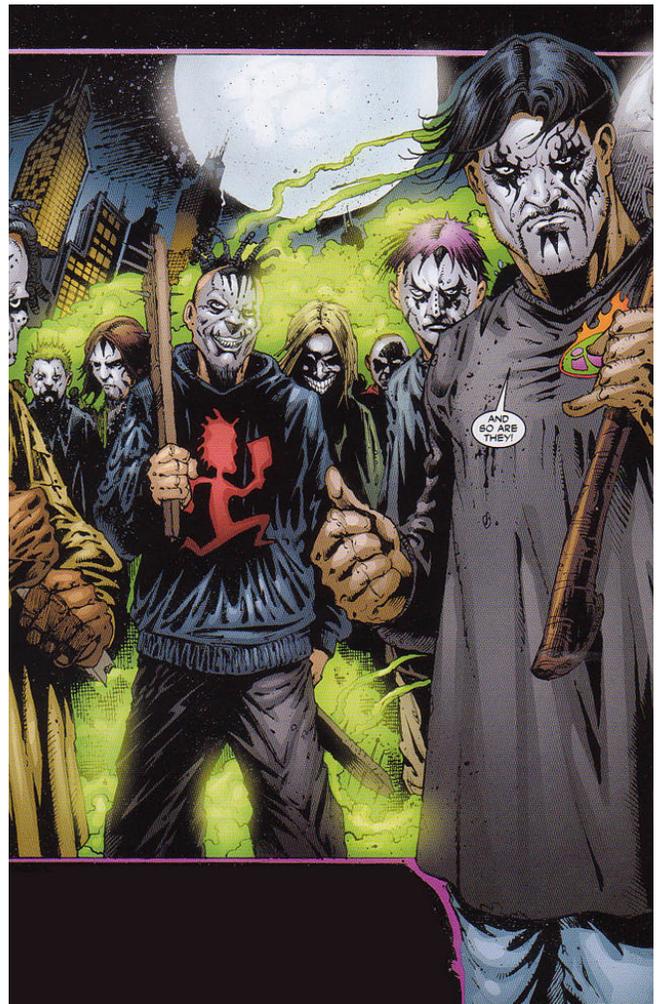
What is a Juggalo?

All players in Pendulum's Promise play the role of a Juggalo. They are agents of the Dark Carnival who seek out those in the

world who are so tainted with evil that they must be destroyed. They are hunters who live a protective life, because none but their own can understand what they go through and the horrors they face on a day to day basis. They trust no one, because anyone could be an agent of the Nethervoid sent to kill them, and over time, some grow paranoid to the point of insanity.

Juggalos are also prophets who have been given the knowledge of the spiritual world and of what happens after death. They try to spread their wisdom to all that will listen, though most mistake them for crackpots. They are hunted by the minions of the Nethervoid and often find themselves framed for crimes they did not commit as the police and FBI hunt them down. They once lived a normal life, but through a series of visions and dreams, have become aware of the spiritual war around them and have joined in the fight. They have left the lives that they once knew and now live a meager existence, getting by anyway they can, usually by looting the corpses of those they have slain.

Juggalos are not considered saints but more like vigilantes. Their wrath is swift and deadly, and they have been chosen for a purpose. They have been deemed worthy to stand their own against the denizens of the Nethervoid. For them, salvation lies in the fight and what most religions may consider sins do not apply to their creed. As long as they do not mentally or physically harm an innocent, almost anything else goes. Many are like mercenaries realizing that they might die at any moment, and so they live their lives to the fullest with sex, booze, and drugs. Some, however, have gone solemn due to the great weight they carry, and they become grim killers mastering their craft. Juggalos are the saviors of humanity and with that comes a great weight. Many are affected by this in strange and unique ways.

Creating a Player Character

Before a game of Pendulum's Promise can begin, each player will need to make their own individual Player Character (PC). Each PC will need to be fully flushed out with a background, history, and personality traits. Players will also have to determine what skills and level of abilities they possess, which are reflected by a number which shows how good or bad they are in each area. All of this information is written down on a Character Sheet during the creation process. The end result will give you a unique character with various strengths, weaknesses, personalities, and powers, each tailored to your choices.

To make a character, follow the simple steps as outlined below, writing all information on your character sheet….

Step 1) Character name

Think of a name for your PC and write it in here. This name could be anything you want it to be. Keep in mind that even if your character goes by an alias, you will still have to put down your PC's full legal name, which may come into play at some point.

Step 2) Player

Write your own name here.

Step 3) Choose a class

There are six different character classes you can choose from, each different in their skills and powers. You should choose the one that sounds most interesting to you from the list below. The classes below are further explained under the character classes section. Write your chosen class on your character sheet.

PROPHET – These characters comprise the main warriors of the Dark Carnival. They are endowed with special powers that help them combat the forces of evil, and their powers grow stronger with experience. Their direct connection to the Dark Carnival even allows them a chance to summon the Jokers Cards themselves to their aid.

ASCENDED – These are demons that have forsaken the Nethervoid to serve the Dark Carnival in hopes that one day they will be accepted back into Shangri-La. These characters are the most hated amongst their own kind and find it difficult to live in the Mortal Realm because of their demonic features.

ORACLE – These priests (for lack of a better term) have chosen to worship "The One" as a savoir and father to all creation. They commonly attempt to commune with "The One" for guidance and have established a unique link to "It." Because of this connection and servitude, they are endowed with some very special powers granted directly by "The One."

SPECTER – While still alive, these ghostly apparitions have met a gruesome end by the minions of the Nethervoid. Though good spirits on the whole, they have forsaken the gates of Shangri-La for vengeance, dooming their souls to the mortal plane for forever. Despite being ethereal beings, they possess powers which allow them to affect the land of the living, powers which become stronger as they learn to master them.

AWOKEN – These mortals have, for one reason or another, become aware of the spiritual warfare taking place on Earth and have decided to join a side. Though they are not Juggalos and possess no supernatural powers, they are talented individuals who possess many skills, are not restricted morally, and do as they please. Their spirits are what are most prized by both sides and they tend to use this to their advantage.

ODDITY – Freaks of nature who are shunned by society for some abnormality which is actually the blessed mark of a chosen one. These are perhaps the deadliest agents of the Dark Carnival, as they have been aware of the spiritual war since birth. Their talents focus on the abilities of the mind, allowing them to do fantastical things which they have been perfecting throughout their lives.

Step 4) Character level

Write a 1 in this box because all characters start off as level one.

Step 5) Starting occupation

This is what your character was involved in before they became a

Juggalo. This could be anything from a high school student to a member of the FBI. Once you have chosen your starting occupation, you should choose skills and abilities that match this. For example, if you want to be a rapper, you could choose skills such as rapping and knowledge (street-wise) so that it makes sense.

Step 6) Abilities

On your character sheet, you will notice six different abilities: strength (abbreviated Str), dexterity (Dex), constitution (Con), intelligence (Int), wisdom (Wis), and charisma (Cha), which are further described below. For each of the abilities, you will need to roll 4d6 and remove the lowest die, then add the three highest numbers together and put this total in the box for the ability you were rolling for. Once finished, you may then switch any two ability scores with each other as a one time benefit. Finally, if you choose to, you may re-roll any one ability score but you must take the results of this second roll. These scores represent how strong a character is in each of the abilities.

Also, characters will be able to increase these ability scores later as they increase in levels. Add 1 point to any score upon attaining the 4th level, and then at every fourth level your character attains thereafter (8th, 12th, 16th and 20th level).

The descriptions of these abilities are fully detailed below.

STRENGTH (STR)

Strength measures your character's muscle and physical power. This ability is especially important for Prophets, Ascended, and Awoken, because it helps them prevail in combat. Strength also limits the amount of equipment your character can carry.
You apply your character's Strength modifier to:
- Melee attack rolls.
- Damage rolls when using a melee weapon or a thrown weapon. (Exceptions: Off-hand attacks receive only one-half the character's Strength bonus, while two-handed attacks receive one and a half times the Strength bonus.)
- Climb, jump, and swim checks. These are some of the skills that have Strength as their key ability.
- Strength checks (for breaking down doors and the like).

DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. This ability is the most important for any character who typically wears light or no armor at all, or for anyone who wants to be a skilled marksman.
You apply your character's Dexterity modifier to:
- Ranged attack rolls, including those for attacks made with bows, throwing axes, guns, and other ranged weapons.
- Armor Class (AC), provided that the character can react to the attack.
- Reflex saving throws, for avoiding explosions and other attacks that you can escape by moving quickly.
- Balance, escape artist, hide, move silently, open lock, sleight of hand, tumble, and use rope checks. These are some of the skills that have Dexterity as their key ability.

CONSTITUTION (CON)

Constitution represents your character's health and stamina. A Constitution bonus increases a character's hit points, so the ability is important for all classes.
You apply your character's Constitution modifier to:
    Each roll of a hit die (though a penalty can never drop a result below 1—that is, a character always gains at least 1 hit point each time he or she advances in level).
    Fortitude saving throws, for resisting poison and similar threats.

INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. This ability is important for Oddities because it affects how many psionic powers they can use, how hard their powers are to resist, and how strong their powers can be. It is also important for any character who wants to have a wide assortment of skills.
You apply your character's Intelligence modifier to:
- The number of skill points gained each level. (But your character always gets at least 1 skill point per level.)
- Craft, decipher script, disable device, forgery, knowledge, search, and psionic power checks. These are some of the skills that have Intelligence as their key ability.
An Oddity gains bonus powers based on his Intelligence score. The minimum Intelligence score needed to use an Oddities power is 10 + the power's level.

WISDOM (WIS)

Wisdom describes a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with, and aware of, one's surroundings. Wisdom is the most important ability for Oracles and Specters. If you want your character to have acute senses, put a high score in Wisdom.
You apply your character's Wisdom modifier to:
- Will saving throws (for negating the effect of certain powers).
- Heal, listen, profession, sense motive, spot, and survival checks. These are some of the skills that have Wisdom as their key ability.
Oracles and Specters get bonus powers based on their Wisdom scores. The minimum Wisdom score needed to use Oracles or Specter powers is 10 + the power's level.

CHARISMA (CHA)

Charisma measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. This ability represents actual strength of personality, not merely how one is perceived by others in a social setting. Charisma is most important for Oracles, since it affects their powers and their unique ability to repel the demonic forces of the Nethervoid.
You apply your character's Charisma modifier to:
- Bluff, diplomacy, disguise, gather information, handle animal, intimidate, and perform. These are some of the skills that have Charisma as their key ability.
- Checks that represent attempts to influence others.

- Repel evil checks for Oracles attempting to repel demons, devils, and other evil creatures.

Step 7) Appearance

Basically age, gender, height, weight, eyes, hair, and skin color. Write in your character's appropriate statistics as you imagine them to be, as long as they are generally realistic. If you wish, you can roll randomly for your PC's height and weight on the table below. Keep in mind that you should refer to the Genetic Modifiers Table (step Eight) if you choose a particularly old or young character, as there will be modifiers to your attributes.

Table: Random Height and Weight				
Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Human, male	4´ 10˝	+2d10"	120 lb.	_ (2d4) lb.
Human, female	4´ 5˝	+2d10"	85 lb.	_ (2d4) lb.
Ascended, male	4´ 10˝	+2d12"	150 lb.	_ (2d6) lb.
Ascended, female	4´ 5˝	+2d12"	110 lb.	_ (2d6) lb.
Specter, male	4´ 10˝	+2d10"	0 lb.	_ 0 lb.
Specter, female	4´ 5˝	+2d10"	0 lb.	_ 0 lb.
Oddity, male	2´ 8˝	+4d20"	30 lb.	_ (3d%) lb.
Oddity, female	2´ 6˝	+4d20"	25 lb.	_ (3d%) lb.

Table: Random Starting Ages					
Base Age	Prophet/Awoken	Oracle	Ascended	Specter	Oddity
12 years	+2d6	+2d10	+2d%	+1d6	

Step 8) Genetic modifiers

Next, you may need to apply the following genetic modifiers to your ability scores based on your PC's sex, age, and character class as outlined below. Abilities that go below a 1 using this table are treated as a 1 instead. Keep in mind that Ascended and Specters never receive the age modifiers from this table since they do not age as mortals do.

Table: Genetic Modifiers
Sex
Male: None
Female: Dexterity +1 / Strength -1
Age (Note: Effects are cumulative)
35 Years Old -1 to Str, Dex, and Con, +1 to Int, Wis and Cha.
55 Years Old -2 to Str, Dex, and Con, +1 to Int, Wis and Cha.
70 Years Old -3 to Str, Dex, and Con, +1 to Int, Wis and Cha.
Character Class
Prophet: None
Ascended: Strength +2 / Intelligence -1 / Charisma -2
Oracle: None
Specter: Wisdom +1 / Charisma -2
Awoken: +1 to any two different Attributes of players choice
Oddity: Intelligence +2 / Charisma -2

Step 9) Ability modifiers

Next, you will need to apply the appropriate ability modifiers in the box just to the right of each of your ability scores. You will find this modifier on the table below, which will either be a 0 or a positive or negative number. This modifier is the number you apply to die rolls when your character tries to do something related to that ability. A positive modifier is called a bonus, and a negative modifier is called a penalty. Just find your ability modifiers below and note it down on your character sheet.

The bonus powers section of this table applies only to certain character classes. The ability that governs bonus powers depends on what type of Juggalo your character is: Intelligence for Oddities, Wisdom for Specters, or Charisma for Oracles. These bonus powers are only gained when a character can normally use powers of the given level (for example: an Oddity with a 14 intelligence would only be able to use his bonus 2nd level power when he can normally begin using 2nd level powers, however he gets his bonus 1st level power right away. In addition to having a high ability score, a power user must be of a high enough level to be able to use powers of a given power level. (See the class descriptions for more details)

Table: Ability Modifiers									
Ability Score	Ability Modifier	Bonus Powers (by Level)							
		1st	2nd	3rd	4th	5th	6th	7th	8th
24–25	+7	—	2	2	2	—	—	—	—
22–23	+6	—	2	2	—	—	—	—	—
20–21	+5	—	2	—	—	—	—	—	—
18–19	+4	—	—	—	—	—	—	—	—
16–17	+3	—	—	—	—	—	—	—	—
14–15	+2	—	—	—	—	—	—	—	—
12–13	+1	—	—	—	—	—	—	—	—
10–11	0	Can't use powers tied to this ability							
8–9	–1	Can't use powers tied to this ability							
6–7	–2	Can't use powers tied to this ability							
4–5	–3	Can't use powers tied to this ability							
2–3	–4	Can't use powers tied to this ability							
1	–5	Can't use powers tied to this ability							

Step 10) Hit points

Hit points determine how much damage a character can take before they fall unconscious or die. The following table shows what die to use for each class to determine a character's starting hit points.

The type of hit die used by a character's class determines the number of hit points gained per level. A character gains one hit die each time he or she gains a new level, then applies any Constitution modifier to the roll and adds the result to his or her hit point total. Thus the character has the same number of hit dice as levels. For your first hit die, a 1st level character gets the maximum hit points rather than rolling (while still applying the constitution modifiers). A character always receives at least 1 hit point per level gained even if a poor Constitution would put the hit die roll below a 1. Once you have figured out your character's Hit Points, write the number in the space provided on your character sheet.

Table: Hit Die Type for each Class	
Hit Die Type	Class
d4	Specter
d6	Oddity
d8	Oracle
d10	Prophet
d10	Awoken
d12	Ascended

Step 11) Defense

To determine your characters Defense, add 10 + any Dexterity ability modifier you may have. Record this number in the space provided on the character sheet.

Step 12) Initiative modifier

To determine your initiative modifier, simply put in this box any Dexterity ability modifier that you may have.

Step 13) Base attack bonus

Your character class determines your base attack bonus (refer to the character classes section). Record this number in the space provided on the character sheet.

Step 14) Speed

All characters have a speed of 30ft, except for the Ascended who have a speed of 40 feet. This determines the distance a character can cover using a move action in a single round. Record this information in the space provided on your character sheet.

Step 15) Saving throws

Your class determines your Saving Throw bonuses (refer to the character classes section). To these numbers, add the modifiers for the associated abilities as follows.

- For **Fortitude**, add your **Constitution** ability modifier.
- For **Reflex**, add your **Dexterity** ability modifier.
- For **Will**, add your **Wisdom** ability modifier.

Some feats provide additional saving throw modifiers. If you select any of these feats, adjust your saving throws accordingly.

Step 16) Melee attack bonus

To determine your melee attack bonus, add your strength modifier to your base attack bonus. This is the bonus you apply when making attacks with close combat weapons (such as clubs and knives) and when making unarmed strikes. Certain feats might provide additional modifiers, so make adjustments as necessary.

Step 17) Ranged attack bonus

To determine your ranged attack bonus, add your Dexterity modifier to your base attack bonus. This is the bonus you apply when making attacks with ranged weapons (such as pistols and rifles) and when throwing an object (such as a grenade). Certain feats might provide additional modifiers, so make adjustments as necessary.

Step 18) Select skills

You will need to refer to the skills section where it is fully described how to select skills for your character.

Step 19) Select feats

All characters start the game with at least one feat. You will need to go to the feats section where it is fully described how to select feats for your character.

Step 20) Experience

Write a 0 in this section, as all PCs begin with zero experience points.

Step 21) Gear

All characters begin the game with $1000 to purchase equipment. You need to refer to the equipment section to purchase gear for your character to begin with. Also, if you purchase weapons and armor, you should fill in the appropriate weapon and armor sections on the front of your character sheet to use as an easy reference for combat.

Step 22) Personality

Give a quick overview of what your character is like, including some of his personality traits that are positive and some that are negative.

Step 23) Languages

A character begins the game knowing English and one other language from his chosen country of origin (which could be English also). He may then learn additional languages, taken as skills, up to his Intelligence modifier bonus.

Step 24) Powers

Write any powers you may have depending on your character class here (refer to the character classes section to learn more about this).

Step 25) Special properties

You can write in brief descriptions of any special properties that are derived from your character class here. You can find out about these by reading more about your chosen character class under the character classes section.
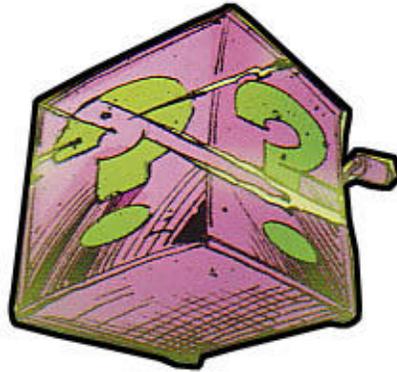
Character Classes

Your character's class is the prime basis of who your character is. It determines what he or she is able to do: combat prowess, power ability, skills, and more.

Class and Level Bonuses

An attack roll, saving throw, or skill check is a combination of three numbers, each representing a different factor: a random factor (the number you roll on a d20), a number representing the character's innate abilities (the ability modifier), and a bonus representing the character's experience and training. This third factor depends, either directly or indirectly, on a character's class and level. You will find a table under each class's description which summarizes the figures for this third factor when it applies to base attack bonuses or base save bonuses in regards to fortitude, reflex and will saves.

Base attack bonus

On an attack roll, apply the bonus that appears next to your current level whenever making an attack roll to hit. You will notice that your character will become increasingly more efficient in combat as he increases in levels.

Base save bonus

As a character advances in levels, he becomes better at making saving throws. The + numbers that appear beside the level of your character is the bonus you receive in regards to making either a fortitude, reflex or will save.

Level Dependant Benefits

In addition to attack bonuses and saving throw bonuses, all characters gain other benefits from advancing in levels. Table: Experience and Level Dependent Benefits summarizes these additional benefits.

Table: Experience and Level-Dependent Benefits			
Character Level	Experience	Feats	Score Increase
1st	0	1st	-
2nd	1,000	-	-
3rd	3,000	2nd	-
4th	6,000	-	1st
5th	10,000	-	-
6th	15,000	3rd	-
7th	21,000	-	-
8th	28,000	-	2nd
9th	36,000	4th	-
10th	45,000	-	-
11th	55,000	-	-
12th	66,000	5th	3rd
13th	78,000	-	-
14th	91,000	-	-
15th	105,000	6th	-
16th	120,00	-	4th
17th	136,000	-	-
18th	153,000	7th	-
19th	171,000	-	-
20th	190,000	-	5th

Experience: This column shows the experience point total (XP) needed to attain a given character level. Experience points measure how much your character has learned and how much he or she has grown in personal power. Your character earns XP by defeating creatures. The GM assigns XP to the characters at the end of each adventure based on what they have accomplished. Characters accumulate XP from one adventure to another. When a character earns enough XP, he or she attains a new character level. (For example, if a character earns 1200 XP at the end of an adventure they will rise to 2nd level)

Feats: Every character gains one feat at 1st level and another at every level divisible by three (3rd, 6th, 9th, 12th, 15th, and 18th level). These feats are in addition to any bonus feats granted as class features (see class descriptions later in this section). See the feats section for more information about feats. Ability score increases: Upon attaining any level divisible by four (4th, 8th, 12th, 16th and 20th), a character increases one of his or her ability scores by 1 point. The player chooses

which ability score to improve. The ability improvement is permanent.

Class Descriptions

The rest of this section details the six different character classes. Each entry begins with a general description as to what the character class is mostly about.

Game Rule Information

Following the general class description is game rule information.

Hit die: The type of hit die used by characters of a class determines the number of hit points gained per level. A character gains one hit die each time he or she gains a new level, then applies any constitution modifier to the roll and adds the result to his or her hit point total. Thus, the character has the same number of hit dice as levels. For his or hers first hit die, a 1st level character gets the maximum hit points rather then rolling (while still applying the constitution modifiers). A character always receives at least 1 hit point per level gained, even if a poor constitution would put the hit die roll below a 1.

Class table: This table details how a character improves as he or she gains levels in the class. Class tables typically include the following information.

Level: The character's level in that class.

Base Attack Bonus: The character's base attack bonus and number of attacks. If there are multiple bonus numbers, which means your character gets multiple attacks in a combat round and the bonuses are for each separate attack, thus making it more difficult to hit with each successive attack past the first.

Fort Save: The base save bonus on fortitude saving throws. The character's constitution modifier applies.

Ref Save: The base save bonus on reflex saving throws. The character's dexterity modifier also applies.

Will Save: The base save bonus on will saving throws. The character's wisdom modifier also applies.

Special: Level-dependent class abilities, each explained in the class features section that follows.

Powers per Day: For Oracles and Specters, this reflects how many powers of each power level the character can use in a day. They may also add any bonus powers received due to high ability scores if any. If the entry is blank, then the character cannot yet cast spells of that level. Oddities use their powers by expending power points, and so the number of powers known reflects those he knows and can use until his power points are gone. For all characters, these powers are chosen upon gaining new levels and can then never change.

Class skills: This section of a class description gives the class list of class skills, the number of skill points the character starts with at 1st level, and the number of skill points gained for each level thereafter.

Class features: Special characteristics of the class. When applicable, this section also mentions restrictions and disadvantages of the class.

Ascended

The Ascended are shadow demons who have forsaken their own kind in hopes of regaining retribution for their past sins. The Dark Carnival, realizing their importance, has accepted them into their ranks. Ascended are mostly younger Shadow Demons who have not yet been fully converted to pure evil by the Nethervoid. They still possess the physical qualities of a human, which allows them to pass as such in the Mortal Realm when properly clothed. They are hated by the denizens of the Nethervoid who consider them traitors and are jealous of their ability to partake in the pleasures of the flesh once again. While many in the Nethervoid believe in the war of Armageddon, the Ascended believe that the war would only fail, or worse, cause the very end of existence itself.
The Ascended possess an inner rage which is hard to control at times, and though they have not spent much time in the Nethervoid, they have still been slightly corrupted by its core elements. They are constantly in an inner war to control their own basic desires, particularly those of lust and anger. They avoid confrontations when possible, but have been known to explode into violent action when they are pressed against a wall or have their emotions toyed with, exposing themselves as

the true demonic entities that they are. It is not unlikely for an Ascended to suddenly find themselves in a room full of bodies, covered in blood and trying to focus on what just happened.

Hit die: d12.

Class skills: The Ascended class skills (and the key ability for each skill) are balance (Dex), climb (Str), disguise (Cha), craft (any one, Int), intimidate (Cha), jump (Str), listen (Wis), drive (Dex), survival (Wis), and swim (Str).

Skill points at 1st level: (2 + Int modifier) x 4

Skill points at each additional level: 2 + Int modifier

Class Features: All of the following are class features of the Ascended.

Table: The Ascended

| Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	demonic properties, rage 1/day
2nd	+2	+3	+0	+0	uncanny dodge
3rd	+3	+3	+1	+1	summon shadow (2HD)
4th	+4	+4	+1	+1	rage 2/day
5th	+5	+4	+1	+1	shadow form
6th	+6/+1	+5	+2	+2	shadow jump (20')/ summon shadow (4HD)
7th	+7/+2	+5	+2	+2	damage reduction 1
8th	+8/+3	+6	+2	+2	rage 3/day
9th	+9/+4	+6	+3	+3	true shadow form / summon shadow (6HD)
10th	+10/+5	+7	+3	+3	damage reduction 2
11th	+11/+6/+1	+7	+3	+3	greater rage
12th	+12/+7/+2	+8	+4	+4	rage 4/day, shadow jump (40')/ summon shadow (8HD)
13th	+13/+8/+3	+8	+4	+4	damage reduction 3
14th	+14/+9/+4	+9	+4	+4	indomitable will
15th	+15/+10/+5	+9	+5	+5	summon shadow (10HD)
16th	+16/+11/+6/+1	+10	+5	+5	damage reduction 4/—, rage 5/day
17th	+17/+12/+7/+2	+10	+5	+5	tireless rage
18th	+18/+13/+8/+3	+11	+6	+6	shadow jump (80') / summon shadow (12HD)
19th	+19/+14/+9/+4	+11	+6	+6	damage reduction 5/—
20th	+20/+15/+10/+5	+12	+6	+6	mighty rage, rage 6/day

Demonic properties:

Claws: The Ascended possess natural claws that look like extended fingernails (1d4 damage).

Dark Vision: This gives the Ascended the ability to see in complete darkness as if it were daylight.

Fast Movement: An Ascended has a land speed faster than the norm (base speed 40).

Demonic Appearance: Though the Ascended appear mostly human, they possess certain demonic features that will not hold up when inspected closely. When not wearing clothing that hides their features, or in low light conditions, any human who they interact with will view their features as awful disfigurements giving them a monstrous appearance. This incurs a -5 to any Charisma based rolls.
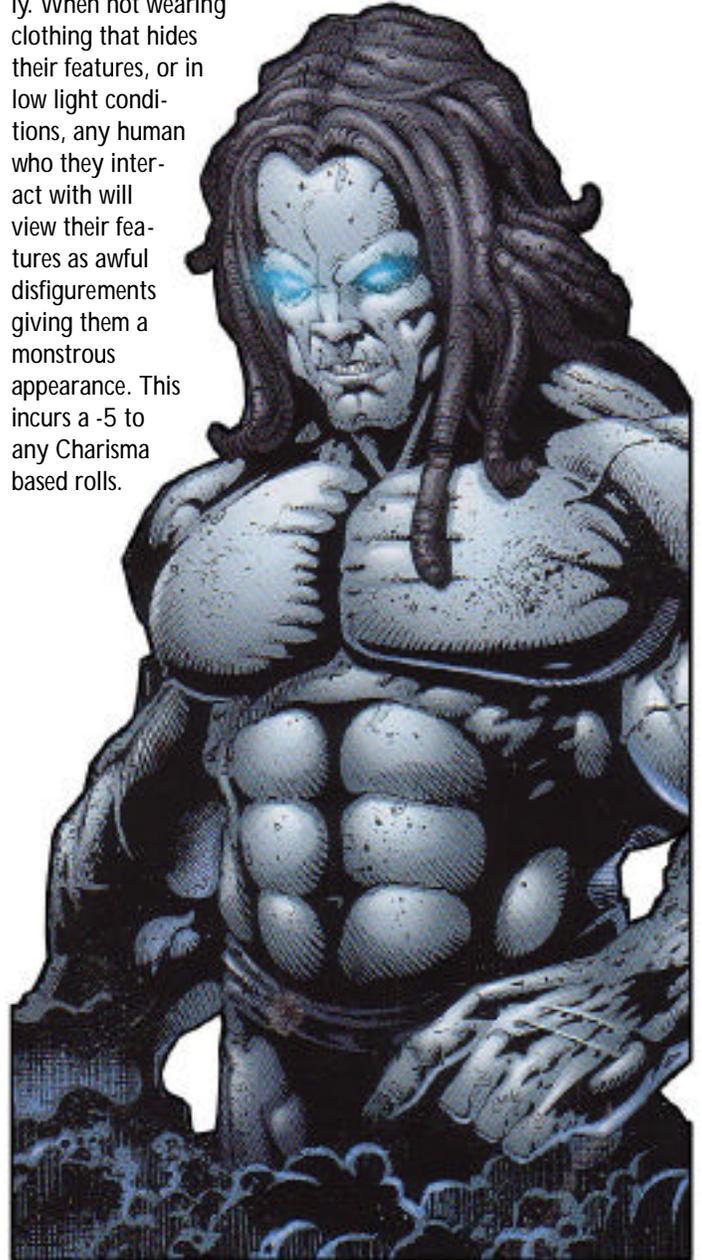
Light Hindrance: While operating outside during the daylight hours, the Ascended receive -2 to all rolls that they make due to their sensitivity to the natural light. This includes attack and damage rolls.

Reputation: For each minion of the Nethervoid whom an Ascended encounters, roll a d20. If the number is equal to or lower than their current level, the minion recognizes them for whom they are and takes an immediate hostile attitude toward them.

Rage: The Ascended can fly into a rage a certain number of times per day. In a rage, the Ascended temporarily gains a +4 bonus to strength, a +4 bonus to constitution, and a +2 morale bonus on will saves, but he takes a –2 penalty to Armor Class. The increase in constitution increases the Ascended's hit points by 2 points per level, but these hit points go away at the end of the rage when his constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, an Ascended cannot use any charisma, dexterity, or intelligence based skills (except for balance, escape artist, intimidate, and drive.). A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) constitution modifier. An Ascended may prematurely end his rage. At the end of the rage, the Ascended loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to strength, –2 penalty to dexterity, can't charge or run) for the duration of the current encounter (unless he is a 17th level Ascended, at which point this limitation no longer applies; see below).

An Ascended can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but an Ascended can do it only during his action, not in response to someone else's action.

Uncanny Dodge: At 2nd level, an Ascended retains his dexterity bonus to AC (if any), even if he is surprised. However, he still loses his dexterity bonus to AC if immobilized.

Summon Shadow: At 3rd level, an Ascended can summon a Shadow Minion any time during the night once per week (only one at a time). The summoned Shadow Minion cannot be repelled or mentally commanded by any third party. This Shadow Minion serves as a companion and slave to the Ascended and can communicate intelligibly. Every third level gained by the Ascended adds +2 HD (and the requisite base attack and base save bonus increases) to this shadow companion.
If a shadow companion is destroyed, or the Ascended chooses to dismiss it, the Ascended must attempt a DC 15 fortitude save. If the saving throw fails, the Ascended loses 100 experience points per the Ascended's level. A successful saving throw results in no loss. The Ascended's XP total can never go below 0 as the result of a shadow's dismissal or destruction. A destroyed or dismissed shadow companion cannot be replaced for 30 days.

Shadow Jump: At 4th level, an Ascended gains the ability to travel between shadows as if by means of a dimension door power. The limitation is that the magical transport must begin and end in an area with at least some shadow. An Ascended can jump up to a total of 20 feet each day in this way; this may be a single jump of 20 feet or two jumps of 10 feet each. Every two levels higher than 4th, the distance an Ascended can jump each day doubles (40 feet at 6th, 80 feet at 8th, and 160 feet at 10th). This amount can be split among many jumps, but each one, no matter how small, counts as a 10-foot increment.

Shadow Form: At 5th level, an Ascended has the ability to turn into a living shadow at night once per day for a number of rounds equal to

their level. They may split these rounds however they see fit and gain the full complement of their power each day upon sunset. When used, the Ascended's body and all equipment are subsumed by his or her shadow, which grants the character several powerful resis-tances and abilities.

As a living shadow, the character blends perfectly into any other shadow and vanishes in darkness. The character appears as an unattached shadow in areas of full light. He or she can move at his or her normal speed, but can move on any surface, including walls and ceilings, as well as across the surfaces of liquids—even up the face of a waterfall.

While in shadow form, the character can be detected by powers that detect thoughts, life, presences (including true seeing), or by suspicious movements in lighted areas. The character cannot harm anyone physically or manipulate any object, but can use other powers normally. The character also gains damage reduction of 50 points per round. He or she is immune to blindness, critical hits, damage to ability scores, deafness, disease, drowning, poison, stunning, and all powers or attacks that affect his or her physiology or respiration, because you have no physiology or respiration while this power is in effect. The Ascended also only suffers half damage from acid and fire of all kinds.

Damage Reduction: At 7th level, an Ascended gains damage reduction. Subtract 1 from the damage the Ascended takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three Ascended levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0, but not below 0.

True Shadow Form: At 9th level, the Ascended gains the ability to assume Shadow Form even during the daytime.

Greater Rage: At 11th level, an Ascended's bonuses to strength and constitution during his rage each increase to +6, and his morale bonus on will saves increases to +3. The penalty to AC remains at –2.

Indomitable Will: While in a rage, an Ascended of 14th level or higher gains a +4 bonus on will saves to resist enchantment powers. This bonus stacks with all other modifiers, including the morale bonus on will saves he also receives during his rage.

Tireless Rage: At 17th level and higher, an Ascended no longer becomes fatigued at the end of his rage.

Mighty Rage: At 20th level, an Ascended's bonuses to strength and constitution during his rage each increase to +8, and his morale bonus on will saves increases to +4. The penalty to AC remains at –2.

Specter

These restless spirits have died a gruesome death at the hands of the Nethervoid's minions. Though they have led a worthy

life, their gruesome fate (possibly along with loved ones) has caused them to forsake the gates of Shangri-La for vengeance against those of the Nethervoid. This action has doomed these spirits forever to become Specters of the Mortal Realm. It is here where they hunt down the minions of the Nethervoid, so they can rip them to pieces, sending them into non-existence. No matter how many they kill, a Specter's lust for vengeance is never sated. It is the curse of their kind that hangs upon them like a vile weight.

Specters consist of an ethereal substance that cannot be seen, felt, heard, nor smelled in the Mortal Realm. They use a series of supernatural powers derived from the spiritual realm which allows them to affect the land of the living in many ways so that they may extract revenge. Specters have been known to join agents of the Dark Carnival because of their understanding of the spiritual world and their capacity for destruction against those of their enemy. However, some Specters' capacity for vengeance, resulting in the taking of innocent lives, has caused them to fall under the Dark Carnival's watchful scrutiny.

Hit Die: d4.

Class Skills:
The Specter's class skills (and the key ability for each skill) are bluff (Cha), computer use (Int), craft (any one, Int), decipher script (Int), disable device, knowledge (all, Int), profession (Wis), and research (Int).

Skill points at 1st level: (2 + Int modifier) x 4.

Skill points at each additional level: 2 + Int modifier

Class Features:
All of the following are class features of the Specter while in the ethereal plane in its true ethereal form.

Ethereal Form: Specters are always in an ethereal state (and on the ethereal plane), unless using certain powers to change this. They are invisible to view, but can see and hear into the Mortal Realm (up to 60') in hues

of gray and shadow. They move as a normal human would and are restricted to the laws of gravity as if they had weight. They may pass through solid objects in the Mortal Realm, but not if they have been in place for more than a few weeks (such as walls or doors). Specters do not need to breathe, eat, sleep, or perform other living functions. If Specters fall, they will suffer damage normally. They may move through water effortlessly, but may not swim on top, as the water will not sustain their ethereal form.

Specters may not affect the Mortal Realm in any physical way, except through the use of their powers. They make no sound and may not communicate with those in the Mortal Realm. They can, however, be affected by and communicate with, other ethereal creatures they meet in their own ethereal plane.

Ghostly Equipment: Specters possess only the clothes they were wearing upon their death (if any) and 2d4 items (player's choice) that they particularly valued in life. This equipment works normally on the ethereal plane, but passes harmlessly through creatures in the Mortal Realm. These items are a part of the Specter and can never leave its side, nor can it ever pick up or use any additional items. If an item is a gun or similar weapon, then eventually it will run out of bullets and be useless.

Dark Vision: Specters can see in pure darkness as if it were daylight, up to 60'in the Mortal Realm.

Mortal Ties: Because Specters have forsaken Shangri-La, they will become displaced upon reaching 0 hit points for several hours (1d8). While displaced, they are effectively gone. If, however, they should ever reach -10 hit points, then they pass into non-existence and are gone forever.

Animal Possession: Once per day for one hour +1 hour per level (2 hours at first), a Specter may automatically possess any animal in the Mortal Realm that is equal to half their level in hit dice or lower. Obviously at first level, this would be restricted to very small animals indeed. To do this, they must touch the animal to be possessed, and the animal, since it cannot see the Specter, cannot avoid this touch. While in this animal form, the Specter has complete control of the animal's body. He gains the animal's hit points and strength, dexterity, and constitution scores, while keeping his own saving throws, intelligence, wisdom, and charisma scores. The Specter cannot talk, however, except to

make animal noises common to the species he possessed, nor can it wield weapons, unless the animal has opposable thumbs. At the end of this duration, the animal regains control as the Specter returns to the ethereal plane. While possessing an animal, the Specter loses all of its powers and spectral abilities. If he should be killed in animal form, then his ethereal form escapes immediately back to the ethereal plane, suffering no damage.

Table: Specter

Level	Base Attack Bonus	Fortitude	Reflex	Willpower	Special	Powers per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Specter Properties	3	—								
2nd	+1	+3	+0	+3		4	2								
3rd	+2	+3	+1	+3		4	3	—							
4th	+3	+4	+1	+4		5	3	2							
5th	+3	+4	+1	+4	Possess: corpse	5	4	2	—						
6th	+4	+5	+2	+5	Glide	6	4	3	2						
7th	+5	+5	+2	+5	Flight 20'	6	4	3	2	—					
8th	+6/+1	+6	+2	+6	Possess: human	6	5	3	3	2					
9th	+6/+1	+6	+3	+6	Float	6	5	4	3	2	—				
10th	+7/+2	+7	+3	+7		6	5	4	3	3	2				
11th	+8/+3	+7	+3	+7		6	5	4	4	3	2	—			
12th	+9/+4	+8	+4	+8		6	5	5	4	3	3	2			
13th	+9/+4	+8	+4	+8		6	5	5	4	4	3	2	—		
14th	+10/+5	+9	+4	+9		6	5	5	5	4	3	3	2		
15th	+11/+6/+1	+9	+5	+9	Flight 40'/Poss. demon	6	5	5	5	4	4	3	2	—	
16th	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	3	3	2	
17th	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	2	—
18th	+13/+8/+3	+11	+6	+11	Flight 100'	6	5	5	5	5	5	4	3	3	2
19th	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3
20th	+15/+10/+5	+12	+6	+12		6	5	5	5	5	5	4	4	4	4

Powers: A Specter uses powers which are drawn primarily from the Specter power list. They can use any power they know. To use a power, a Specter must have a wisdom score equal to at least 10 + the power level. The difficulty class for a saving throw against a Specter's power is 10 + the power level + the Specter's wisdom modifier. Like other power users, a Specter can only use a certain number of powers of each power level per day. His base daily power allotment is given on Table: The Specter. In addition, he receives bonus powers per day if he has a high wisdom score. Most Specter powers affect the Mortal Realm and require total concentration by the Specter to use. While using a power with a duration longer than instantaneous, a Specter may make no other actions besides focusing on the power being used. The exact powers a Specter can use are chosen upon attaining a new level and may never change thereafter.

Spiritual Connection: A Specter that follows a particular person or group for at least a few weeks can slowly begin to communicate with them through telepathy. This ability grows stronger over time and within 3 months, they may communicate with them as normal. The characters they are communicating with must, however, speak out loud for the Specter to hear them, because they cannot read minds.
Possess Corpse: At 5th level, a Specter may possess a human that has been recently killed (up to one round per level). They may use this ability once per day for 1hour + 1 hour per level. The body, however, must be healed back from its negative number of hit points to a positive number within an hour or the corpse dies again. A body so possessed still retains any visible wounds, missing limbs, or broken bones, and has a very sick appearance (-5 on charisma checks) and a gangly walk.

To possess a corpse, the Specter must touch the body. While in the corpse, he gains only half of the corpse's previous hit point maximum, strength, dexterity and constitution scores (round down), while keeping his own saving throws, intelligence, wisdom, and charisma scores. This is due to the system shock the corpse took upon its death. While possessing a corpse, a Specter loses all of his powers and spectral abilities. If the corpse should be killed again, the time limit expires, or the Specter chooses to release his hold, the Specter goes back to the ethereal plane with no damage to himself.

Glide: At 6th level, the Specter gains the ability to glide in the ethereal plane while falling from any height. This allows him to not only take no damage from falls, but to also control where they will eventually land. For each 10' that a Specter falls, they may glide up to 30' distance before they land (basically triple their falling distance). While gliding, they fall 10' per round.
Float: At 9th level, the Specter learns to float much like a balloon while in the ethereal plane. They may hover in place if they choose, or by using a wall or other such surface, they may slowly pull themselves in any direction along its surface at the rate of 10' per round. This ability

also allows them to jump up to 3 times their normal jumping distance, though it takes two rounds to complete this slow motion jump instead of one.

Possess Human: At 10th level, a Specter may possess a living human. They may use this ability once per week (whether they succeed or fail) for 20 hours + 1 hour per level. To use this ability, the ghost must touch the target in the Mortal Realm. The target can resist the attack with a successful will save + level vs. DC 10 + Specter's level and wis modifier. A human that successfully saves is immune to that same Specter's possess human ability for 1 year. If the save fails, the Specter vanishes into the target's body.

If you are successful, your life force occupies the host body. You keep your intelligence, wisdom, charisma, level, class, base attack bonus, and base save bonuses. The body retains its strength, dexterity, constitution, hit points, natural abilities, and automatic abilities. If the body is used in a way that is totally against their will (such as killing friends, jumping off a cliff, and so on), the human host gets one more save to break the possession. Upon failure of that save, they may never try again. If the human host should be killed, the time limit expires, or the Specter chooses to release his hold, the Specter goes back to the ethereal plane with no damage to himself. You may not use any powers you possess that are known by the human or your own powers or abilities while possessing a human host.

Fly: At 12th level, the Specter gains the ability to fly at 20' per round in any direction, while at 15th level they can move at 40' per round, and 100' per round at 18th level. You can ascend at half speed and descend at double speed, and your maneuverability is good. Flying requires only as much concentration as walking, so you can attack or use powers normally.

Possess Demon: At 15th level, the Specter gains the ability to possess any physical Nethervoid creature in the same way as described under Possess Human.

Oddity

Always watching, for countless centuries the Oddities have been the eyes and ears for the Dark Angels, keeping a watch on all the happenings of the Mortal Realm. They are all disfigured in some way, making them a freak of nature. Many grow up homeless while wandering the streets or working in traveling circuses to make a living. Their deformity, which is appalling to many, is to them the greatest gift one can receive. It is the mark of a chosen one, and as such, upon their death, they will be given the highest place amongst the order of Shangri-La.

For years, the Oddities have been aware of the coming of the Dark Carnival, and for many generations, have been watching the forces of the Nethervoid slowly infiltrate the Mortal Realm. With the coming of Armageddon, most of the Oddities have since been called into action.

Oddities are able to use the powers of their mind (psionics) to cause devastating effects. From times forgotten, they have been perfecting this craft throughout their order, passing its secret knowledge from one generation to the next. Wielding this great power, growing up talking to one another through telepathy, and being shunned from society as a whole, has left the Oddities as indeed quite... odd. Most rarely talk unless it is extremely important. The ones that do talk often can never be clearly understood, as they ramble on in apparent nonsense. They are, however, extremely intelligent, though they may not appear so, and they choose instead to speak through their actions. They are extremely patient, show barely any kind of emotion, and go about destroying the minions of the Nethervoid as if it is a passionless job. One would barely know they were even there if it wasn't for the occasional demon head exploding now and again from their psionic attacks.

Hit die: d6.

Class skills:
The Oddities class skills (and the key ability for each skill) are craft (any one, Int), decipher script (Int), drive (Dex), escape artist (Dex), handle animal (Cha), knowledge (any two, Int), perform (all, Cha), read/write languages, ride (Dex), slight of hand (Dex), and speak languages.

Skill points at 1st level: (4 + Int modifier) x4.

Skill points at each additional level: 4 + Int modifier

Class Features:
All of the following are class features of the Oddity.
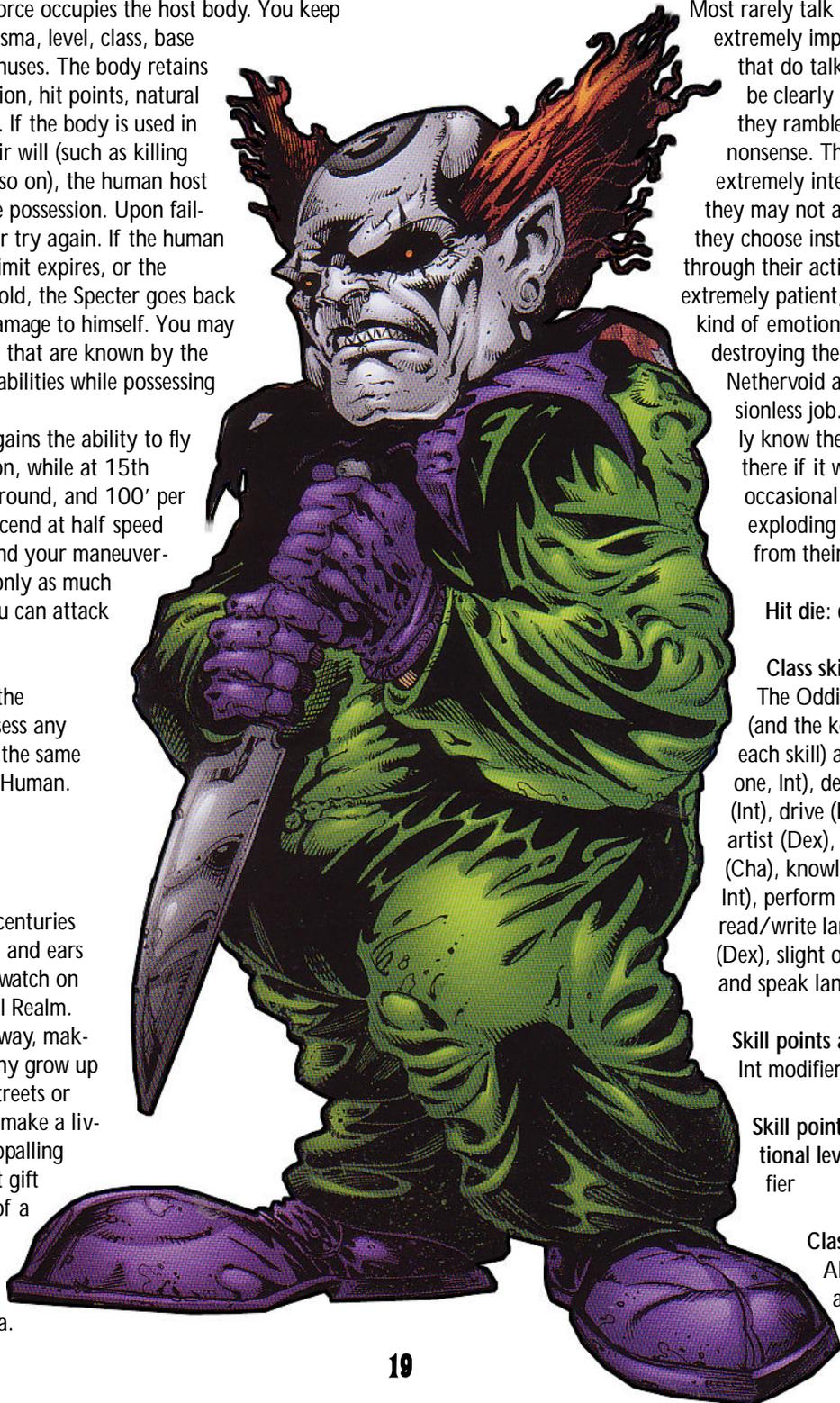
Psionics: Oddities use psionics which are drawn from the Oddities psionic list. To use a psionic, the Oddity must have an intelligence score equal to at least 10 + the power level. The difficulty class for a saving throw against an Oddity's psionic is 10 + the psionic level + the Oddity's intelligence modifier.

intelligence ability modifier you may have. Each psionic he uses takes up some of these power points (listed under the powers description). Unlike other power using classes, he can use any power he knows over and over again as long as he has the power points left to do so. The exact powers an Oddity can use are chosen upon attaining a new level and may never change thereafter.

Telepathic Bond: Oddities can speak into peoples' minds, regardless of language, if they are within range (25 ft. + 5 ft/2 levels) and have an intelligence score of 3 or higher. They may only use this ability with those they have established a strong partnership with, as it requires an open mind and a period of a few months to develop. This power, however, is one sided, as Oddities cannot hear the thoughts of the recipient.

Prophet

Once living a normal life in society, Prophets have been thrust into a spiritual war for the very salvation of humanity. Prophets are the mortal warriors of the Dark Carnival who have been selected for enlightenment because they possess qualities that the majority of humans lack. Prophets have forsaken all that they once knew, becoming wanderers who are hunted endlessly by the forces of the Nethervoid. Never staying in one place too long, they choose instead to live and die by the laws of the street. The great weight that they carry affects each one differently. Some become reclusive, others extremely violent, while still others become focused on warning everyone who will listen of the dark times to come.

Their connection with the Dark Carnival is the strongest of all the other classes, enabling them to summon forth the very Jokers Cards themselves when in great need. The Prophet's vengeance upon the evildoers of the world is unmatched in brutality as they destroy evil as the plague that it is, a plague which threatens the very existence of the Mortal Realm. They believe in their quest wholeheartedly and do whatever is necessary to spread the word of the coming of Armageddon, whether by mouth, music, media, or bloodshed.

Hit die: d10.

Class skills:
The Prophet's class skills (and the key ability for each skill) are bluff (Cha), computer use (Int), craft (any one, Int), drive (Dex), diplomacy (Cha), escape artist (Dex), hide (Dex), investigate (Int), knowledge (any one, Int), move silently (Dex), perform (any three, Cha), profession (Wis), sense motive (Wis), and treat injury (Wis.)

Skill points at 1st level: (4 + Int modifier) x 4

Skill points at each additional level: 4 + Int modifier

Class features:

Table: The Oddity

Level	Base Att.	Fort	Ref	Will	Psionic Pts.	0th	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
						|——————————————— Psionics per Day ———————————————|									
1st	+0	+0	+0	+2	2	4	2	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	3	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	4	4	2	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	7	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	10	4	3	2	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	15	4	4	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	20	4	4	3	2	—	—	—	—	—	—
8th	+4	+2	+2	+6	27	4	5	4	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	34	4	5	4	3	2	—	—	—	—	—
10th	+5	+3	+3	+7	43	4	6	5	4	3	2	—	—	—	—
11th	+5	+3	+3	+7	52	4	6	5	4	3	2	—	—	—	—
12th	+6/+1	+4	+4	+8	63	4	7	6	5	4	3	2	—	—	—
13th	+6/+1	+4	+4	+8	74	4	7	6	5	4	3	2	—	—	—
14th	+7/+2	+4	+4	+9	87	4	7	6	5	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	100	4	7	6	5	5	4	3	2	—	—
16th	+8/+3	+5	+5	+10	115	4	7	6	6	5	4	3	3	2	—
17th	+8/+3	+5	+5	+10	130	4	7	7	6	5	4	4	3	2	—
18th	+9/+4	+6	+6	+11	147	4	7	7	6	5	5	4	3	3	2
19th	+9/+4	+6	+6	+11	164	4	7	7	6	6	5	4	4	3	3
20th	+10/+5	+6	+6	+12	183	4	7	7	7	6	5	5	4	4	4

An Oddity only knows a certain number of psionics of each psionic level. In addition, he receives bonus psionic and psionic power points if he has a high intelligence score. His base daily allotment of psionic power points is given on Table: The Oddity. Add to this point total any

All of the following are class features of the Prophet.

Bonus Feats: At 1st level, a Prophet gets a bonus combat-oriented feat in addition to the feat that any 1st-level character gets. The Prophet gains an additional combat-oriented bonus feat at 9th level and at 18th level. A Prophet must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels.

Detect Evil: Once per day, the Prophet may focus on one individual to tell what level of evil lies in their heart. This power gives you a vague impression of their evil measured on a scale of 0 to 10. Typically, Prophets attempt to destroy those who have an evil ranking of 8 or higher, and turn those with a lower ranking toward a better path. If the target makes a will save, then the power doesn't work and is used for the day. At 5th level, and at every five levels thereafter, the Prophet may detect evil one additional time per day, up to a maximum of five times per day at 20th level.

Destroy Evil: Once per day, a Prophet may attempt to destroy evil. When this power is used, a shimmering, white, holy energy surrounds you. This power has three effects. First, you gain a +4 deflection bonus to AC against attacks by evil creatures. Second, on making a successful melee touch attack against an evil creature from the Nethervoid, you can choose to drive that creature back to the Nethervoid. The creature can negate the effects with a successful will save (power resistance applies). This use discharges and ends the power. Third, with a touch, you can automatically negate any one power used by an evil creature that is currently in effect. This use discharges and ends the power. At 5th level, and at every five levels thereafter, the Prophet may destroy evil one additional time per day, up to a maximum of five times per day at 20th level.

Summon - Ringmaster: At first level, the Prophet gains the ability to attempt to summon the Ringmaster of the Dark Carnival once per week. Refer to the creatures (Mortal Realm) section to get his stats. The chance for the summoning to be successful is 5% per level of the Prophet. At 4th level, the Prophet may attempt to summon the Riddle Box, at 7th level the Great Milenko, at 10th level Jake and Jack Jeckel, and at 13th level, The Wraith. The Prophet, whether successful or not, may only attempt to summon each Jokers Card that they are able to, once per week at a base 5% chance per level of the Prophet. It takes one full round to attempt to summon a Jokers Card, and if successful, they will appear in the beginning of the following round in all their magnificent, and horrific, glory. A Prophet must remain completely still while attempting a summoning, and if hit or moved during the round, will cause the summoning to

Table: The Prophet

Level	Base Attack Bonus	Fortitude	Reflex	Willpower	Special
1st	+1	+2	+0	+0	Destroy evil 1/day, detect evil 1/day, bonus feat, summon: Ringmaster, code of conduct
2nd	+2	+3	+0	+0	Dark Carnival grace
3rd	+3	+3	+1	+1	aura of courage
4th	+4	+4	+1	+1	summon: Riddle Box
5th	+5	+4	+1	+1	destroy evil 2/day, detect evil 2/day
6th	+6/+1	+5	+2	+2	
7th	+7/+2	+5	+2	+2	summon: The Great Milenko
8th	+8/+3	+6	+2	+2	
9th	+9/+4	+6	+3	+3	bonus feat
10th	+10/+5	+7	+3	+3	summon: Jake and Jack Jeckel, destroy evil 3/day, detect evil 3/day
11th	+11/+6/+1	+7	+3	+3	
12th	+12/+7/+2	+8	+4	+4	
13th	+13/+8/+3	+8	+4	+4	summon: The Wraith
14th	+14/+9/+4	+9	+4	+4	
15th	+15/+10/+5	+9	+5	+5	destroy evil 4/day, detect evil 4/day
16th	+16/+11/+6/+1	+10	+5	+5	
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	destroy evil 5/day, detect evil 5/day

automatically fail.

Take note that all of the Jokers Cards are powerful sentient beings, shrouded in mystery, and do not take kindly to being summoned unless it is of extreme importance. The Jokers Cards summoned in this way are not controlled, but operate of their own free will. Sometimes they may even decide not to help those who have summoned them, and in rare cases, have even hindered Prophets in the past who have misused their summoning powers.

Dark Carnival Grace: At 2nd level, a Prophet gains a bonus equal to his Charisma bonus (if any) on all saving throws.

Aura of Courage: Beginning at 3rd level, a Prophet is immune to all fear (power based or otherwise).

Code of Conduct: A prophets may never harm an innocent or conduct acts of extreme evil. If he commits such an act, he will lose all of his powers and abilities immediately. He may not progress any further in levels as a Prophet until he atones for his violations by committing a great act of sacrifice deemed worthy by the Dark Carnival.

Oracle

Upon receiving the vision and dreams of a Juggalo, the Oracle has been blessed with a direct connection to "The One," which they believe is the father of all creation. The Oracle has since taken an oath of the spirit to be a servant of "The One," to serve his greater purpose so that when their body has lost its function to live, and their blood spills into the cracks of morality, so will their spirit fill with the blood of faith as they ascend into Shangri-La. Their belief in this is so strongly in every fiber of their being, that they possess no fear of death or any of the worse horrors that are apparent in this world. This is not to say they are fool-hardy, because they do wish to live, but only so that they may further serve the purpose of "The One" in the Mortal Realm.

Oracles commune with "The One" almost on a daily basis, gaining guidance from "It." This communication is not with words, but with a series of emotions and thoughts that flood their being, leaving an Oracle on a natural high for several minutes afterwards (known as a soulgazuim). They view themselves as higher entities who possess the very secrets of life and feel that they only need to pass on their knowledge to those who truly seek salvation. Even though they don't fully understand the motives of "The One" they believe all will become clear to them once they reach Shangri-La upon there death. They possess powers derived directly from "The One" and feel blessed to wield such great gifts. Though they still occasionally enjoy the physical pleasures of the mortal realm, for the most part they consider it beneath them.

Hit die: d8.

Class skills:
The Oracle's class skills (and the key ability for each skill) are computer use (Int), craft (any one, Int), diplomacy (Cha), drive (Dex), gather information (Cha), navigate (Int), profession (Wis), spot (Wis), treat injury (Wis), knowledge (any one, Int), and research (Int).

Table: The Oracle

Level	Base Attack	Fortitude	Reflex	Willpower	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
									Powers per Day						
1st	+0	+2	+0	+2	Oracle Properties/ repel evil	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3		4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4		5	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		5	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5		5	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5		6	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6		6	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6		6	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7		6	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7		6	5	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8		6	5	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8		6	5	5	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9		6	5	5	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9		6	5	5	5	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10		6	5	5	5	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10		6	5	5	5	5	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11		6	5	5	5	5	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11		6	5	5	5	5	5	4	4	3	3
20th	+15/+10/+5	+12	+6	+12		6	5	5	5	5	5	4	4	4	3

Skill points at 1st level: (2 + Int modifier) x 4

Skill points at each additional level: 2 + Int modifier

Class Features:
All of the following are class features of the Oracle.

Aura of Courage: Beginning at 1st level, an Oracle is immune to fear effects (spiritual or otherwise).

Powers: Oracles use powers, which are drawn from the Oracle power list. To use a power, an Oracle must have a charisma score equal to at least 10 + the power level. The difficulty class for a saving throw against an Oracle's power is 10 + the power level + the Oracle's charisma modifier. Like other power users, an Oracle can cast only a certain number of powers of each power level per day. His base daily power allotment is given on Table: The Oracle. In addition, he receives bonus powers per day if he has a high charisma score. The exact powers an Oracle can use are chosen upon attaining a new level and may never change thereafter.

Oracles meditate or pray for their powers. Each Oracle must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of powers. Time spent resting has no effect on whether an Oracle can prepare powers.

Conduct Code: Oracles may never mentally or physically harm an innocent or conduct acts of extreme evil. If he commits such an act, he will lose all of his powers and abilities immediately. He may not progress any further in levels as an Oracle until he atones for his violations by committing a great act of sacrifice deemed worthy by "The One."

Repel Evil: An Oracle has the power to affect the evil creatures of the Nethervoid by channeling the power of "The One" through his hands. By using this power, an Oracle can repel or even destroy evil creatures. An Oracle may attempt to repel evil a number of times per day equal to 1 + his charisma modifier.

Repel Evil Checks: Repelling evil is a supernatural ability that an Oracle can perform as a standard action. You must hold up your arms to repel evil. Repelling is considered an attack.

Range: You repel the closest evil creature first, and you can't repel creatures that are more than 60 feet away or that have total cover relative to you. You don't need line of sight to a target, but you do need line of effect.

Repel Check: The first thing you do is roll a repel check to see how powerful of an evil creature you can turn. This is a charisma check (1d20 + your charisma modifier). Table: Repel Evil gives you the hit dice of the most powerful evil creatures you can affect, relative to your level. On a given repel attempt, you can repel no evil creature whose hit dice exceed the result on this table.

Turning Damage: If your roll on Table: Repel Evil is high enough to let you repel at least some of the creatures within 60 feet, roll 2d6 + your Oracle level + your charisma modifier for repel damage. That is how many total hit dice of evil creatures you can repel. If your charisma score is average or low, it's possible to roll fewer hit dice of evil creatures repelled than indicated on Table: Repel Evil.

You may skip over already repeled creatures that are still within range, so that you do not waste your repelling capacity on them.

Effect and Duration of Repelling: Repelled evil flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being repelled and act normally. (You can stand within 10 feet without breaking the repelling effect—you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

Table: Repel Evil	
Turning Check Result	Most Powerful Undead Affected (Maximum Hit Dice)
0 or lower	Oracle's level − 4
1–3	Oracle's level − 3
4–6	Oracle's level − 2
7–9	Oracle's level − 1
10–12	Oracle's level
13–15	Oracle's level + 1
16–18	Oracle's level + 2
19–21	Oracle's level + 3
22 or higher	Oracle's level + 4

Destroying Evil: If you have twice as many levels (or more) as the evil creatures have hit dice, you destroy any that you would normally turn by sending them into non-existence.

Awoken

These humans have never received visions sent by the Dark Carnival, but in one way or another, have become aware of the spiritual battle on Earth and of who the key players are. Not willing to just sit on the sidelines as the race of humanity is wiped out, they have decided to join the fight. The Awoken are usually gifted individuals who have a sharp wit about them, which is how they came to discover the hidden demonic siege to begin with. They come from different walks of life, but many possess a background that has led them to take a more active stance against those invading the Mortal Realm, such as soldiers, police officers, gang members, or priests.

The Awoken do not necessarily feel any kind of affinity to the Dark Carnival or Shangri-La, and so they are not bound by any moral restrictions as to how they go about their work. They have, however, seen enough to make them ponder the fate of their own souls and to question whether or not "The One" may rest at the source of all of the problems. After all, "It" created the Nethervoid to begin with. Using neither powers nor special talents, they have evolved into very resourceful combatants utilizing a network of contacts on the streets that have made them invaluable to the war efforts. They are cunning survivalists possessing many skills and abilities that evolve while combating supernatural forces.

Hit die: d10.

Class skills:
The Awoken's class skills (and the key ability for each skill) are climb (Str), craft (any one, Int), computer use (Int), demolitions (Int), forgery (Int), gather information (Cha), gamble (Wis), hide (Dex), jump (Str), knowledge (any one, Int), move silently (Dex), pilot (Dex), perform (any one, Cha), profession (Wis), repair (Int), tumble (Dex), drive (Dex), and swim (Str).

Skill points at 1st level: _(6 + Int modifier) x 6

Skill points at each additional level: 6 + Int modifier

Class Features:
All of the following are class features of the Awoken.

Contacts: Awoken have a network of contacts throughout their country of origin based on whatever their background is. If they were a police officer, for example, it would be law contacts. These contacts are generally on good terms with the

Level	Base Attack	Fortitude	Reflex	Willpower	Special
1st	+1	+2	+0	+0	2 bonus feats, contacts
2nd	+2	+3	+0	+0	bonus feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	bonus feat
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	bonus feat
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	bonus feat
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	bonus feat
11th	+11/+6/+1	+7	+3	+3	
12th	+12/+7/+2	+8	+4	+4	bonus feat
13th	+13/+8/+3	+8	+4	+4	
14th	+14/+9/+4	+9	+4	+4	bonus feat
15th	+15/+10/+5	+9	+5	+5	
16th	+16/+11/+6/+1	+10	+5	+5	bonus feat
17th	+17/+12/+7/+2	+10	+5	+5	
18th	+18/+13/+8/+3	+11	+6	+6	bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	
20th	+20/+15/+10/+5	+12	+6	+6	bonus feat

Table: The Awoken

Awoken and would be willing to help them to some greater or lesser extent depending on the situation. To locate a contact in an Awoken's area, roll a d20 under your character's current level and add your charisma bonus as a minus to this roll. If successful, it means you have located one of your contacts, but whether or not they will be willing to help you remains to be seen. In general, it takes a few hours to try to pinpoint where a contact is, and even if successful, you might not be able to talk to them until several hours or days later, depending on their situation.

Bonus Feats: At 1st level, an Awoken gets a two bonus feat in addition to the feat that any 1st level character gets. The Awoken gain an additional bonus feat at 2nd level and every two Awoken levels thereafter (4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). An Awoken must still meet all prerequisites for a bonus feat, including ability score and base attack bonus minimums. These bonus feats are in addition to the feat that a character of any class gets from advancing levels.

A character's skills represent a variety of abilities. As a character advances in level, he or she gets better at using some or all of his skills.
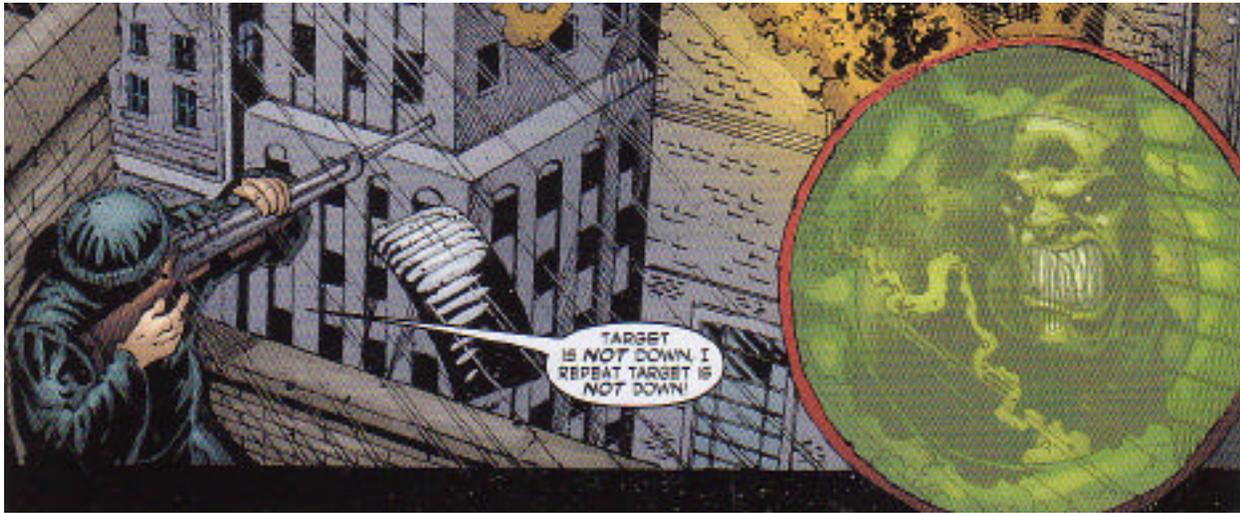

				Table: Skills				
Skill	Key Ability	Untrained	Prophet	Ascended	Oracle	Specter	Awoken	Oddity
Balance	Dex	Yes		X				
Bluff	Cha	Yes	X			X		
Climb	Str	Yes		X			X	
Computer Use	Int	Yes	X		X	X	X	
Craft			X	X	X	X	X	X
Chemical	Int	No						
Electronic	Int	No						
Mechanical	Int	No						
Pharmaceutica	IInt	No						
Structural	Int	Yes						
Visual Art	Int	Yes						
Writing	Int	Yes						
Decipher Script	Int	No				X		X
Demolitions	Int	No					X	
Diplomacy	Cha	Yes	X		X			
Disable Device	Int	No			X			
Disguise	Cha	Yes		X				
Drive	Dex	Yes	X	X	X		X	X
Escape Artist	Dex	Yes	X					X
Forgery	Int	Yes					X	
Gamble	Wis	Yes					X	
Gather Information	Cha	Yes			X		X	
Handle Animal	Cha	No						X
Hide	Dex	Yes	X				X	
Intimidate	Cha	Yes		X				
Investigate	Int	No	X					
Jump	Str	Yes		X			X	
Knowledge			X		X	X	X	X
Arcane Lore	Int	No						
Art	Int	No						
Behavioral Sciences	Int	No						
Business	Int	No						
Civics	Int	No						
Current events	Int	No						
Earth and life science	Int	No						
History	Int	No						
Physical Sciences	Int	No						

Skill	Key Ability	Untrained	Prophet	Ascended	Oracle	Specter	Awoken	Oddity
Popular Culture	Int	No						
Streetwise	Int	No						
Tactics	Int	No						
Technology	Int	No						
Theology and Phil.	Int	No						
Listen	Wis	Yes		X				
Move Silently	Dex	Yes	X				X	
Navigate	Int	Yes			X			
Perform			X				X	X
Act	Cha	Yes						
Dance	Cha	Yes						
Keyboards	Cha	Yes						
Percussion Instr.	Cha	Yes						
Sing/Rap	Cha	Yes						
Stand-Up	Cha	Yes						
Stringed Instr.	Cha	Yes						
Wind Instr.	Cha	Yes						
Pilot	Dex	No					X	
Profession	Wis	Yes	X		X	X	X	
Read/write language	None	No						X
Repair	Int	No					X	
Research	Int	Yes			X	X		
Ride	Dex	Yes						X
Search	Int	Yes						
Sense Motive	Wis	Yes	X					
Sleight of hand	Dex	No						X
Speak Language	None	No						X
Spot	Wis	Yes			X			
Survival	Wis	Yes		X				
Swim	Str	Yes		X			X	
Treat injury	Wis	Yes	X		X			
Tumble	Dex	No					X	

Table: Skill points per level		
Class	1st Level Skill Points	Higher-Level Skill Points
Prophet	(4 + Int modifier) x 4	4 + Int modifier
Ascended	(2 + Int modifier) x 4	2 + Int modifier
Oracle	(2 + Int modifier) x 4	2 + Int modifier
Specter	(2 + Int modifier) x 4	2 + Int modifier
Awoken	(6 + Int modifier) x 4	6 + Int modifier
Oddity	(4 + Int modifier) x 4	4 + Int modifier

Getting skills:

A character gets a base allotment of 2, 4, or 6 skill points + Int modifier for each new level, depending on the class to which that level was added. If the character is gaining his or her 1st character level overall (that is, gaining his or her first level in any class), add his or her intelligence modifier to the base skill point allotment for the class and multiply the total by four.

If you buy a class skill, your character gets 1 rank (equal to a +1 bonus on checks with that skill) for each skill point. Class skills are skills found on your character class skill list (such as computer for a Prophet or disguise for the Ascended). If you buy other classes' skills (cross class skills),

you get _ rank per skill point. Cross class skills are skills not found on your character's class skill list. Your maximum rank in a class skill is your character's level +3 (i.e. 4 at first level). Your maximum rank in a cross skill is one half of this number (i.e. 2 at first level.)

On the table to the right you will find a helpful reference table to help you figure out how many skill points you get per level.

Using skills:

To make a skill check roll:

1d20 + Skill modifier (Skill modifier = skill rank + ability modifier)

This roll works just like an attack roll or a saving throw; the higher the roll, the better. Either you're trying to match or exceed a certain Difficulty Class (DC), or you're trying to beat another character's check result. For instance, to sneak quietly past a guard, a character would need to beat the guard's listen check result with his own move silently check result.

The ability modifier used in a skill check is the modifier for the skill's key ability (the ability associated with the skills used). The key ability of each skill is noted in its description and on Table: Skills.

Difficulty class:

Some checks are made against a Difficulty Class (DC). The DC is a number set by the GM (using the skill rules as a guideline) that you must score as a result of your skill check in order to succeed. For example, climbing a tall tree with few branches may have a DC of 15. For your character to climb the tree, you must get a result of 15 or better on a climb check. A climb check is 1d20 + climb ranks (if any) + strength modifier + any other modifiers that apply. Table: Difficulty Class Examples shows some example DCs for skill checks. It is the GM's final call as to what a DC will be for any situation, because the variables that could affect a task are endless.

Table: Difficulty class examples	
Difficulty (DC)	Example (Skill Used)
Very easy (0)	Notice something large in plain sight (Spot)
Easy (5)	Climb a knotted rope (Climb)
Average (10)	Hear an approaching guard (Listen)
Tough (15)	Rig a tire to fall off while driving (disable device)
Challenging (20)	Swim in stormy weather (Swim)
Formidable (25)	Open an average lock (Open Lock)
Heroic (30)	Leap across a 30' chasm (Leap)
Nearly impossible (40+)	Track a demon across hard ground after 24 hours of rainfall (survival)

Opposed checks:

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

For example, to sneak up on someone, you must make a move silently check. Anyone who might hear you can make a listen check to react to your presence. For the opponent to hear you, his or her listen check result must exceed your move silently check result.

Untrained skill check:

Generally, if your character attempts to use a skill he or she does not possess, you make a skill check as normal. The skill modifier doesn't have a skill rank added in because the character has no rank in the skill. Any other applicable modifiers, such as the modifier for the skills key ability, are applied to the check.

Many skills can be used only by someone who is trained in them. If you don't have demolitions for example, you just don't know enough about explosives to even attempt to use them. Skills that cannot be used untrained are indicated by a "No" in the Untrained column on Table: Skills.

Table: Ability checks examples	
Breaking open a locked door	Strength
Threading a needle	Dexterity
Holding one's breath	Constitution
Navigating a maze	Intelligence
Recognizing a stranger you've seen before	Wisdom
Getting oneself singled out in a crowd	Charisma

Time and skill checks:

Using a skill might take no time, a round, several rounds, or even longer. Most skills use standard actions, move actions, or full round actions. Types of actions define how long activities take to perform within the framework of a combat round (6 seconds) and how movement is treated with respect to the activity. Some skill checks are instant and represent reactions to an event, or are included as part of an action. These skill checks are not actions. Other skill checks represent part of a movement. The distance you jump when making a jump check, for example, is part of your movement. Each skill description specifies the time required to make a check.

Checks without rolls:

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

Taking 10:

When your character is not being threatened or distracted, you may choose to take 10. Instead of rolling 1d20 for the skill check, calculate the result as if you had rolled a 10. For many routine tasks, taking 10 makes them automatically successful. Distractions or threats (such as combat) make it impossible for a character to take 10.

Taking 20:

When you have plenty of time (generally 2 minutes for a skill that can normally be checked in 1 round), you are faced with no threats or distractions, and the skill being attempted carries no penalties for failure, you can take 20. This is under the assumption that your character fails at the task many times before finally getting it right and helps to speed up game play. Aid another:

Table: Opposed checks examples		
Task	Skill (Key Ability)	Opposing Skill (Key Ability)
Con someone	Bluff (Cha)	Sense Motive (Wis)
Pretend to be someone else	Disguise (Cha)	Spot (Wis)
Create a false document	Forgery (Int)	Forgery (Int)
Hide from somebody	Hide (Dex)	Spot (Wis)
Make a bully back down	Intimidate (Cha)	Special, see Intimidate description
Sneak up on someone	Move Silently (Dex)	Listen (Wis)
Pick someone's pocket	Sleight of hand (Dex)	Spot (Wis)

You can help another character achieve success on his or her skill check if you possess the skill he or she is using by making the same kind of skill check in a cooperative effort. If you roll a 10 or higher on your check, the character you are helping gets a +2 bonus to his or her check. In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The GM limits cooperation as he or she sees fit for the given conditions.

Ability checks:

Sometimes a character tries to do something to which no specific skill really applies. In these cases, you make an ability check. An ability check is a roll of 1d20 plus the appropriate ability modifier. Essentially, you're making an untrained skill check. The GM assigns a difficulty class, or sets up an opposed check when two characters are engaged in a contest using one ability score or another. The initiative check in combat, for example, is essentially a dexterity check. The character who rolled highest goes first.

In some cases, an action is a straight test of one's ability with no luck involved. Just as you wouldn't make a height check to see who is taller, you don't make a strength check to see who is stronger. When two characters arm wrestle, for example, the stronger character simply wins. In the case of identical scores, roll a die.

Skill Descriptions

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for purposes other than those noted here. Here is the format for skill descriptions.

SKILL NAME
The skill name line includes (in addition to the name of the skill) the following information.

Key Ability: The abbreviation of the ability whose modifier applies to the skill check. Exception: Speak Language has "None" as its key ability because the use of this skill does not require a check.

Trained Only: If this notation is included in the skill name line, you must have at least 1 rank in the skill to use it. If it is omitted, the skill can be used untrained (with a rank of 0).

Armor Check Penalty: If this notation is included in the skill name line, an armor check penalty applies (when appropriate) to checks using this skill. If this entry is absent, an armor check penalty does not apply.

The skill name line is followed by a general description of what using the skill represents. After the description are a few other types of information:

Check: What a character ("you" in the skill description) can do with a successful skill check and the check's DC.

Action: The type of action using the skill requires, or the amount of time required for a check.

Try Again: Any conditions that apply to successive attempts to use the skill successfully. If the skill doesn't allow you to attempt the same task

more than once, or if failure carries an inherent penalty (such as with the climb skill), you can't take 20. If this paragraph is omitted, the skill can be retried without any inherent penalty, other than the additional time required.

Restriction: The full utility of certain skills is restricted to characters that possess certain feats. This entry indicates whether any such restrictions exist for the skill.

Untrained: This entry indicates what a character without at least 1 rank in the skill can do with it. If this entry doesn't appear, it means that the skill functions normally for untrained characters (if it can be used untrained), or that an untrained character can't attempt checks with this skill (for skills that are designated as "Trained Only").

BALANCE (DEX; ARMOR CHECK PENALTY)

Check: You can walk on a precarious surface. A successful check lets you move at half your speed along the surface for 1 round. A failure by 4 or less means you can't move for 1 round. A failure by 5 or more means you fall. The difficulty varies with the surface, as follows:

Narrow Surface	DC(1)	Difficult Surface	DC(1)
7–12 inches wide	10	Uneven flagstone	10(2)
2–6 inches wide	15	Hewn stone floor	10(2)
<2 inches wide	20	Sloped or angled floor	10(2)

(1) Add modifiers from Narrow Surface Modifiers, below, as appropriate.

(2) Only if running. Failure by 4 or less means the character can't run, but may otherwise act normally.

Narrow Surface Modifiers:	
Surface	DC Modifier
Lightly obstructed	+2
Severely obstructed	+5
Lightly slippery	+2
Severely slippery	+5
Sloped or angled	+2

Being Attacked while Balancing: If you take damage while balancing, you must make another balance check against the same DC to remain standing.

Accelerated Movement: You can try to walk across a precarious surface more quickly than normal. If you accept a −5 penalty, you can move your full speed as a move action. (Moving twice your speed in a round requires two balance checks.)

Action: None. A balance check doesn't require an action; it is made as part of another action or as a reaction to a situation.

BLUFF (CHA)

Check: A bluff check is opposed by the target's sense motive check. See the accompanying table for examples of different kinds of bluffs and the modifier to the target's sense motive

check for each one.

Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can weigh against you: The bluff is hard to believe, or the action that the target is asked to take goes against its self-interest, nature, personality, orders, or the like. If it's important, you can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the target gets a +10 bonus on its sense motive check because the bluff demands something risky, and the sense motive check succeeds by 10 or less, then the target didn't so much as see through the bluff as prove reluctant to go along with it. A target that succeeds by 11 or more has seen through the bluff.

A successful bluff check indicates that the target reacts as you wish, at least for a short time (usually 1 round or less), or believes something that you want it to believe.

Action: Varies. A bluff check made as part of general interaction always takes at least 1 round, but it can take much longer if you try something elaborate.

Try Again: Varies. Generally, a failed bluff check in social interaction makes the target too suspicious for you to try again in the same circumstances.

Bluff Examples

Example Circumstances	Sense Motive Modifier
The target wants to believe you.	−5
The bluff is believable and doesn't affect the target much.	+0
The bluff is a little hard to believe or puts the target at some risk.	+5
The bluff is hard to believe or puts the target at significant risk.	+10
The bluff is way out there, almost too incredible to consider.	+20

CLIMB (STR; ARMOR CHECK PENALTY)

Check: With a successful climb check, you can advance up, down, or across a slope, a wall, or some other steep incline (or even a ceiling with handholds) at one-quarter your normal speed. A slope is considered to be any incline at an angle measuring less than 60 degrees; a wall is any incline at an angle measuring 60 degrees or more. A climb check that fails by 4 or less means that you make no progress, and one that fails by 5 or more means that you fall from whatever height you have already attained. The DC of the check depends on the conditions of the climb. Compare the task with those on the following table to determine an appropriate DC.

You need both hands free to climb, but you may cling to a wall with one hand while you use a power or take some other action that requires only one hand. While climbing, you can't move to avoid a blow, so you lose your dexterity bonus to AC (if any). Any time you take damage while climbing, make a climb check against the DC of the slope or wall. Failure means you fall from your current height and sustain the appropriate falling damage.

DC	Example Surface or Activity
0	A slope too steep to walk up, or a knotted rope with a wall to brace against.
5	A rope with a wall to brace against or a knotted rope.
10	A surface with ledges to hold on to and stand on, such as a very rough wall or a ship's rigging.
15	Any surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree, or an unknotted rope, or pulling yourself up when dangling by your hands.
20	An uneven surface with some narrow handholds and footholds.
25	A rough surface, such as a natural rock wall or a brick wall.
25	An overhang or ceiling with handholds but no footholds.
—	A perfectly smooth, flat, vertical surface cannot be climbed.

DC Modifier	Example Surface or Activity
−10	Climbing a chimney (artificial or natural) or other location where you can brace against two opposite walls (reduces DC by 10).
−5	Climbing a corner where you can brace against perpendicular walls (reduces DC by 5).
+5	Surface is slippery (increases DC by 5).

Accelerated Climbing: You try to climb more quickly than normal. By accepting a −5 penalty, you can move half your speed (instead of one-quarter your speed).

Making Your Own Handholds and Footholds: You can make your own handholds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per 3 feet of distance. As with any surface that offers handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with a hand axe or similar implement can cut handholds in an ice wall.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a climb check (DC = wall's DC + 20) to do so. It's much easier to catch yourself on a slope (DC = slope's DC + 10).

Action: Climbing is part of movement, so it's generally part of a move action (and may be combined with other types of movement in a move action). Each move action that includes any climbing requires a separate climb check. Catching yourself doesn't take an action.

Special: You can use a rope to haul a character upward (or lower a character) through sheer strength. You can lift double your maximum load in this manner.

COMPUTER USE (INT)

Use this skill to access computer systems, write or modify computer programs, and override or bypass computer-controlled devices.

Check: Most normal computer operations, such as using a typical consumer application or doing research on the Internet, don't require a computer use check (though you might have to make a research check; see the research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File: Finding a specific flight manifest on an airline's vast computer net, or the case file for an old murder on a police detective's laptop, are examples of finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which you're searching. Finding public information on the Internet does not fall under this category; usually such a task requires a research check (see page 71). This application of the computer use skill only pertains to finding files on private systems with which you are not familiar.

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

Defeat Computer Security: This application of computer use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify you or cut off your access to the system. Sometimes, when accessing a difficult site, you have to defeat security at more than one stage of the operation (once to access the site, for example, and then later to alter some data). If you beat the DC by 10 or more when attempting to defeat computer security, you automatically succeed at all subsequent security checks at that site until the end of your session (see the computer hacking sidebar).

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

Defend Security: If you are the system administrator for a site (which may be as simple as being the owner of a laptop), you can defend the site against intruders. If your site alerts you to an intruder, you can attempt to cut off the intruder's access (end his session), or even to identify the intruder. To cut off access, make an opposite computer use check against the intruder. If you succeed, the intruder's session is ended. He might be able to defeat your security and access your site again, but at least he'll have to start over. Attempting to cut off access takes a full round. One sure-fire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal – but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed computer use check against an intruder. If you succeed, you learn the site from which the intruder is operating (if it's a single computer, you learn the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing your site for the entire length of the check, and if the intruder's session ends before you finish the check, you automatically fail. This application of the skill can be used to intercept a cell phone conversation if you have a cellular interceptor. The DC is 35, or 25 if you know the number of the phone that initiated the call.

Operate Remote Device: Many devices – security cameras, communications arrays, door locks, alarms, satellites, and so forth – are computer-operated via remote links. If you have access to the computer that controls such systems, you can ether shut them off or change their operating parameters. The DC depends on the nature of the operation. If you fail the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify you or cut off your access to the system.

Special: You can take 10 when using the computer use skill. You can take 20 in some cases, but not in those that involve a penalty for failure. (You cannot take 20 to defeat computer security or defend security.)

Time: Computer use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer as described above.

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

CRAFT, USE (INT)

This skill encompasses several categories, each of them treated as a separate skill: craft (chemical), craft (electronic), craft (mechanical), craft (pharmaceutical), craft (structural), craft (visual arts), and craft (writing). Craft skills are specifically focused on creating objects to use a craft skill effectively, and you must have a kit or some other set of basic tools. Generally, you can take 10 when using a craft skill to construct an object, but you can't take 20 (since doing so represents multiple attempts, and you use up your raw materials after the first attempt). The exception is craft (writing); you can take 20 because you do not use up any raw materials.

CRAFT, CHEMICAL (INT; TRAINED ONLY)

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

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

Type of Acid   **Craft DC**

Acid	Craft DC	Base	Time
Mild (1d6/1d10)(1)	15	10	1 min
Potent (2d6/2d10)	20	15	30 mins
Concentrated (3d6/3d10)	30	20	1 hour

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

Explosives: Building an explosive from scratch is dangerous. If the craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius. If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a demolitions check.

Type of Scratch-Built Explosive	Craft DC	Time
Improvised (1d6/5feet)(1)	10	1 round
Simple (2d6/5 feet)	15	10 mins
Moderate (4d6/10feet)	20	1 hour
Complex (6d6/20 feet)	25	3 hours
Powerful (8d6/20 feet)	30	12 hours
Devastating (10d6/25 feet)	35	24 hours

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

Poisonous Substances: Solid poisons (such as arsenic) are usually ingested. Liquid poisons (such as scorpion venom) are most effective when injected directly into the bloodstream. Gaseous poisons (such as cyanogens) must be inhaled to be effective.

Save DC: The difficulty class of the fortitude save to negate the effects of the poison.

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

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison. If he fails a second saving throw, ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours and paralysis lasts 2d6 minutes.

Restriction: The restriction rating for the poison, if any.

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

Time: The amount of time required for the craft check. If the craft check succeeds, the final product is a synthesized solid, liquid poison stored in a bottle (containing 4 doses), or gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Table: Crafting Poisons

Poison	Type	Save DC	Initial Damage	Secondary Dam.	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	Res (+2)	24	4 hr
Atropine	Injury	13	1d6 Dex	1d6 Str	Res (+2)	14	1hr
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	Res (+2)	9	1hr
Blue-ringed Octopus Venom	Injury	15	1d4 Con	1d4 Con	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconscious/1d3 hours	Res (+2)	28	8hr
Chloroform(1)	Inhaled	17	Unconscious/1d3 hours	-	Res (+2)	24	4hr
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	Mil (+3)	31	15 hr
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	Mil (+3)	28	8 hr
DDT	Inhaled	17	1d2 Str	1d4 Str	Lic (+1)	20	4 hr
Knockout gas	Inhaled	18	1d3 Dex	Unconscious/1d3 hours	Res (+2)	26	8 hr
Lead Arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	Res (+2)	17	2 hr
Lead Arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	Res (+2)	18	2 hr
Mustard gas	Inhaled	17	1d4 Con	2d4 Con	Mil (+3)	26	8 hr
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	Res (+2)	20	4 hr
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	Res (+2)	24	4 hr
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis/2d6 Minutes	Lic (+1)	n/a	n/a
Rattlesnake Venom	Injury	12	1d6 Con	1d6 Con	Lic (+1)	n/a	n/a
Sarin nerve Gas	Inhaled	18	1d4 Con	2d4 Con	Illegal (+4)	30	15 hr
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	Res (+2)	23	4 hr
Tear Gas	Inhaled	15	Blindness/1d6 Rounds	-	Res (+2)	21	4 hr
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	Illegal (+4)	42	48 hr

(1)Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin. n/a: certain poisons can't be made with the craft skill. Instead such a poison must be obtained by extracting it from the creature in question.

CRAFT, ELECTRONIC (INT; TRAINED ONLY)

This skill allows you to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices. When building an electronic device from scratch, the character describes the kind of device he or she wants to construct, then the GM decides whether the device is simple, moderate, complex, or advanced compared to modern technology.

Type of Scratch Built Electronics	Craft DC	Time
Simple (timer or detonator)	15	1 hr
Moderate (radio direction finder, electronic lock)	20	12 hr
Complex (cell phone)	25	24 hr
Advanced (computer)	30	60 hr

Type of Scratch-Built Device (Examples)	Craft DC	Time
Simple (Tripwire Trap)	15	1 hr
Moderate (engine component, light armor)	20	12 hr
Complex (automobile engine, 9mm autoloader handgun)	25	24 hr
Advanced (Jet Engine)	30	60 hr

CRAFT, PHARMACEUTICAL (INT; TRAINED ONLY)

This skill allows you to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on fortitude saves made to resist the effects of a disease. The craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the fortitude save needed to resist it.

Disease Fortitude Save DC	Craft DC	Time
14 or lower	15	1 hr
15-18	20	3 hr
19 – 22	25	6 hr
23 or higher	30	12 hr

CRAFT, STRUCTURAL (INT)

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

Type of Scratch-Built Structure (Examples)	Craft DC	Time
Simple (bookcase, false wall)	15	12 hr
Moderate (catapult, shed, house, desk)	20	24 hr
Complex (bunker, domed ceiling)	25	60 hr
Advanced (house)	30	600 hr

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

CRAFT, VISUAL ART (INT)

This skill allows you to create paintings or drawings, take photographs, use a video camera, or in some other way, create a work of visual art. When attempting to create a work of visual art, the character simply makes a craft (visual art) check, the result of which determines the quality of the work. Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment (such as a camera), the basic components (paints and brushes, canvas, paper, pens and pencils, film, videotape, and so on) are fairly inexpensive.

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

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

CRAFT, WRITING (INT)

This skill allows you to create short stories, novels, scripts, and screenplays, newspaper articles and columns, and similar works of writing. When creating a work of writing, the player simply makes a craft (writing) check, the result of which determines the quality of the work.

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

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

DECIPHER SCRIPT (INT; TRAINED ONLY)

Check: You can decipher writing in an unfamiliar language or a message written in an incomplete or archaic form. The base DC is 20 for the simplest messages, 25 for standard texts, and 30 or higher for intricate, exotic, or very old writing. If the check succeeds, you understand the general content of a piece of writing about one page long (or the equivalent). If the check fails, make a DC 5 wisdom check to see if you avoid drawing a false conclusion about the text. Success means that you do not draw a false conclusion, failure means that you do. Both the decipher script check, and (if necessary) the wisdom check are made secretly, so that you can't tell whether the conclusion you draw is true or false.

Action: Deciphering the equivalent of a single page of script takes 1 minute (ten consecutive full-round actions).

Try Again: No.

DEMOLITIONS (INT; TRAINED ONLY)

Use this skill to set explosive devices for maximum impact.

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

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator or an explosive requires a demolitions check (DC10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the means the explosive goes off as the detonator is being installed. You can make an explosive difficult to disarm. To do so, you choose the disarm DC before making your check to set the detonator (it must be higher than 10). Your DC to set the detonator is equal to the disarm DC. For example, you might decide to make the disarm DC 15. The DC to set the detonator becomes 15 (instead of the normal 10).

Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction. The GM makes the check (so that you don't know exactly how well you've done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If you fail the check, you do not disarm the explosive. If you fail it by more than 5, the explosive goes off.

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

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

DIPLOMACY (CHA)

Check: You can change the attitudes of others (non player characters) with a successful diplomacy check; see the Influencing NPC Attitudes sidebar, below, for basic DCs. In negotiations, participants roll opposed diplomacy checks and the winner gains the advantage. Opposed checks also resolve situations when two advocates or diplomats plead opposite cases in a hearing before a third party.

Action: Changing others' attitudes with diplomacy generally takes at least 1 full minute (10 consecutive full-round actions). In some situations, this time requirement may greatly increase. A rushed diplomacy check can be made as a full-round action, but you take a –10 penalty on the check.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial diplomacy check succeeds, the other character can be persuaded only so far, and a retry may do more harm than good. If the initial check fails, the other character has probably become more firmly committed to his position, and a retry is futile.

INFLUENCING NPC ATTITUDES:

Use the table below to determine the effectiveness of diplomacy checks (or charisma checks) made to influence the attitude of a non player character

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	<20	20	25	35	50
Unfriendly	<5	5	15	25	40
Indifferent	—	<1	1	15	30
Friendly	—	—	<1	1	20
Helpful	—	—	—	<1	1

DISABLE DEVICE (INT; TRAINED ONLY)

Check: The disable device check is made secretly, so that you don't necessarily know whether you've succeeded. The DC depends on how tricky the device is. Disabling (or rigging or jamming) a fairly simple device has a DC of 10; more intricate and complex devices have higher DCs. If the check succeeds, you disable the device. If it fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If the device is a trap, you spring it. If you're attempt-

ing some sort of sabotage, you think the device is disabled, but it still works normally. You also can rig simple devices such as tires on cars to work normally for a while and then fall off some time later (usually after 1d4 rounds or minutes of use).

Device	Time	DC(1)	Example
Simple	1 round	10	Jam a lock
Tricky	1d4 rounds	15	Sabotage a tire
Difficult	2d4 rounds	20	Disarm a trap, reset a trap
Wicked	2d4 rounds	25	Disarm a complex trap.

(1)If you attempt to leave behind no trace of your tampering, add 5 to the DC.

Action: The amount of time needed to make a disable device check depends on the task, as noted above. Disabling a simple device takes 1 round and is a full-round action. An intricate or complex device requires 1d4 or 2d4 rounds.

Try Again: Varies. You can retry if you have missed the check by 4 or less, though you must be aware that you have failed in order to try again.

DISGUISE (CHA)

Check: Your disguise check result determines how good the disguise is, and it is opposed by others' spot check results. If you don't draw any attention to yourself, others do not get to make spot checks. If you come to the attention of people who are suspicious (such as a guard who is watching commoners walking through a city gate), it can be assumed that such observers are taking 10 on their spot checks.

You get only one disguise check per use of the skill, even if several people are making spot checks against it. The disguise check is made secretly, so that you can't be sure how good the result is.

The effectiveness of your disguise depends in part on how much you're attempting to change your appearance.

Disguise	Modifier
Minor details only	+5
Disguised as different gender(1)	−2
Disguised as different race(1)	−2
Disguised as different age category(1)	−2(2)

(1)These modifiers are cumulative; use any that apply.
(2)Per step of difference between your actual age category and your disguised age category. The steps are: young (younger than adulthood), adulthood, middle age, old, and venerable.

If you are impersonating a particular individual, those who know what that person looks like get a bonus on their spot checks according to the table below. Furthermore, they are automatically considered to be suspicious of you, so opposed checks are always called for.

Familiarity	Viewer's Spot Check Bonus
Recognizes on sight	+4
Friends or associates	+6
Close friends	+8
Intimate	+10

Usually, an individual makes a spot check to see through your disguise immediately upon meeting you and each hour thereafter. If you casually meet many different creatures, each for a short time, check once per day or hour, using an average spot modifier for the group.

Action: Creating a disguise requires 1d3x10 minutes of work as well as the proper materials (cosmetics, clothing, wigs, etc)

Try Again: Yes. You may try to redo a failed disguise, but once others know that a disguise was attempted, they'll be more suspicious.

DRIVE (DEX)

Use this skill to drive a general-purpose motor vehicle (car, truck, motorcycle, or snowmobile, for example), to avoid collisions, or to lose something chasing or tailing you while you're operating a motor vehicle.

Check: Routine tasks, such as ordinary driving don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when you are driving during a dramatic situation (you're being chased or attacked, for example, or you're trying to reach a destination in a limited amount of time). When driving, you can attempt simple maneuvers or stunts.

Try Again: Most driving checks have consequences for failure that make trying again impossible.
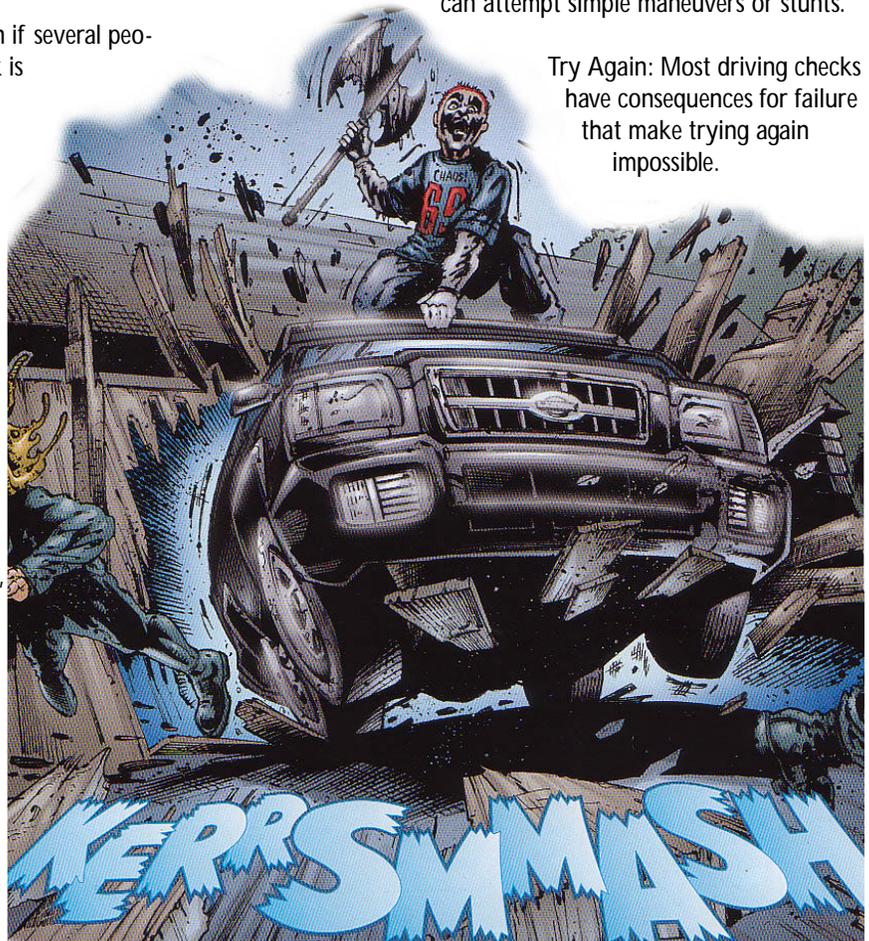
Special: You can take 10 when driving, but you can't take 20. There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding surface vehicle operation feat, or you take a -4 penalty on drive checks
Time: A drive check is a move action.

ESCAPE ARTIST (DEX; ARMOR CHECK PENALTY)

Check: The table below gives the DCs to escape various forms of restraints.

Ropes: Your escape artist check is opposed by the binder's dex check. Since it's easier to tie someone up than to escape from being tied up, the binder gets a +10 bonus on his or her check.

Handcuffs: The DC for handcuffs is set by their construction.
Tight Space: The DC noted on the table is for getting through a space where your head fits but your shoulders don't. If the space is long you may need to make multiple checks. You can't get through a space that your head does not fit through.

Grappler: You can make an escape artist check opposed by your enemy's grapple check to get out of a grapple or out of a pinned condition (so that you're only grappling).

Restraint	Escape Artist DC
Ropes	Binder's Use Dex check at +10
Hand cuffs	30
Tight space	30
Straight Jacket	35
Grappler	Grappler's grapple check result

Action: Making an escape artist check to escape from rope bindings, handcuffs, or other restraints (except a grappler) requires 1 minute of work. Escaping from a grapple or pin is a standard action. Squeezing through a tight space takes at least 1 minute, maybe longer, depending on how long the space is.

Try Again: Varies. You can make another check after a failed check if you're squeezing your way through a tight space, making multiple checks. If the situation permits, you can make additional checks, or even take 20, as long as you're not being actively opposed.

FORGERY (INT)

Check: Forgery requires writing materials appropriate to the document being forged, enough light or sufficient visual acuity to see the details of what you're writing, and wax for seals (if appropriate). To forge a document on which the handwriting is not specific to a person (military orders, a government decree, a business ledger, or the like), you need only to have seen a similar document before, and you gain a +8 bonus on your check. To forge a signature, you need an autograph of that person to copy, and you gain a +4 bonus on the check. To forge a longer document written in the hand of some particular person, a large sample of that person's handwriting is needed.

The forgery check is made secretly, so that you're not sure how good your forgery is. As with disguise, you don't even need to make a check until someone examines the work. Your forgery check is opposed by the forgery check of the person who examines the document to check its authenticity. The examiner gains modifiers on his or her check if any of the conditions on the table below exist.

Condition	Reader's Forgery Check Modifier
Type of document unknown to reader	−2
Type of document somewhat known to reader	+0
Type of document well known to reader	+2
Handwriting not known to reader	−2
Handwriting somewhat known to reader	+0
Handwriting intimately known to reader	+2
Reader only casually reviews the document	−2

A document that contradicts procedure, orders, or previous knowledge, or one that requires sacrifice on the part of the person checking the document, can increase that character's suspicion (and thus create favorable circumstances for the checker's opposing forgery check).

Action: Forging a very short and simple document takes about 1 minute. A longer or more complex document takes 1d4 minutes per page.

Try Again: Usually, no. A retry is never possible after a particular reader detects a particular forgery. But the document created by the forger might still fool someone else. The result of a forgery check for a particular document must be used for every instance of a different reader examining the document. No reader can attempt to detect a particular forgery more than once; if that one opposed check goes in favor of the forger, then the reader can't try using his own skill again, even if he's suspicious about the document.

GAMBLE (WIS)

Use this skill to earn money through games of chance, including poker, roulette, and betting on horse races. Gamble does not apply to games where luck is the only factor such as slot machines or lotteries. This skill represents a prolonged time of gambling and not any one specific bet.
Check: To begin, you must first put up a stake you wish to gamble with. You set the amount of the stake if you start the game, or the GM sets it if you join a game. Stakes range anything from penny ante ($25) to astronomical ($50,000).

Check Result Difference	Wealth Bonus Increase / Decrease
1-9	X 1/4 the bet staked
10-19	X 1/2 the bet staked
20-29	X 1 the bet staked
30-39	X 2 the bet staked
40 or more	X 3 the bet staked

Your gamble check is opposed by the gamble checks of all other participants in the game. If playing at a casino, assume the house has a gamble skill modifier of 15. If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest gamble skill modifier among them and adding a +2 bonus to the check. If you beat all

other participants, you win.

Try Again?: No, unless you want to put up another stake.

Special: You can't take 10 or take 20 when making a gamble check.

Time: A gamble check requires 1 hour.

GATHER INFORMATION (CHA)

Check: An evening's time, a few dollars for buying drinks and making friends, and a DC 10 gather information check get you a general idea of a city's major news items, assuming there are no obvious reasons why the information would be withheld. The higher your check result, the better the information.

If you want to find out about a specific rumor, a specific item, or obtain a secret location, or do something else along those lines, the DC for the check is 15 to 25, or even higher.

Action: A typical gather information check takes 1d4+1 hours.
Try Again: Yes, but it takes time for each check. Furthermore, you may draw attention to yourself if you repeatedly pursue a certain type of information.

HANDLE ANIMAL (CHA; TRAINED ONLY)

Check: The DC depends on what you are trying to do.

Task	Handle Animal DC
Handle an animal	10
"Push" an animal	25
Teach an animal a trick	15 or 20(1)
Train an animal for a general purpose	15 or 20(1)
Rear a wild animal	15 + HD of animal

(1)See the specific trick or purpose below.

Handle an Animal: This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any non lethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

"Push" an Animal: To push an animal means to get it to perform a task

or trick that it doesn't know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any non lethal damage or ability score damage, the DC increases by 2. If your check succeeds, the animal performs the task or trick on its next action.

Teach an Animal a Trick: You can teach an animal a specific trick with one week of work and a successful handle animal check against the indicated DC. An animal with an intelligence score of 1 can learn a maximum of three tricks, while an animal with an intelligence score of 2 can learn a maximum of six tricks. Possible tricks (and their associated DCs) include, but are not necessarily limited to, the following.

Attack (DC 20): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as devils) counts as two tricks.

Come (DC 15): The animal comes to you, even if it normally would not do so.

Defend (DC 20): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character.

Down (DC 15): The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch (DC 15): The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

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

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

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

Seek (DC 15): The animal moves into an area and looks around for anything that is obviously alive or animate.

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

Track (DC 20): The animal tracks the scent presented to it. (This requires the animal to have the scent ability.)

Work (DC 15): The animal pulls or pushes a medium or heavy load.
Rear a Wild Animal: To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

Action: Varies. Handling an animal is a move action, while pushing an animal is a full-round action. For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the handle animal check. If the check fails, your attempt to teach, rear, or train the animal fails, and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.

Try Again: Yes, except for rearing an animal.

Untrained: If you have no ranks in handle animal, you can use a charisma check to handle and push domestic animals, but you can't teach, rear, or train animals.

HIDE (DEX; ARMOR CHECK PENALTY)

Check: Your hide check is opposed by the spot check of anyone who might see you. You can move up to one-half your normal speed and hide at no penalty. When moving at a speed greater than one-half, but less than your normal speed, you take a −5 penalty. It's practically impossible (−20 penalty) to hide while attacking, running, or charging. A creature larger or smaller than medium takes a size bonus or penalty on hide checks depending on its size category: small +4, or large −4.

You need cover or concealment in order to attempt a hide check. Total cover or total concealment usually (but not always; see Special, below) obviates the need for a hide check, since nothing can see you anyway. If people are observing you, even casually, you can't hide. You can run around a corner or behind cover so that you're out of sight and then hide, but the others then know at least where you went.

If your observers are momentarily distracted though, you can attempt to hide. While the others turn their attention from you, you can attempt a hide check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to
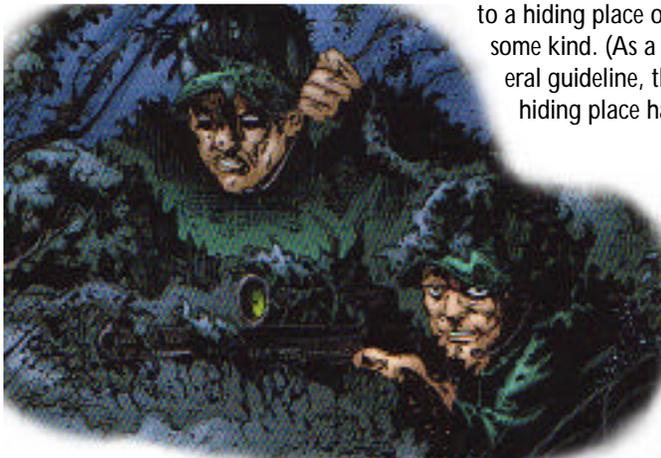
be within 1 foot per rank you have in hide.) This check, however, is made at a −10 penalty because you have to move fast.

Sniping: If you've already successfully hidden at least 10 feet from your target, you can make one ranged attack, then immediately hide again. You take a −20 penalty on your hide check to conceal yourself after the shot.

Action: Usually none. Normally, you make a hide check as part of movement, so it doesn't take a separate action. However, hiding immediately after a ranged attack (see sniping, above) is a move action.

INTIMIDATE (CHA)
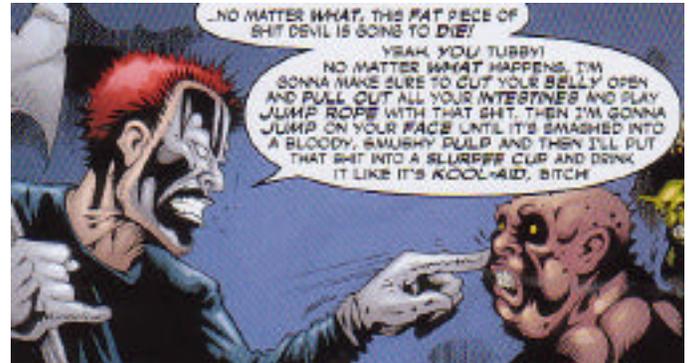
Check: You can change another's behavior with a successful check. Your intimidate check is opposed by the target's modified level check (1d20 + character level or hit dice + target's wisdom bonus [if any]). If you beat your target's check result, you may treat the target as friendly, but only for the purpose of actions taken while it remains intimidated. (That is, the target retains its normal attitude, but will chat, advise, offer limited help, or advocate on your behalf while intimidated. See the diplomacy skill, above, for additional details). The effect lasts as long as the target remains in your presence, and for 1d6_10 minutes afterward. After this time, the target's default attitude toward you shifts to unfriendly (or, if normally unfriendly, to hostile). If you fail the check by 5 or more, the target provides you with incorrect or useless information, or otherwise frustrates your efforts.

Demoralize Opponent: You can also use intimidate to weaken an opponent's resolve in combat. To do so, make an intimidate check opposed by the target's modified level check (see above). If you win, the target becomes shaken for 1 round. A shaken character takes a −2 penalty on attack rolls, ability checks, and saving throws. You can intimidate only an opponent that you threaten in melee combat and that can see you.

Action: Varies. Changing another's behavior requires 1 minute of interaction. Intimidating an opponent in combat is a standard action.

Try Again: Optional, but not recommended because retries usually do not work. Even if the initial check succeeds, the other character can be intimidated only so far, and a retry doesn't help. If the initial check fails, the other character has probably become more firmly resolved to resist the intimidator,

and a retry is futile.

INVESTIGATE (INT; TRAINED ONLY)

Use this skill to analyze a crime scene and use an evidence kit. Investigate allows you to discern patterns in clues into evidence, and otherwise prepare a crime scene and evidence for further analysis by a crime lab.

Check: You generally use search to discover clues and investigate to analyze them. For example, you might find a blood spatter or a potential murder weapon with a search check. You would use investigate to determine from which direction the blood was spattered, or to collect fingerprints from the weapon. If you have access to a crime lab, you use the investigate skill to collect and prepare samples for the lab, use your investigate check to determine from which direction the blood was spattered, or collect fingerprints from the weapon.

Analyze Clue: You can make an investigate check to apply forensics knowledge to a clue. By examining a body, you might tell whether the victim fought back against the assailant or not. By looking at a bullet hole in the wall, you might approximate the location, or at least direction, of the shooter. By looking at a bloodstain, you might tell where the attacked was relative to the victim. This function of the investigate skill does not give you clues where none existed before. It simply allows you to extract extra information from a clue you've found. The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

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

Collect Evidence: You can collect and prepare evidentiary material for a lab, such as gathering fingerprints from objects touched, making casts of footprints or tire tracks, collecting sample of fluids, fibers, and other materials, gathering castings of scratch marks where tools have been used to break into a location, or collecting bullets from walls. This use of the investigate skill requires an evidence kit. To collect a piece of evidence, make an investigate check (DC15). If you succeed, the evidence is usable by a crime lab. If you fail, a crime lab analysis can be done, but the lab takes a -5 penalty on any necessary check. If you fail by 5 or more, the lab analysis simply cannot be done. On the other hand, if you succeed by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material. This function of the investigate skill does not provide you with evidentiary items. It simply allows you to collect items you've found in a manner that best aids in their analysis later at a crime lab.

Try Again?: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected unless there is more of it to take (for instance, a large pool of blood may allow for a retry, since there's enough for more than one sample).

Special: You can take 10 when making an investigate check, but you cannot take 20.Collecting evidence requires an evidence kit. If you do not have the appropriate kit, you take a -4 penalty on your check.

JUMP (STR; ARMOR CHECK PENALTY)

Check: The DC and the distance you can cover vary according to the type of jump you are attempting (see below). Your jump check is modified by your speed. If your speed is 30 feet, than no modifier based on speed applies to the check. If your speed is less than 30 feet, you take a –6 penalty for every 10 feet of speed less than 30 feet. If your speed is greater than 30 feet, you gain a +4 bonus for every 10 feet beyond 30 feet. All jump DCs given here assume that you get a running start, which requires that you move at least 20 feet in a straight line before attempting the jump. If you do not get a running start, the DC for the jump is doubled. Distance moved by jumping is counted against your normal maximum movement in a round.

If you have ranks in jump and you succeed on a jump check, you land on your feet (when appropriate). If you attempt a jump check untrained, you land prone unless you beat the DC by 5 or more.

Long Jump: A long jump is a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, you attain a vertical height equal to one-quarter of the horizontal distance. The DC for the jump is equal to the distance jumped (in feet). If your check succeeds, you land on your feet at the far end. If you fail the check by less than 5, you don't clear the distance, but you can make a DC 15 reflex save to grab the far edge of the gap. You end your movement grasping the far edge. If that leaves you dangling over a chasm or gap, getting up requires a move action and a DC 15 climb check.

Long Jump Distance	Jump DC(1)
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

(1) Requires a 20-foot running start. Without a running start, double the DC.

High Jump: A high jump is a vertical leap made to reach a ledge high above or to grasp something overhead. The DC is equal to 4 times the distance to be cleared. If you jumped up to grab something, a successful check indicates that you reached the desired height. If you wish to pull yourself up, you

can do so with a move action and a DC 15 climb check. If you fail the jump check, you do not reach the height, and you land on your feet in the same spot from which you jumped. As with a long jump, the DC is doubled if you do not get a running start of at least 20 feet.

High Jump Distance(1)	Jump DC(2)
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32

(1) Not including vertical reach; see below.
(2) Requires a 20-foot running start. Without a running start, double the DC.

Hop Up: You can jump up onto an object as tall as your waist, such as a table or small boulder, with a DC 10 jump check. Doing so counts as 10 feet of movement, so if your speed is 30 feet, you could move 20 feet, then hop up onto a counter. You do not need to get a running start to hop up, so the DC is not doubled if you do not get a running start.

Jumping Down: If you intentionally jump from a height, you take less damage than you would if you just fell. The DC to jump down from a height is 15. You do not have to get a running start to jump down, so the DC is not doubled if you do not get a running start. If you succeed on the check, you take falling damage as if you had dropped 10 fewer feet than you actually did.

Action: None. A jump check is included in your movement, so it is part of a move action. If you run out of movement mid-jump, your next action (either on this turn or, if necessary, on your next turn) must be a move action to complete the jump.

KNOWLEDGE (INT; TRAINED ONLY)

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below. The number of knowledge categories is kept purposely finite. When trying to determine what knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: You make a knowledge check to see if your character knows something. For instance, if you found a mummy with an amulet around its neck, you might make a knowledge check to see if you know of any significance to the symbols. This might be a knowledge (arcane lore) check or a knowledge (history) check, depending on what you're interested in learning about the symbols. The DC for answering a question within your field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions.

Appraising the value of an object is one sort of task that can be performed using knowledge. The DC depends on how common or obscure the object is. On a success, you accurately identify the object's worth. If you fail, you think it has a worth 1d2 times higher or lower (determine randomly) than its actual value. If you fail by 5 or more, you think it has

a worth 1d4+2 times higher or lower than its actual value. The GM may make the knowledge roll for you, so you don't know whether the appraisal is accurate or not. The fourteen knowledge categories, and the topics each one encompasses, are as follows:

Arcane Lore: The occult, magic and the supernatural, astrology, numerology, and similar topics.

Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance among others.

Behavioral Sciences: Psychology, sociology, and criminology.

Business: Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.

Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.
Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs

Earth and Life Sciences: Biology, botany, genetics, geology, and paleontology. Medicine and forensics.

Popular Culture: Popular music and personalities, genre films and books, urban legends, comics, science fiction and gaming, among others.

Streetwise: Street and urban culture, local underworld personalities and events.

Tactics: Techniques and strategies for disposing and maneuvering forces in combat.

Technology: Current developments in cutting edge devices, as well as the background necessary to identify various technological devices.

Theology and Philosophy: Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

Try Again?: No. The check represents what you know and thinking about a topic a second time doesn't let you know something you never knew in the first place.

Special: An untrained knowledge check is simply an intelligence check. Without actual training, a character only knows common knowledge about a given subject. You can take 10 when making a knowledge check, but you can't take 20.

Time: A knowledge check can be a reaction, but otherwise requires a full-round action.

LISTEN (WIS)

Check: Your listen check is either made against a DC that

reflects how quiet the noise is that you might hear, or it is opposed by your target's move silently check.

DC	Sound
−10	A battle
0	People talking(1)
5	A person in medium armor walking at a slow pace (10 ft./round) trying not to make any noise.
10	An unarmored person walking at a slow pace (15 ft./round) trying not to make any noise
15	People whispering1
19	A cat stalking
30	An owl gliding in for a kill

(1) If you beat the DC by 10 or more, you can make out what's being said, assuming that you understand the language.

DC Modifier	Condition
+5	Through a door
+15	Through a brick wall
+1	Per 10 feet of distance
+5	Listener distracted

In the case of people trying to be quiet, the DCs given on the table could be replaced by move silently checks, in which case the indicated DC would be their average check result.

Action: Varies. Every time you have a chance to hear something in a reactive manner (such as when someone makes a noise or you move into a new area), you can make a listen check without using an action. Trying to hear something you failed to hear previously is a move action.

Try Again: Yes. You can try to hear something that you failed to hear previously with no penalty.

MOVE SILENTLY (DEX; ARMOR CHECK PENALTY)

Check: Your move silently check is opposed by the listen check of anyone who might hear you. You can move up to one-half your normal speed at no penalty. When moving at a speed greater than one-half but less than your full speed, you take a −5 penalty. It's practically impossible (−20 penalty) to move silently while running or charging. Noisy surfaces, such as bogs or undergrowth, are tough to move silently across. When you try to sneak across such a surface, you take a penalty on your move silently check as indicated below.

Surface	Check Modifier
Noisy (shallow or deep bog, undergrowth, dense rubble)	−2
Very noisy (dense undergrowth, deep snow)	−5

Action: None. A move silently check is included in your movement or other activity, so it is part of another action.

NAVIGATE (INT)

Use this skill to prevent yourself from becoming lost, to plot a course, or to identify your location by checking the stars, landmarks, ocean currents, or a GPS.

Check: Make a navigate check when you're trying to find your way to a distant location without directions or other specific guidance. Generally, you do not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, you might make a check to find your way through a dense forest or a labyrinth of underground storm drains.

For movement over a great distance, make a navigate check. The DC depends on the length of the trip. If you succeed, you take the best reasonable course toward your goal. If you fail, you still reach the goal, but it takes you twice as long (you lose time backtracking and correcting your path). If you fail by more than 5, you travel the expected time, but only get halfway to your destination, at which point you become lost. You may make a second navigate check (DC 20) to regain your path. If you succeed, you continue on to your destination; the total time for your trip is twice the normal time. If you fail, you lose half a day before you can try again. You keep trying until you succeed, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, you can make a navigate check (DC 20) to intuit the choice that takes you toward a known destination. For instance, if following paths through a mountainous region, you can choose the path that takes you toward a village that you know lies to the northeast. If unsuccessful, you chose the wrong path, but at the next juncture, with a successful check, you realize your mistake. You cannot use this function of navigate to find a path to a site if you have no idea where the site is located. Your GM may choose to make the navigate check for you in secret, so you don't know from the result whether you're following the right or wrong path.

You can use navigate to determine your position on Earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. You must have a clear view of the night sky to make this check. The DC is 15.

Special: You can take 10 when making a navigate check. You can take 20 only when determining your location, not when traveling.

Time: A navigate check is a full-round action.

PERFORM (CHA)

This skill encompasses several categories that are identified and defined below. The number of perform categories is purposely kept finite. When trying to determine what perform skill a particular type of performance falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: You are accomplished in some type of artistic expression and know how to put on a performance. You can impress audiences with your talent and skill. The quality of your performance depends on your check result. The eight perform categories, and the qualities each one encompasses, are as follows:

Act: You are a gifted actor, capable of performing drama, comedy, or action-oriented roles with some level of skill.

Dance: You are a gifted dancer, capable of performing rhythmic and patterned bodily movements to music.

Keyboards: You are a musician gifted with a talent for playing keyboard musical instruments, such as a piano, organ, and synthesizer.

Percussion Instruments: You are a musician gifted with a talent for playing percussion musical instruments, such as drums, cymbals, triangle, xylophone, and tambourine.

Sing/Rap: You are a musician gifted with a talent for producing musical tones with your voice.

Stand-Up: You are a gifted comedian, capable of performing a stand-up routine before an audience.

Stringed Instruments: You are a musician gifted with a talent for playing stringed musical instruments, such as banjo, guitar, harp, lute, sitar, and violin.

Wind Instruments: You are a musician gifted with a talent for playing wind musical instruments, such as flute, bugle, trumpet, tuba, bagpipes, and trombone.

Result	Performance
10	Amateur performance. Audience may appreciate your perform ance, bit isn't impressed
15	Routine performance. Audience enjoys your performance, but it isn't exceptional.
20	Great performance. Audience highly impressed.
25	Memorable performance. Audience enthusiastic.
30	Masterful performance. Audience awed.

PILOT (DEX; TRAINED ONLY)

Use this skill to fly a general purpose fixed-wing aircraft.
Check: Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or to attempt something outside the normal parameters of the vehicle. When flying, you can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space). Each vehicles description includes a maneuver modifier that applies to pilot checks made by the operator of the vehicle.

Special: You can take 10 when making a pilot check, but you can't take

a 20. There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding aircraft operation feat, or else you take a -4 penalty on pilot checks.
Time: A pilot check is a move action.

PROFESSION (WIS)

Profession reflects your aptitude for making money at your occupation, whether it's an in-game job (an agent for Department-7), an out-of-game job (a construction worker who does his job between battling the Nethervoid), or something in between (i.e. a journalist whose assignments often lead to adventures). Profession relates to your ability to make the most of your money, improve your earning potential, and demonstrate an aptitude at developing a career. The more ranks you have in the skill, the more power you have to rise in your chosen field to accumulate wealth.

Check: You make profession checks to continue to earn money every time you gain a new level. The DC for the check is your current level. If you succeed at the profession check, your money increases by $1000 for every 5 by which you exceed the DC x your level. This money is profit on top of any normal living expenses you may have incurred. You can't take 10 or take 20 when making a profession check.

READ/WRITE LANGUAGE (NONE)

The read/write language skill doesn't work like a standard skill. You automatically know how to read and write your native language, so you do not need ranks to do so.

Each additional language costs 1 rank. When you add a rank to read/write language, you choose a new language that you can read and write.

You never make read/write language checks. You either know how to read and write a specific language or you don't.

To be able to speak a language that you can read and write, you must take the speak language skill for the appropriate language.

You can choose any language but you may never learn to read/write more languages then your intelligence ability modifier.

REPAIR (INT; TRAINED ONLY)

You can repair or jury-rig damaged machinery or electronic devices.

Check: Most repair checks are made to fix complex electronic or mechanical devices, such as radios, cars, or computers. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also

may involve a monetary cost when spare parts or new components are needed.

Repair Task (Example)	Repair DC	Time
Simple (tool, simple weapon)	10	1 min
Moderate (mechanical or electronic component)	15	10 min
Complex (Mechanical or electronic device)	20	1 hr
Advanced (cutting-edge mechanical or electronic device)	25	10 hr

Jury-Rig: You can choose to attempt jury-rigged, or temporary repairs. Doing this reduces the repair check by 5, and allows you to make the check in as little as a full round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter. You can also use jury-rig to hot wire a car or jump-start an engine or electronic device. The DC for this is at least 15 and it can be higher depending on the presence of security devices. The jury-rig application of the repair skill can be used untrained. Try Again?: Yes, though in some specific cases, the GM may decide that a failed repair check has negative ramifications that prevent repeated checks.

Special: You can take 10 or take 20 on a repair check. When making a repair check to accomplish a jury-rig repair, you can't take 20. Repair requires an electrical took kit, a mechanical tool kit, or a multipurpose tool kit, depending on the task. If you do not have the appropriate tools, you take a -4 penalty on your check.

Time: See the table for guidelines. You can make jury-rig repairs as a full round action, but the work only lasts until the end of the current encounter.

RESEARCH (INT)

Use this skill to learn information from books, the Internet, or other standard sources. Research allows you to navigate a library, an office filing system, a newspaper morgue, or the World Wide Web. It doesn't include talking to people and asking questions, that's handled by gather information or roleplaying encounters.

Check: Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where you are conducting your research.

Type of Information	DC
General	
-Major corporations with offices in Des Moines.	
-The address of a suspect.	10
Specific	
-The meaning of an obscure arcane symbol.	
-Court testimony from a trial.	15
Restricted(1)	
-The maximum operating depth of a sea wolf-class submarine.	
-The specific military units assigned to a covert operation.	20
Protected(1)	
The number of alien bodies recovered from the Roswell crash site.	
The identity of a government informer.	25

(1)Usually requires access to a restricted information source, such as a secure Internet site or a private archive, before a check can be made.

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, you get a general idea about a given topic, such as the latest news in an area, the public history of an old building, or a few facts about a well-known individual. This assumes that no obvious reasons exist why such information would be unavailable, and that you have a way to acquire restricted or protected information. The higher the check result, the better and more complete the information. If you want to discover a specific fact, date, map or similar bit of information, add +5 to +15 to the DC.

Try Again?: Yes.

Special: You can take 10 or take 20 on a research check.

Time: A research check takes 1d4 hours.

RIDE (DEX)

Use this skill to ride any kind of mount, including horses, mules, and elephants, among others. Animals ill-suited as mounts provide a -2 penalty on their rider's ride check.

Check: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken in combat or other extreme circumstances, require checks. In addition, attempting trick riding or asking the animal to perform an unusual technique also requires a check.

Guide with Knees (DC 5): You can react instantly to guide your mount with your knees so that you can use both hands in combat or to perform some other action. Make the check at the start of your round. If you fail, you can only use one hand this round, because you need to use the other to control your mount.

Stay in Saddle (DC 5): You can react instantly to try to avoid falling when your mount rears, bolts unexpectedly, or when you take damage.

Fight while Mounted (DC 20): While in combat, you can attempt to control a mount that is not trained in combat riding. If you succeed, you use only a move action, and you can use your attack action to do something else. If you fall, you can do nothing else that round. If you fail by more than 5, you lose control of the animal. For animals trained in combat riding, you do not need to make this check. Instead you can use your move action to have the animal perform a trick (commonly, to attack). You can use your attack action normally.

Cover (DC 15): You can react instantly to drop down and hang alongside your mount, using it as one half cover. You can't attack while using your mount as cover. If you fail, you don't get the cover benefit.

Leap (DC 15): You can get your mount to leap obstacles as part of its movement. Use your ride modifier or the mount's jump modifier, whichever is lower, when the mount makes its jump check. You make a ride check (DC 15) to stay on the mount when it leaps.

Fast Mount or Dismount (DC 20; armor penalty applies): You can mount or dismount as a free action. If you fail the check, mounting or dismounting is a move action. (You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move action this round, should the check fail.)

Special: If you are riding bareback, you take a -5 penalty on ride checks. You can take 10 when making a ride check, but you can't take 20.
Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

SEARCH (INT)

Check: You generally must be within 10 feet of the object or surface to be searched. The table below gives DCs for typical tasks involving the search skill.

Task	Search DC
Ransack a chest full of junk to find a certain item	10
Notice a typical secret door or a simple trap	20
Find a difficult trap	21 or higher
Find a missing sock	25
Notice a well-hidden secret door	30

Action: It takes a full-round action to search a 5-foot-by-5-foot area or a volume of goods 5 feet on a side.

SENSE MOTIVE (WIS)

Check: A successful check lets you avoid being bluffed (see the bluff skill). You can also use this skill to determine when "something is up" (that is, something odd is going on) or to assess someone's trustworthiness.

Task	Sense Motive DC
Hunch	20
Sense enchantment	25
Discern secret message	Varies

Hunch: This use of the skill involves making a gut assessment of the social situation. You can get the feeling from another's behavior that something is wrong, such as when you're talking to an impostor. Alternatively, you can get the feeling that someone is trustworthy.

Sense Enchantment: You can tell that someone's behavior is being influenced by an enchantment effect (by definition, a mind-affecting power), even if that person isn't aware of it.

Action: Trying to gain information with sense motive generally takes at least 1 minute, and you could spend a whole evening trying to get a sense of the people around you.

Try Again: No, though you may make a sense motive check for each bluff check made against you.

SLEIGHT OF HAND (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

Check: A DC 10 sleight of hand check lets you palm a coin-sized, unattended object. Performing a minor feat of legerdemain, such as making a coin disappear, also has a DC of 10 unless an observer is determined to note where the item went.

When you use this skill under close observation, your skill check is opposed by the observer's spot check. The observer's success doesn't prevent you from performing the action, just from doing it unnoticed. You can hide a small object (including a light weapon or an easily concealed gun) on your body. Your sleight of hand check is opposed by the spot check of anyone observing you or the search check of anyone frisking you. In the latter case, the searcher gains a +4 bonus on the search check, since it's generally easier to find such an object than to hide it. A knife is easier to hide than most light weapons, and grants you a +2 bonus on your sleight of hand check to conceal it. An extraordinarily small object, such as a coin, shuriken, or ring, grants you a +4 bonus on your sleight of hand check to conceal it, and heavy or baggy clothing (such as a winter coat) grants you a +2 bonus on the check.

Drawing a hidden weapon is a standard action. If you try to take something from another creature, you must make a DC 20 sleight of hand check to obtain it. The opponent makes a spot check to detect the attempt, opposed by the same sleight of hand check result you achieved when you tried to grab the item. An opponent who succeeds on this check notices the attempt, regardless of whether you got the item.
You can also use sleight of hand to entertain an audience as though you were using the perform skill. In such a case, your "act" encompasses elements of legerdemain, juggling, and the like.

DC	Task
10	Palm a coin-sized object, make a coin disappear.
20	Lift a small object from a person.

Action: Any sleight of hand check normally is a standard action. However, you may perform a sleight of hand check as a free action by taking a −20 penalty on the check.

Try Again: Yes, but after an initial failure, a second sleight of hand attempt against the same target (or while you are being watched by the same observer who noticed your previous attempt) increases the DC for the task by 10.

Untrained: An untrained sleight of hand check is simply a dexterity check. Without actual training, you can't succeed on any sleight of hand check with a DC higher than 10, except for hiding an object on your body.

SPEAK LANGUAGE (NONE; TRAINED ONLY)

Choose an additional language you can speak every time you take a rank in this skill. The speak language skill doesn't work like other skills. Languages work as follows:

- You can purchase speak language just like any other skill, but instead of buying a rank in it, you choose a new language that you can speak. You can only learn as many languages to speak based on your intelligence ability modifier.
- You don't make speak language checks. You either know a language or you don't.

Action: Not applicable.

Try Again: Not applicable. There are no speak language checks to fail.

SPOT (WIS)

Check: The spot skill is used primarily to detect characters or creatures that are hiding. Typically, your spot check is opposed by the hide check of the creature trying not to be seen. Sometimes a creature isn't intentionally hiding but is still difficult to see, so a successful spot check is necessary to notice it. A spot check result higher than 20 generally lets you become aware of an invisible creature near you though you can't actually see it.

Spot is also used to detect someone in disguise (see the disguise skill) and to read lips when you can't hear or understand what someone is saying. Spot checks may be called for to determine the distance at which an encounter begins. A penalty applies on such checks, depending on the distance between the two individuals or groups, and an additional penalty may apply if the character making the spot check is distracted (not concentrating on being observant).

Condition	Penalty
Per 10 feet of distance	−1
Spotter distracted	−5

Read Lips: To understand what someone is saying by reading lips, you must be within 30 feet of the speaker, be able to see him or her speak, and understand the speaker's language. The base DC is 15, but it increases for complex speech or an inarticulate speaker. You must maintain a line of sight to the lips being read. If your spot check succeeds, you can understand the general content of a minute's worth of speaking, but you usually still miss certain details. If the check fails by 4 or less, you can't read the speaker's lips. If the check fails by 5 or more, you draw some incorrect conclusion about the speech. The check is rolled secretly in this case, so that you don't know whether you succeeded or missed by 5.

Action: Varies. Every time you have a chance to spot something in a reactive manner, you can make a spot check without using an action. Trying to spot something you failed to see previously is a move action. To read lips, you must concentrate for a full minute before making a spot check, and you can't perform any other action (other than moving at up to half speed) during this minute.

Try Again: Yes. You can try to spot something that you failed to see previously at no penalty. You can attempt to read lips once per minute.

SURVIVAL (WIS)

Check: You can keep yourself and others safe and fed in the wild. The table below gives the DCs for various tasks that require Survival checks.

DC	Task
10	Get along in the wild. Move up to one-half your over land speed while hunting and foraging (no food or water supplies needed). You can provide food and water for one other person for every 2 points by which your check result exceeds 10.
15	Gain a +2 bonus on all fortitude saves against severe weather while moving up to one-half your overland speed, or gain a +4 bonus if you remain stationary. You may grant the same bonus to one other character for every 1 point by which your survival check result exceeds 15.
15	Keep from getting lost or avoid natural hazards, such as quicksand.
15	Predict the weather up to 24 hours in advance. For every 5 points by which your survival check result exceeds 15, you can predict the weather for one additional day in advance.

Action: Varies. A single survival check may represent activity over the course of hours or a full day.

Try Again: Varies. For getting along in the wild or for gaining the fortitude save bonus noted in the table above, you make a survival check once every 24 hours. The result of that check applies until the next check is made. To avoid getting lost or avoid natural hazards, you make a survival check whenever the situation calls for one. Retries to avoid getting lost in a specific situation or to avoid a specific natural hazard are not allowed.

Special: If you have 5 or more ranks in survival, you can automatically determine where true north lies in relation to yourself.

SWIM (STR; ARMOR CHECK PENALTY)

Check: Make a swim check once per round while you are in the water. Success means you may swim at up to one-half your speed (as a full-round action) or at one-quarter your speed (as a move action). If you fail by 4 or less, you make no progress through the water. If you fail by 5 or more, you go underwater.

If you are underwater either because you failed a swim check or because you are swimming underwater intentionally, you must hold your breath. You can hold your breath for a number of rounds equal to your constitution score, but only if you do nothing other than take move actions or free actions. If you take a standard action or a full-round action (such as making an attack), the remainder of the duration for which you can hold your breath is reduced by 1 round. (Effectively, a character in combat can hold his or her breath only half as long as normal.) After that period of time, you must make a DC 10 constitution check every round to continue holding your breath. Each round, the DC for that check increases by 1. If you fail the constitution check, you begin to drown. The DC for the swim check depends on the water, as given in the table below.

Water	Swim DC
Calm water	10

Rough water	15
Stormy water	20(1)

(1)You can't take 10 on a swim check in stormy water, even if you aren't otherwise being threatened or distracted.

Each hour that you swim, you must make a DC 20 swim check or take 1d6 points of non-lethal damage from fatigue.

Action: A successful swim check allows you to swim one-quarter of your speed as a move action or one-half your speed as a full-round action.

TUMBLE (DEX; TRAINED ONLY; ARMOR CHECK PENALTY)

You can't use this skill if your speed has been reduced by armor, excess equipment, or loot.

Check: You can land softly when you fall or tumble past opponents. You can also tumble to entertain an audience (as though using the perform skill). The DCs for various tasks involving the tumble skill are given on the table below.

DC	Task
15	Treat a fall as if it were 10 feet shorter than it really is when determining damage.
25	Tumble at one-half speed through an area occupied by an enemy (over, under, or around the opponent) as part of normal movement is such a way as to not allow them an attack on you as you move past.

Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The DC for any tumble check made to tumble into such a square is modified as indicated below.

Surface Is . . .	DC Modifier
Lightly obstructed (light rubble, shallow bog, undergrowth)	+2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	+5
Lightly slippery (wet floor)	+2
Severely slippery (ice sheet)	+5
Sloped or angled	+2

Accelerated Tumbling: You try to tumble past or through enemies more quickly than normal. By accepting a –10 penalty on your tumble checks, you can move at your full speed instead of one-half your speed.

Action: Not applicable. Tumbling is part of movement, so a tumble check is part of a move action.

Try Again: Usually no. An audience, once it has judged a tumbler as an uninteresting performer, is not receptive to repeat performances. You can try to reduce damage from a fall as an instant reaction only once per fall.

Special: If you have 5 or more ranks in tumble, you gain a +3 dodge bonus to AC when fighting defensively instead of the usual +2 dodge bonus to AC. If you have 5 or more ranks in tumble, you gain a +6 dodge bonus to AC when executing the total defense standard action instead of the usual +4 dodge bonus to AC.

A feat is a special feature that either gives a character a new capability or improves one that he or she already has. For example, you could choose to start with the improved initiative feat at 1st level. That feat gives you a bonus of +4 on your initiative checks. Unlike a skill, a feat has no ranks. A character either has a feat or does not.

ACQUIRING FEATS

Unlike skills, feats are not bought with points. A player simply chooses them for his or her character. Each character gets one feat upon creation. At 3rd level and every three levels thereafter (6th, 9th,12th,15th,and 18th), he or she gains another feat.

PREREQUISITES

Some feats have prerequisites. Your character must have the indicated ability score, class feature, feat, skill, base attack bonus, or other quality designated in order to select or use that feat. A character can gain a feat at the same level at which he or she gains the prerequisite. A character can't use a feat if he or she has lost a prerequisite. For example, if your strength temporarily drops below 13 because you are fatigued, you can't use the power attack feat until your strength score returns to 13 or higher.

Table: Feats	
Feat	Prerequisite
Acrobatic	
Aircraft Operation	Pilot 4 ranks
Alertness	
Animal Affinity	
Archaic weapon Proficiency	
Armor Proficiency (Light)	
Armor Proficiency (Medium)	Armor Proficiency (Light)
Armor Proficiency (Heavy)	Armor Proficiency (Medium)
Athletic	
Attentive	
Blind-Fight	
Brawl	
Improved Brawl	Brawl, base attack bonus +3
Knockout Punch	Brawl, base attack bonus +3
Improved Knockout Punch	Knockout Punch, base attack bonus +6
Streetfighting	Brawl, base attack bonus +2
Builder	
Cautious	
Combat Expertise	Int 13
Improved Disarm	Int 13, Combat Expertise
Improved Trip	Int 13, Combat Expertise
Whirlwind Attack	Dex 13, Int 13, Combat Expertise, Dodge, base attack bonus +4
Combat Martial Arts	Base attack bonus +1
Improved Combat Martial Arts	Combat Martial Arts, base attack bonus +4
Advanced Combat Martial Arts	Improved Combat Martial Arts, base attack bonus +8
Stunning Fist	Dex 13, Wis 13, Improved Combat Martial Arts, base attack +8
Deflect Arrows	Dex 13, Improved Combat Martial Arts
Snatch Arrows	Dex 15, Deflect Arrows
Confident	
Creative	
Deceptive	
Defensive Martial Arts	
Combat Throw	Defensive Martial Arts
Improved Combat Throw	Combat Throw, base attack bonus +3
Elusive Target	Dex 13, Defensive Martial Arts
Unbalanced Opponent	Defensive Martial Arts, base attack bonus +6
Deft Hands	
Dodge	Dex 13
Drive-By Attack	

Feat	Prerequisite
Educated	
Endurance	
Diehard	Endurance
Exotic Melee Weapon Proficiency	Base attack bonus +1
Extra Repel Evil	Oracle Class
Far Shot	
Dead Aim	Wis 13, Far Shot
Focused	
Frightful Presence	Cha 15, Intimidate 9 ranks
Gear Head	
Great Fortitude	
Guide	
Improved Critical	Proficient with weapon, base attack bonus +8
Improved Grapple	Dex 13
Improved Repel Evil	Oracle Class
Investigator	
Iron Will	
Lightning Reflexes	
Medical Expert	
Meticulous	
Negotiator	
Nimble	
Personal Firearms Proficiency	
Advanced Firearms Proficiency	Personal Firearms Proficiency
Burst Fire	Wis 13, Advanced Firearms Proficiencies
Exotic Firearms Proficiency	Advanced Firearms Proficiencies
Point Blank Shot	
Double Tap	Dex 13, Point Blank Shot
Precise Shot	Point Blank Shot
Power Attack	Str 13
CleaveStr 13,	Power Attack
Great Cleave	Str 13, Cleave, base attack bonus +4
Quick Draw	Base attack bonus +1
Quick Reload	Base attack bonus +1
Run	
Simple Weapons Proficiency	
Stealthy	
Studious	
Surface Vehicle Operation	Drive 4 ranks
Surgery	Treat Injury 4 ranks
Toughness	
Track	
Trustworthy	
Two-Weapon Fighting	Dex 13
Improved Two-Weapon Fighting	Dex 13, Two Weapon Fighting, base attack bonus +6
Advanced Two-Weapon Fighting	Dex 13, Improved Two-Weapon Fighting, base attack bonus +11
Vehicle Expert	
Force Stop	Drive 4 ranks, Vehicle Expert
Vehicle Dodge	Dex 13, Drive 6 ranks, Vehicle Expert
Weapon Finesse	Proficient with weapon, base attack bonus +1
Weapon Focus	Proficient with weapon, base attack bonus +1
Greater Weapon Focus	Weapon Focus, Prophet or Awoken Level 8
Weapon Specialization	Weapon Focus, Prophet or Awoken Level 4
Greater Weapon Specialization	Greater Weapon Focus, Weapon Specialization, Prophet or Awoken Level 12
Windfall	

FEAT DESCRIPTIONS

Here is the format for feat descriptions.

FEAT NAME

Prerequisite: A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

Benefit: What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a feat twice is the same as having it once.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

ACROBATIC

Benefit: You get a +2 bonus on all jump checks and tumble checks

ADVANCED COMBAT MARTIAL ARTS

Prerequisites: Combat martial arts, improved combat martial arts, base attack bonus +8.
Benefit: When you score a critical hit on an opponent with an unarmed strike, you deal triple damage.
Normal: An unarmed strike critical hit deals double damage.

ADVANCED FIREARMS PROFICIENCY
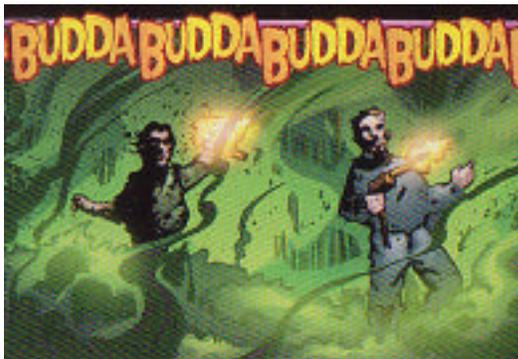
Prerequisites: Personal firearms proficiency
Benefit: You can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting).
Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on autofire.

ADVANCED TWO-WEAPON FIGHTING

Unlike the two-weapon fighting feat, this feat allows you to use a melee weapon in one hand and a ranged weapon in the other.
Prerequisites: Dexterity 13, two-weapon fighting, improved two-weapon fighting, base attack bonus +11.
Benefit: You get a third attack with your offhand weapon, albeit at a -10 penalty.

AIRCRAFT OPERATION

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). You are proficient at operating that class of aircraft.
Prerequisites: Pilot 4 ranks
Benefit: You take no penalty on pilot checks or attack rolls made when operating an aircraft of the selected class.
Normal: Characters without this feat take a -4 penalty on pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons. There is no penalty when you operate a general purpose aircraft.
Special: You can take this feat multiple times. Each time you take the feat, you select a different class of aircraft.

ALERTNESS

Benefit: You get a +2 bonus on all listen checks and spot checks.

ANIMAL AFFINITY

Benefit: You get a +2 bonus on all handle animal checks and ride checks.

ARCHAIC WEAPONS PROFICIENCY

You are proficient with archaic weapons, including swords, bows, and axes.
Benefit: You take no penalty on attack rolls when using any

kind of archaic weapon.
Normal: A character without this feat takes the -4 non-proficient penalty when making attacks using archaic weapons.

ARMOR PROFICIENCY (HEAVY)

Prerequisites: Armor proficiency (light), armor proficiency (medium).
Benefit: See armor proficiency (light).
Normal: See armor proficiency (light).

ARMOR PROFICIENCY (LIGHT)

Benefit: When you wear a type of armor with which you are proficient, you get to add the armor's entire equipment bonus to your defense.
Normal: A character who is wearing armor with which she is not proficient takes an armor penalty on checks involving the following skills: balance, climb, escape artist, hide, jump, move silently, and tumble. Also, a character who wears armor and is not proficient adds only a portion of the armor's equipment bonus to his or her defense.

ARMOR PROFICIENCY (MEDIUM)

Prerequisite: Armor proficiency (light).
Benefit: See armor proficiency (light).
Normal: See armor proficiency (light).

ATHLETIC

Benefit: You get a +2 bonus on all climb checks and swim checks.

ATTENTIVE

Benefit: You get a +2 bonus on all investigate checks and sense motive checks.

BLIND-FIGHT

Benefit: In melee, every time you miss because of concealment, you can re-roll your miss chance percentile roll one time to see if you actually hit. Also, an invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your dexterity bonus to armor class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however.
You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduce your speed to three-quarters normal, instead of one-half.
Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your dexterity bonus to AC. The speed reduction for darkness and poor visibility also applies.

BRAWL

Benefit: When making an unarmed attack, you receive a +1 competence bonus on your attack rolls, and you deal non-lethal damage equal to 1d6 + your strength modifier.
Normal: Unarmed attacks normally deal non-lethal damage equal to 1d3 + strength modifier.

BUILDER

Benefit: Pick two of the following skills: craft (chemical), craft (electronic), craft (mechanical), and craft (structural). You get a +2 bonus on all checks with those skills.
Special: You can select this feat twice. The second time, you apply it to the two skills you didn't pick originally.

BURST FIRE

Prerequisites: Wisdom 13, personal firearms proficiency, advanced firearms proficiency.
Benefit: When using an automatic firearm with at least five bullets loaded, you may fire a short burst as a single attack against a single target. You receive a -4 penalty on the attack roll, but deal +2 dice of damage. For example, a firearm that deals 2d6 points of damage deals 4d6 instead. Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.
Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if you attempt an autofire attack at a specific target, it simply counts as a normal attack and all of the extra bullets are wasted.
Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

CAUTIOUS

Benefit: You get a +2 bonus on all demolitions checks and disable device checks.

CLEAVE

Prerequisites: Str 13, power attack.
Benefit: If you deal a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), you get an immediate, extra melee attack against another creature within reach. You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. You can use this ability once per round.

COMBAT EXPERTISE

Prerequisite: Int 13.
Benefit: When you use the attack action or the full attack action in melee, you can take a penalty of as much as −5 on your attack roll and add the same number (+5 or less) as a dodge bonus to your armor class. This number may not exceed your base attack bonus. The changes to attack rolls and armor class last until your next action.
Normal: A character without the combat expertise feat can fight defensively while using the attack or full attack action to take a −4 penalty on attack rolls and gain a +2 dodge bonus to armor class.

COMBAT MARTIAL ARTS

Prerequisites: Base attack bonus +1
Benefit: With an unarmed strike, you deal lethal or non-lethal damage (your choice) equal to 1d4 + your strength modifier.
Normal: Without this feat, a character deals only 1d3 points of non-lethal damage.

COMBAT THROW

Prerequisites: Defensive martial arts
Benefit: You gain a +2 bonus on opposed strength and dexterity checks any time you attempt trip or grapple attacks, or when you try to avoid a trip or grapple attack made against you.

CONFIDENT

Benefit: You get a +2 bonus on all gamble checks and intimidate checks, and on level checks to resist intimidation

CREATIVE

Benefit: Pick two of the following skills: craft (visual art), craft (writing), perform (act), perform (dance), perform (keyboards), perform (percussion instruments), perform (sing/rap), perform (stand-up), perform (string instruments), and perform (wind instruments). You get a +2 bonus on all checks with those two skills.
Special: You can select this feat as many as five times. Each time, you select two new skills from the choices given above.
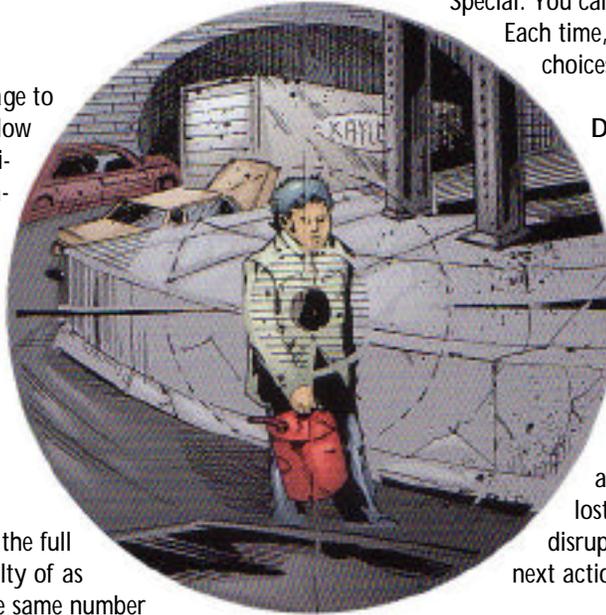
DEAD AIM

Prerequisites: Wisdom 13, far shot.
Benefit: Before making a ranged attack, you may take a full-round action to line up your shot. This grants you a +2 circumstance bonus on your next attack roll. Once you begin aiming, you can't move, even to take a 5-foot step, until after you make your next attack, or the benefit of the feat is lost. Likewise, if your concentration is disrupted or you are attacked before your next action, you lose the benefit of aiming.

DECEPTIVE

Benefit: You get a +2 bonus on all disguise checks and forgery checks.

DEFENSIVE MARTIAL ARTS

Benefit: You gain a +1 dodge bonus to defense against melee attacks.
Special: A condition that makes you lose your dexterity bonus to defense also makes you lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

DEFLECT ARROWS

Prerequisites: Dex 13, improved combat martial arts.
Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with an archaic ranged weapon (arrows, knife, chinese star, etc), you may deflect it so that you take no damage from it. You must be aware of the attack and not flatfooted. Attempting to deflect a ranged weapon doesn't count as an action. Bullets or projectiles from any modern weapon cannot be deflected.

DEFT HANDS

Benefit: You get a +2 bonus on all sleight of hand checks and disable device.

DIEHARD

Prerequisite: Endurance.
Benefit: When reduced to between −1 and −9 hit points, you automatically become stable. You don't have to roll d% to see if you lose 1 hit point each round. When reduced to negative hit points, you may choose to act as if you were disabled,

rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious. When using this feat, you can take either a single move or a standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous) you take 1 point of damage after completing the act. If you reach –10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between –1 and –9 hit points is unconscious and dying.

DODGE

Prerequisite: Dex 13.
Benefit: During your action, you designate an opponent and receive a +1 dodge bonus to armor class against attacks from that opponent. You can select a new opponent on any action.
Special: A condition that makes you lose your dexterity bonus to armor class (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DOUBLE TAP

Prerequisite: Dexterity 13, point blank shot.
Benefit: When using a semiautomatic firearm with at least two bullets loaded, you may fire two bullets as a single attack against a single target. You receive a -2 penalty on this attack, but you deal +1 die of damage with a successful hit. For example, a firearm that normally deals 2d6 points of damage instead deals 3d6. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

DRIVE-BY ATTACK

Benefit: You take no vehicle speed penalty when making an attack while in a moving vehicle.
Normal: When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed.

EDUCATED

Benefit: Pick two knowledge skills – knowledge (art) and knowledge (history), for example. You get a +2 bonus on all checks with those skills.
Special: You can select this feat as many as seven times. Each time, you select two new knowledge skills.

ELUSIVE TARGET

Prerequisite: Dexterity 13, defensive martial arts.
Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target you with ranged attacks take a -4 penalty. This penalty is in addition to the normal -4 penalty for firing into melee, making the penalty to target you -8.

ENDURANCE

Benefit: You gain a +4 bonus on the following checks and saves: swim checks made to resist non-lethal damage, constitution checks made to continue running, constitution checks made to avoid non-lethal damage from a forced march, constitution checks made to hold your breath, constitution checks made to avoid non-lethal damage from starvation or thirst, fortitude saves made to avoid non-lethal damage from hot or cold environments, and fortitude saves made to resist damage from suffocation. Also, you may sleep in light or medium armor without becoming fatigued.
Normal: A character without this feat who sleeps in light or medium armor is automatically fatigued the next day.

EXOTIC FIREARMS PROFICIENCY

Choose a weapon type from the following list: cannons, heavy machineguns, grenade launchers, and rocket launchers. You understand how to use all weapons within that group in combat.

Prerequisite: Personal firearms proficiency, advanced firearms proficiency.
Benefit: You make attack rolls with the weapon normally.
Normal: A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.
Special: You can gain this feat as many as four times. Each time you take the feat, you select a different weapons group.

EXOTIC MELEE WEAPON PROFICIENCY

Choose a type of exotic melee weapon. You understand how to use that type of exotic weapon in combat.
Prerequisite: Base attack bonus +1.
Benefit: You make attack rolls with the weapon normally.
Normal: A character who uses a weapon with which he or she is not proficient takes a –4 penalty on attack rolls.
Special: You can gain exotic weapon proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

EXTRA REPEL EVIL

Prerequisite: Oracle class.
Benefit: Each time you take this feat, you can use your ability to repel evil creatures one more time per day than normal.
Normal: Without this feat, an Oracle can typically repel evil a number of times per day equal to 1 + his or her charisma modifier.
Special: You can gain extra repel evil multiple times. Its effects stack. Each time you take the feat, you can use your repel evil

ability one additional time per day.

FAR SHOT

Prerequisite: Point blank shot.
Benefit: When you use a projectile weapon, such as a gun, its range increment increases by one-half (multiply by 1-1/2). When you use a thrown weapon, its range increment is doubled.

FOCUSED

Benefit: You get a +2 bonus on all balance checks and escape artist checks.

FORCE STOP

Prerequisite: Drive 4 ranks, vehicle expert.
Benefit: When you attempt a side-swipe stunt with another vehicle, you can force the other vehicle to a stop by nudging it into a controlled sideways skid. After succeeding on a check to attempt the sideswipe, make a drive check opposed by the other driver. If you succeed, you turn his vehicle 90 degrees across the front of yours, so that they form a "T." The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage. If you fail the check, resolve the sideswipe normally.

FRIGHTFUL PRESENCE

Prerequisite: Charisma 15, intimidate 9 ranks.
Benefit: When you use this feat, all opponents within 10 feet who have fewer levels than you must make a will saving throw (DC 10 + _ your level + your charisma modifier). An opponent who fails his save is shaken, taking a -2 penalty on attack rolls, saves , and skill checks for a number of rounds equal to 1d6 + your charisma modifier. You can use this feat only once per round as a free action. A successful save indicates that the opponent is immune to your use of this feat for 24 hours. This feat does not effect creatures with an intelligence of 3 or lower.

GEARHEAD

Benefit: You get a +2 bonus on all computer use checks and repair checks.

GREAT CLEAVE

Prerequisites: Str 13, cleave, power attack, base attack bonus +4.
Benefit: This feat works like cleave, except that there is no limit to the number of times you can use it per round.

GREAT FORTITUDE

Benefit: You get a +2 bonus on all fortitude saving throws.

GUIDE

Benefit: You get a +2 bonus on all navigate checks and survival checks.

GREATER WEAPON FOCUS

Choose one type of weapon for which you have already selected weapon focus.
Prerequisites: Proficiency with selected weapon, weapon focus with selected weapon, Awoken or Prophet 8th level.
Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from weapon focus (see below).
Special: You can gain greater weapon focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

GREATER WEAPON SPECIALIZATION

Choose one type of weapon for which you have already selected weapon specialization.
Prerequisites: Proficiency with selected weapon, greater weapon focus with selected weapon, weapon focus with selected weapon, weapon specialization with selected weapon, Prophet or Awoken 12th level.
Benefit: You gain a +1 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from weapon specialization (see below).
Special: You can gain greater weapon specialization multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

IMPROVED BRAWL

Prerequisites: Brawl, base attack bonus +3.
Benefit: When making an unarmed attack, you receive a +2 competence bonus on your attack roll, and you deal non-lethal damage equal to 1d8 + your strength modifier.

Normal: Unarmed attacks normally deal non-lethal damage equal to 1d3 + strength modifier.

IMPROVED COMBAT MARTIAL ARTS
Prerequisites: Combat martial arts, base attack bonus +4.
Benefit: Your threat range on an unarmed strike improves to 19-20.
Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

IMPROVED COMBAT THROW

Prerequisites: Defensive martial arts, combat throw, base attack bonus +3.
Benefit: In melee combat, if an opponent attacks and misses you, you may immediately make a trip attack against him. This is a free action that may only be used once per round.

IMPROVED CRITICAL

Choose one type of weapon.
Prerequisite: Proficient with weapon, base attack bonus +8.
Benefit: When using the weapon you selected, your threat range is doubled.
Special: You can gain improved critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon. This effect doesn't stack with any other effect that expands the threat range of a weapon.

IMPROVED DISARM

Prerequisites: Int 13, combat expertise.
Benefit: You gain a +4 bonus on the opposed attack roll you make to disarm your opponent.
Normal: See the normal disarm rules.

IMPROVED GRAPPLE

Prerequisites: Dex 13
Benefit: You gain a +4 bonus on all grapple checks, regardless of whether you started the grapple.

IMPROVED INITIATIVE

Benefit: You get a +4 bonus on initiative checks.

IMPROVED KNOCKOUT PUNCH

Prerequisites: Brawl, knockout punch, base attack bonus +6
Benefit: When making your first unarmed attack against an opponent,

treat a successful attack as a critical hit. This critical hit deals triple damage. This damage is non-lethal damage. You may only use this attack on the first attack of any new combat situation, not on the first attack of every new opponent.

IMPROVED TRIP

Prerequisites: Int 13, combat expertise.
Benefit: You also gain a +4 bonus on your strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

IMPROVED REPEL EVIL

Prerequisite: Oracle class
Benefit: You can repel evil creatures as if you were one level higher than you are.

IMPROVED TWO-WEAPON FIGHTING

Prerequisites: Dex 17, two-weapon fighting, base attack bonus +6.
Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a −5 penalty.
Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

INVESTIGATOR

Benefit: You get a +2 bonus on all gather information checks and search checks.

IRON WILL

Benefit: You get a +2 bonus on all will saving throws.

KNOCKOUT PUNCH

Prerequisites: Brawl, base attack bonus +3
Benefit: When making your first unarmed attack against an opponent, treat a successful attack as a critical hit. This damage is non-lethal damage. You may only use this attack on the first attack of any new combat situation, not on the first attack of every new opponent.

LIGHTNING REFLEXES

Benefit: You get a +2 bonus on all reflex saving throws.

MEDICAL EXPERT

Benefit: You get a +2 bonus on all craft (pharmaceutical) and treat injury checks.

METICULOUS

Benefit: You get a +2 bonus on all forgery and search checks.

NEGOTIATOR

Benefit: You get a +2 bonus on all diplomacy and sense motive checks.

NIMBLE

Benefit: You get a +2 bonus on all balance and escape artist checks.

PERSONAL FIREARMS PROFICIENCY

You are proficient with all types of personal firearms.
Benefit: You can fire any personal firearm (a firearm designed to be carried and used by a single person) without penalty.
Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms.

POINT BLANK SHOT

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

POWER ATTACK

Prerequisite: Str 13.
Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next turn.

PRECISE SHOT

Prerequisite: Point blank shot.
Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.
Normal: You take a -4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

QUICK DRAW

Prerequisite: Base attack bonus +1.
Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the sleight of hand skill) as a move action.
Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

QUICK RELOAD

Prerequisite: Base attack bonus +1
Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.
Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full round action.

RUN

Benefit: When running, you move a maximum of five times your normal speed instead of four times. If you are in heavy armor, you can move four times your speed rather then three times. If you make a long jump, you gain a +2 competence bonus on your jump check.

SIMPLE WEAPON PROFICIENCY

You understand how to use all types of simple weapons in combat.
Benefit: You make attack rolls with simple weapons normally.
Normal: When using a weapon with which you are not proficient, you take a –4 penalty on attack rolls.

SNATCH ARROWS

Prerequisites: Dex 15, deflect arrows, improved combat martial arts.
Benefit: When using the deflect arrows feat, you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free (holding nothing) to use this feat.

STEALTHY

Benefit: You get a +2 bonus on all hide and move silently checks.

STUDIOUS

Benefit: You get a +2 bonus on decipher script and research

checks.

STUNNING FIST

Prerequisites: Dex 13, wis 13, improved combat martial arts, base attack bonus +8.
Benefit: You must declare that you are using this feat before you make your attack roll (thus, a failed attack roll ruins the attempt). Stunning fist forces a foe damaged by your unarmed attack to make a fortitude saving throw (DC 10 + 1/2 your character level + your Wis modifier), in addition to dealing damage normally. A defender who fails this saving throw is stunned for 1 round (until just before your next action). A stunned character can't act, loses any dexterity bonus to AC, and takes a −2 penalty to AC. You may attempt a stunning attack once per day for every four levels you have attained, and no more than once per round.

STREET FIGHTING

Prerequisites: Brawl, base attack bonus +2
Benefit: Once per round, if you make a successful melee attack with an unarmed strike or light weapon, you deal an extra 1d4 points of damage.

SURFACE VEHICLE OPERATION

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). You are proficient at operating that class of vehicle. The heavy wheeled class includes all kinds of semi-trucks and tractor trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large multi-crewed water vessels. Tracked vehicles include bull-dozers and tanks and other military vehicles.
Prerequisites: Drive 4 ranks.
Benefit: You take no penalty on drive checks or attack rolls.
Normal: Characters without this feat take a -4 penalty on drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general purpose surface vehicle (such as a car, motorcycle, or snowmobile).
Special: You can take this feat as many as five times. Each time you take the feat, you select a different class of surface vehicle.

SURGERY

You are trained to perform surgical procedures to heal wounds.
Prerequisites: Treat injury 4 ranks.
Benefit: You can use the treat injury skill to perform surgery without penalty.
Normal: Characters without this feat take a -4 penalty on treat injury checks made to perform surgery.

TOUGHNESS

Benefit: You gain +3 hit points.
Special: A character may gain this feat multiple times. Its effects stack.

TRACK

Prerequisites: 1 rank in the survival skill.
Benefit: To find tracks or to follow them for 1 mile requires a successful survival check. You must make another survival check every time the tracks become difficult to follow. You move at half your normal speed (or at your normal speed with a −5 penalty on the check, or at up to twice your normal speed with a −20 penalty on the check). The DC depends on the surface and the prevailing conditions, as given on the table below:

Surface	DC	Surface	DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Very Soft Ground: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
Soft Ground: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.
Firm Ground: Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and very dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.
Hard Ground: Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).
Several modifiers may apply to the survival check, as given in the table below.

Condition	DC Modifier
Every three creatures in the group being tracked	−1
Small	+1
Medium	+0
Large	−1
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility:	
Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked party hides trail (and moves at half speed)	+5

If you fail a survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.
Normal: Without this feat, you can use the survival skill to find tracks, but you can follow them only if the DC for the task is 10 or lower. Alternatively, you can use the search skill to find a footprint or similar sign of a creature's passage using the DCs given above, but you can't use search to follow tracks, even if someone else has already found them.

TRUSTWORTHY

Benefit: You get a +2 bonus on all diplomacy checks and gather information checks.

TWO-WEAPON FIGHTING

You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon. The weapons must both be melee weapons or both be ranged weapons (you can't mix the types).
Prerequisite: Dexterity 13.
Benefit: Your penalties for fighting with two weapons are lessened by 2.
Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way, you suffer a –6 penalty with your regular attack or attacks with your primary hand, and a –10 penalty to the attack with your off hand. If your off hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)

UNBALANCED OPPONENT

Prerequisites: Defensive martial arts, base attack +6.
Benefit: During your action, you designate an opponent. That opponent doesn't get to add his strength modifier to attack rolls when targeting you. (If the opponent has a strength penalty, he still takes the penalty.) The opponent's strength modifier applies to damage, as usual. You can select a new opponent on any action.

VEHICLE DODGE

Prerequisites: Dexterity 13, drive 6 ranks, vehicle expert.
Benefit: When driving a vehicle, during your action you designate an opposing vehicle or a single opponent. Your vehicle and everyone in it receives a +1 dodge bonus to defense against attacks from that vehicle or opponent. You can select a new vehicle or opponent on any action.

VEHICLE EXPERT

Benefit: You get a +2 bonus on all drive checks and pilot checks.

WEAPON FINESSE

Prerequisite: Proficient with weapon, base attack bonus +1.
Benefit: With a light weapon, rapier, whip, or spiked chain, you may use your dexterity modifier instead of your strength modifier on attack rolls.
Special: Natural weapons are always considered light weapons.

WEAPON FOCUS

Choose one type of weapon. You can also choose unarmed strike or grapple.
Prerequisites: Proficiency with selected weapon, base attack bonus +1.
Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

WEAPON SPECIALIZATION

Choose one type of weapon for which you have already selected the weapon focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.
Prerequisites: Proficiency with selected weapon, weapon focus with selected weapon, Prophet or Awoken 4th level.
Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.
Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

WHIRLWIND ATTACK

Prerequisites: Dex 13, int 13, combat expertise, dodge, base attack bonus +4.
Benefit: When you use the full attack action, you can give up your regular attacks and instead make one melee attack at your full base attack bonus against each opponent within reach. When you use the whirlwind attack feat, you also forfeit any bonus or extra attacks granted by other feats, powers, or abilities.

WINDFALL

Benefit: You have a steady income from some source that equals to $500 profit per month after normal expenses. You can work it out with the GM as to where exactly this money is coming from.
Special: You can select this feat multiple times. Each time, add another $500 per month gained.

Powers

Powers are effects that change the very foundation of reality as we know it. They come in two types: supernatural (used by Oracles and Specters), and psionic (used by Oracles). All powers are used spontaneously without preparation.

USING A POWER

Using a power takes one standard action. Whether a power is supernatural or psionic, using it works the same way.

CHOOSING A POWER

First, you must choose which power to use. You can select any power that your character knows. Even though there are many powers in the game, you may only use the powers you have chosen upon the creation of your character and when he advances in levels. To use a power, you must be able to gesture. Once you've used an Oracle or Specter power, you can't use the same one again until the following day after at least eight hours of rest. Oddities, however, use power points and may use any power known to them as many times as they like until their power points are gone. These power points replenish back to full on the following day after at least eight hours of rest.

POWER LEVEL

A power's strength often depends on its user level, which is equal to your class level.

POWER FAILURE

The only way for a power to fail is if the target wants to resist its effects and makes a successful saving throw. Many times, however, the power's effect will still work but to a lesser extent.

THE POWER'S RESULT

Once you know which creatures (or objects or areas) are affected, and whether those creatures have made successful saving throws (if any were allowed), you can apply whatever results a power entails.

SPECIAL POWER EFFECTS

Attacks: Some power descriptions refer to attacking. All offensive combat actions, even those that don't damage opponents, are considered attacks. Attempts to repel evil, for example, count as attacks. All powers that opponents resist with saving throws, that deal damage, or that otherwise harm or hamper subjects are attacks. Powers that summon creatures or other allies are not attacks because the powers themselves don't harm anyone.

Bonus Types: Some powers give their subjects bonuses to ability scores. Keep in mind that two bonuses of the same type don't generally stack. With the exception of dodge bonuses, most circumstance bonuses, only the better bonus works. The same principle applies to penalties—a character taking two or more penalties of the same type applies only the worst one.

POWER DESCRIPTIONS

The description of each power is presented in a standard format. Each category of information is explained and defined below.

NAME

The first line of every power description gives the name by which the power is generally known.

LEVEL

The next line of a power's description gives the power's level, a number between 0 and 9 that defines the power's relative strength. This number is preceded by the class whose members can use the power. A power's level affects the DC for any save allowed against the effect.

RANGE

A power's range indicates how far from you it can reach, as defined in the range entry of the power description. A power's range is the maximum distance from you that the power's effect can occur, as well as the maximum distance at which you can designate the power's point of origin. If any portion of the power's area would extend beyond this range, that area is wasted. Standard ranges include the following:

Personal: The spell affects only you.

Touch: You must touch a creature or object to affect it. A touch power that deals damage can score a critical hit just as a weapon can.

Close: The power reaches as far as 25 feet away from you. The maximum range increases by 5 feet for every two full user levels.

Medium: The spell reaches as far as 100 feet + 10 feet per user level.

Long: The spell reaches as far as 400 feet + 40 feet per user level.

Unlimited: The spell reaches anywhere on the same plane of existence.

Range Expressed in Feet: Some powers have no standard range category, just a range expressed in feet.

AIMING A POWER

You must make some choice about who the power is to affect or where the effect is to originate, depending on the type of power. The next entry in a power's description defines the power's target (or targets), its effect, or its area, as appropriate.

Target or Targets: Some powers have a target or targets. You use these powers on creatures or objects, as defined by the power itself. You must be able to see or touch the target, and you must specifically choose that target. If the target of a power is yourself (the power description has a line that reads "target: you"), you do not receive a saving throw. Some powers restrict you to willing targets only. Declaring yourself as a willing target is something that can be done at any time. Unconscious creatures are automatically considered willing, but a character who is conscious but immobile or helpless (such as one who is bound, cowering, grappling, paralyzed, pinned, or stunned) is not automatically willing.

Effect: Some powers create things rather than affecting things that are already present. You must designate the location where these things are to appear, either by seeing it or defining it. Range determines how far away an effect can appear, but if the effect is mobile it can move regardless of the power's range.

Ray: Some effects are rays. You aim a ray as if using a ranged weapon, though typically you make a ranged touch attack rather than a normal ranged attack. As with a ranged weapon, you can fire into the dark or at an invisible creature and hope you hit something. You don't have to see the creature you're trying to hit as you do with a targeted power. Intervening creatures and obstacles, however, can block your line of sight or provide cover for the creature you're aiming at. If a ray power has a duration, it's the duration of the effect that the ray causes, not the length of time the ray itself persists. If a ray power deals damage, you can score a critical hit just as if it were a weapon.

Spread: Some effects, notably clouds and fogs, spread out from a point of origin. The effect can extend around corners and into areas that you can't see. Figure distance by actual distance traveled, taking into account turns the power effect takes. When determining distance for spread effects, count around walls, not through them. You must designate the point of origin for such an effect, but you need not have line of effect to all portions of the effect.

Area: Some powers affect an area. Sometimes a power description specifies a specially defined area, but usually an area falls into one of the categories defined below. Regardless of the shape of the area, you select the point where the power originates, but otherwise you don't control which creatures or objects the power affects.

Burst, Emanation, or Spread: Most powers that affect an area function as a burst, an emanation, or a spread. In each case, you select the power's point of origin and measure its effect from that point.

A burst power affects whatever it catches in its area, even including creatures that you can't see. It can't affect creatures with total cover from its point of origin (in other words, its effects don't extend around corners). The default shape for a burst effect is a sphere, but some burst spells are specifically described as cone-shaped. A burst's area defines how far from the point of origin the power's effect extends.

An emanation power functions like a burst power, except that the effect continues to radiate from the point of origin for the duration of the power. Most emanations are cones or spheres. A spread power spreads out like a burst but can turn corners. You select the point of origin, and the power spreads out a given distance in all directions. Figure the area the power effect fills by taking into account any turns the power's effect takes.

Cone, Cylinder, Line, or Sphere: Most powers that affect an area have a particular shape, such as a cone, cylinder, line, or sphere. A cone-shaped power shoots away from you in a quarter-circle in the direction you designate. It widens out as it goes. Most cones are either bursts or emanations (see above), and thus won't go around corners.

When using a cylinder-shaped power, you select the power's point of origin. This point is the center of a horizontal circle, and the power shoots down from the circle, filling a cylinder. A cylinder-shaped spell ignores any obstructions within its area.

A line-shaped power shoots away from you in a line in the direction you designate. It extends to the limit of its range or until it strikes a barrier that blocks line of effect.

A sphere-shaped power expands from its point of origin to fill a spherical area. Spheres may be bursts, emanations, or spreads.

Creatures: A power with this kind of area affects creatures directly (like a targeted power), but it affects all creatures in an area of some kind rather than individual creatures you select. The area might be a spherical burst , a cone-shaped burst, or some other shape.

Line of Effect: A line of effect is a straight, unblocked path that indicates what a power can affect. A line of effect is canceled by a solid barrier. It's like line of sight for ranged weapons, except that it's not blocked by fog, darkness, and other factors that limit normal sight.

You must have a clear line of effect to any target that you use a power on or to any space in which you wish to create an effect. You must have a clear line of effect to the point of origin of any power you cast.

A burst, cone, cylinder, or emanation power affects only an area, creatures, or objects to which it has line of effect from its origin (a spherical burst's center point, a cone-shaped burst's starting point, a cylinder's circle, or an emanation's point of origin).

DURATION

A power's duration entry tells you how long the supernatural energy of the power lasts.

Timed Durations: Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the energy goes away and the power ends. If a power's duration is variable, the duration is rolled secretly (the user doesn't know

how long the power will last).

Instantaneous: The power energy comes and goes the instant the power is used, though the consequences might be long-lasting.

Permanent: The energy remains as long as the effect does.

Concentration: The power lasts as long as you concentrate on it. Concentrating to maintain a power is a standard action. Anything that breaks your concentration causes the power to end. You can't use one power while concentrating on another. Sometimes a power lasts for a short time after you cease concentrating. Almost all Specter powers require concentration.

Subjects, Effects, and Areas: If the power affects creatures directly, the result travels with the subjects for the power's duration. If the power creates an effect, the effect lasts for the duration. The effect might move or remain still. If the power affects an area, then the power stays within that area for its duration. Creatures become subject to the power when they enter the area and are no longer subject to it when they leave.

Touch Powers and Holding the Charge: In most cases, if you don't discharge a touch power on the round you use it, you can hold the charge (postpone the discharge of the power) indefinitely. You can make touch attacks round after round. If you use another power, the touch power dissipates.

Some touch powers allow you to touch multiple targets as part of the power. You can't hold the charge of such a power; you must touch all targets of the power in the same round that you finish using the power.

Discharge: Occasionally, a power lasts for a set duration or until triggered or discharged.

Dismissible: All powers can be dismissed at will. You must be within range of the power's effect to do so. Dismissing a power is a standard action. A power that depends on concentration is dismissible by its very nature, and dismissing it does not take an action, since all you have to do to end the power is to stop concentrating on your turn.

SAVING THROW

Usually a harmful power allows a target to make a saving throw to avoid some or all of the effect. The saving throw entry in a power description defines which type of saving throw the power allows and describes how saving throws against the power work.

Negates: The power has no effect on a subject that makes a successful saving throw.

Partial: The power causes an effect on its subject. A successful saving throw means that some lesser effect occurs.

Half: The power deals damage, and a successful saving throw halves the damage taken (round down).

None: No saving throw is allowed.
Disbelief: A successful save lets the subject ignore the effect.

Harmless: The power is usually beneficial, not harmful, but a targeted creature can attempt a saving throw if it desires.

Saving Throw Difficulty Class: A saving throw against your power has a DC of 10 + the level of the power + your bonus for the relevant ability (charisma for an Oracle, wisdom for a Specter or Int for an Oddity).

Succeeding on a Saving Throw: A creature that successfully saves against a power that has no obvious physical effects feels a hostile force or a tingle, but cannot deduce the exact nature of the attack. Likewise, if a creature's saving throw succeeds against a targeted power, you sense that the power has failed.
Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure. A natural 20 (the d20 comes up 20) is always a success.
Voluntarily Giving up a Saving Throw: A creature can voluntarily forego a saving throw and willingly accept a power's result.

POWER RESISTANCE

Power resistance is a special defensive ability. If your power is being resisted by a creature with power resistance, you must make a user level check (1d20 + user level) at least equal to the creature's power resistance for the power to affect that creature. The defender's power resistance is like an armor class against supernatural attacks.

DESCRIPTIVE TEXT

This portion of a power description details what the power does and how it works. If one of the previous entries in the description included "see text," this is where the explanation is found.

——— Oracle Powers ———

0-LEVEL ORACLE POWERS

Cure Minor Wounds
Detect Poison
Flare
Guidance
Inkling
Know Direction
Light
Purify Food and Drink

1ST-LEVEL ORACLE POWERS

Bless
Bless Water
Cure Light Wounds
Delay Poison
Divine Favor
Entropic Shield
Know Location
Outer Light
Protection from Evil
Remove Fear

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Shield
Shield of Faith
True Strike

2ND-LEVEL ORACLE POWERS

Aid
Augury
Bear's Endurance
Bull's Strength
Cat's Grace
Cure Moderate Wounds
Eagle's Splendor
Fox's Cunning
Locate Object
Owl's Wisdom
Protection from Bullets
Remove Paralysis

3RD-LEVEL ORACLE POWERS

Cure Serious Wounds
Daylight
Neutralize Poison
Prayer
Protection from Energy
Remove Blindness/Deafness
Remove Disease
Searing Light
Dispel Power

4TH-LEVEL ORACLE POWERS

Contact Shangri-La
Cure Critical Wounds
Divination
Globe of Invulnerability, Lesser
Locate Creature
Restoration
Divine Power
Fate of One
Holy Smite

5TH-LEVEL ORACLE POWERS

Break Enchantment
Commune
Cure Light Wounds, Mass
Dismissal
Hallow
Power Immunity
Legend Lore
Power Resistance

6TH-LEVEL ORACLE POWERS

Anti-power Field
Cure Moderate Wounds, Mass
Dispel Magic, Greater
Find the Path

Globe of Invulnerability
Heal
Precognition
True Seeing

7TH-LEVEL ORACLE POWERS

Banishment
Cure Serious Wounds, Mass
Holy Word
Power Turning
Regenerate
Restoration, Greater
Sunbeam
Vision

8TH-LEVEL ORACLE POWERS

Cure Critical Wounds, Mass
Discern Location
Holy Aura
Moment of Prescience
Protection from Powers
Sunburst

9TH-LEVEL ORACLE POWERS
Foresight
Heal, Mass
Power Immunity, Greater
Time Stop
Wish

Oracle Powers, Descriptions of

Aid

Level: Oracle 2
Range: Touch
Target: Living creature touched
Duration: 1 min/level
Saving Throw: None
Aid grants the target a +1 morale bonus on attack rolls and saves against fear effects, plus temporary hit points equal to 1d8 + user level (to a maximum of 1d8+10 temporary hit points at user level 10th).

Anti-power Field

Level: Oracle 6
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on you

Duration: 1 min/level
Saving Throw: None
An invisible barrier surrounds you and moves with you. The space within this barrier is impervious to most powers. Likewise, it prevents the functioning of any powers within its confines. An anti-power field suppresses any powers used within, brought into, or used in the area, but does not dispel it. Time spent within an anti-power field counts against the suppressed power's duration. Two or more anti-power fields sharing any of the same space have no effect on each other. This power does not work against psionics.

Augury

Level: Oracle 2
Range: Personal
Target: You
Duration: Instantaneous
With augury you can gain direct guidance by "The One" to tell whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per user level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:
o Weal (if the action will probably bring good results).
o Woe (for bad results).
o Weal and woe (for both).
o Nothing (for actions that don't have especially good or bad results).
If the power fails, you get the "nothing" result. An Oracle who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury. The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action.

Banishment

Level: Oracle 7
Range: Close (25 ft. + 5 ft/2 levels)
Targets: One or more Nethervoid creatures, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will negates
A banishment power is a stronger version of the dismissal power. It enables you to force Nethervoid creatures out of the Mortal Realm. As many as 2 hit dice of creatures per user level can be banished.
You can improve the power's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, you gain a +1 bonus on your user level check to overcome the target's power resistance (if any), the saving throw DC increases by 2.

Bear's Endurance

Level: Oracle 2
Range: Touch
Target: Creature touched
Duration: 1 min/level
Saving Throw: None
The affected creature gains greater vitality and stamina. The power grants the subject a +4 enhancement bonus to constitution, which adds the usual benefits to hit points, fortitude saves, constitution checks, and so forth. Hit points gained by a temporary increase in constitution score are not temporary hit points. They go away when the subject's constitution drops back to normal. They are not lost first as temporary hit points are.

Bless

Level: Oracle 1
Range: 50 ft.
Area: The user and all allies within a 50-ft. burst, centered on the caster
Duration: 1 min/level
Saving Throw: None
Bless fills your allies with courage granted by "The One." Each ally gains a +1 morale bonus on attack rolls and on saving throws against fear effects.

Bless Water

Level: Oracle 1
Range: Touch
Target: Flask of water touched
Duration: Instantaneous
Saving Throw: None
This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water.

Break Enchantment

Level: Oracle 5
Range: Close (25 ft. + 5 ft/2 levels)
Targets: Up to one creature per level, all within 30 ft. of each other
Duration: Instantaneous
Saving Throw: None

This power frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a user level check (1d20 + user level, maximum +15) against a DC of 11 + user level of the

effect. Success means that the creature is free of the power, curse, or effect.

Bull's Strength

Level: Oracle 2
Range: Touch
Target: Creature touched
Duration: 1 min/level
Saving Throw: None

The subject becomes stronger. The power grants a +4 enhancement bonus to strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the strength modifier.

Cat's Grace

Level: Oracle 2
Range: Touch
Target: Creature touched
Duration: 1 min/level
Saving Throw: None

The transmuted creature becomes more graceful, agile, and coordinated. The power grants a +4 enhancement bonus to dexterity, adding the usual benefits to AC, reflex saves, and other uses of the dexterity modifier.

Commune

Level: Oracle 5
Range: Personal
Target: You
Duration: 1 round/level

You contact "The One" and ask questions that can be answered by a simple yes or no. You are allowed one such question per user level. The answers given are correct within the limits of the "The One's" knowledge. "Unclear" is a legitimate answer because "The One" is not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the "The One's" interests, a short phrase (five words or less) may be given as an answer instead. The power, at best, provides information to aid character decisions. "The One" structures its answers to further its own purposes (whatever that may be). If you lag, discuss the answers, or go off to do anything else, the power ends.

Contact Shangri-La

Level: Oracle 4
Casting Time: 10 minutes
Range: Personal
Target: You
Duration: Concentration

You send your mind to Shangri-La in order to receive advice and information from powers there. (See the accompanying table for possible consequences and results of the attempt.) The entities reply in a language you understand, but they resent such contact and give only brief answers to your questions. (All questions are answered with "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer.) You must concentrate on maintaining the power (a standard action) in order to ask questions at the rate of one per round. A question is answered by the power during the same round. For every two user levels, you may ask one question.

Contact with minds far removed from the Mortal Realm increases the probability that you will incur a decrease to wisdom and charisma, but the chance of an entity knowing the answer, as well as the probability of the entity answering correctly, is likewise increased. Once Shangri-La is reached, the power of the entity contacted (chosen by you) determines the effects. (Random results obtained from the table are subject to the personalities of individual entities.) On rare occasions, this divination may be blocked by an act of certain unknown forces.

Avoid Wis/Cha Decrease: You must succeed on a wisdom check against this DC to avoid a decrease in wis-

Entity Contacted	Avoid Wis/Cha Decrease	True Answer	Don't Know	Lie	Random Answer
Shangri-La Spirit	DC 7/1 week	01–34	35–62	63–83	84–100
Juggalo Spirit	DC 8/1 week	01–39	40–65	66–86	87–100
Oddity Spirit	DC 9/1 week	01–44	45–67	68–88	89–100
Jokers Card	DC 10/2 weeks	01–49	50–70	71–91	92–100
Riddle Box	DC 12/3 weeks	01–60	61–75	76–95	96–100
Dark Angel	DC 14/4 weeks	01–73	74–81	82–98	99–100
"The One"	DC 16/5 weeks	01–88	89–90	91–99	100

dom and charisma. If the check fails, your wisdom and charisma scores each fall to 8 for the stated duration, and you become unable to use powers. If you lose wisdom and charisma, the effect strikes as soon as the first question is asked, and no answer is received.

Results of a Successful Contact: d% is rolled for the result shown on the table:

True Answer: You get a true, one-word answer. Questions that cannot be answered in this way are answered randomly.

Don't Know: The entity tells you that it doesn't know.

Lie: The entity intentionally lies to you.

Random Answer: The entity tries to lie but doesn't know the answer, so it makes one up.

Cure Critical Wounds

Level: Oracle 4
This power functions like cure light wounds, except that it cures 4d8 points of damage +1 point per user level (maximum +20).

Cure Critical Wounds, Mass

Level: Oracle 8
This power functions like cure light wounds, mass, except that it cures 4d8 points of damage +1 point per user level (maximum +40).

Cure Light Wounds

Level: Oracle 1
Range: Touch
Target: Creature touched
Duration: Instantaneous

Saving Throw: None
When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage +1 point per user level (maximum +5).

Cure Light Wounds, Mass

Level: Oracle 5
Range: Close (25 ft. + 5 ft/2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: None
You channel positive energy to cure 1d8 points of damage +1 point per user level (maximum +25) in each selected creature.

Cure Minor Wounds

Level: Oracle 0
This power functions like cure light wounds, except that it cures only 1 point of damage.

Cure Moderate Wounds

Level: Oracle 2
This power functions like cure light wounds, except that it cures 2d8 points of damage +1 point per user level (maximum +10).

Cure Moderate Wounds, Mass

Level: Oracle 6
This power functions like cure light wounds, mass, except that it cures 2d8 points of damage +1 point per user level (maximum +30).

Cure Serious Wounds

Level: Oracle 3
This power functions like cure light wounds, except that it cures 3d8 points of damage +1 point per user level (maximum +15).

Cure Serious Wounds, Mass

Level: Oracle 7
This power functions like cure light wounds, mass, except that it cures 3d8 points of damage +1 point per user level (maximum +35).

Daylight

Level: Oracle 3
Range: Touch
Target: Object touched
Duration: 10 min/level (D)
Saving Throw: None
The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take

them while within the radius of this supernatural light. Despite its name, this power is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by sunlight. If daylight is cast on a small object that is then placed inside or under a light-proof covering, the power's effects are blocked until the covering is removed. Daylight counters any darkness power of equal or lower level, such as darkness.

Delay Poison

Level: Oracle 1
Range: Touch
Target: Creature touched
Duration: 1 hour/level
Saving Throw: None

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the power's duration does not affect the subject until the power's duration has expired. Delay poison does not cure any damage that poison may have already done.

Detect Poison

Level: Oracle 0
Range: Close (25 ft. + 5 ft/2 levels)
Target or Area: One creature, one object, or a 5-ft. cube
Duration: Instantaneous
Saving Throw: None

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 wisdom check. A character with the craft (alchemy) skill may try a DC 20 craft (alchemy) check if the wisdom check fails, or may try the craft (alchemy) check prior to the wisdom check.

Discern Location

Level: Oracle 8
Range: Unlimited
Target: One creature or object
Duration: Instantaneous
Saving Throw: None

A discern location power is among the most powerful means of locating creatures or objects. Nothing short of direct intervention by "The One" keeps you from learning the exact location of a single individual or object. Discern location circumvents normal means of protection. The power reveals the name of the creature or object's location (place, name, address, business name, building name, or the like), community, county (or similar political division), and continent where the target lies. To find a creature with the power, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

Dismissal

Level: Oracle 5
Range: Close (25 ft. + 5 ft/2 levels)
Target: One Nethervoid creature
Duration: Instantaneous
Saving Throw: Will negates; see text

This spell forces a demonic creature back to the Nethervoid if it fails a special will save (DC = power's save DC – creature's HD + your user level). If the power is successful, the creature is instantly whisked away.

Dispel Power

Level: Oracle 3
Range: Medium (100 ft. + 10 ft/level)
Target or Area: One creature, or object; or 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: None

You can use dispel power to end ongoing powers that have been used on a creature or to end ongoing powers (or at least their effects) within an area. A dispelled power ends as if its duration had expired. (Note: The effect of a power with an instantaneous duration can't be dispelled, because the effect is already over before the dispel power can take effect.) You choose to use dispel power in one of two ways: a targeted dispel or an area dispel.

Targeted Dispel: One creature, or power is the target of the dispel power. You make a dispel check (1d20 + your user level, maximum +10) against the power or against each ongoing power currently in effect on the object or creature. The DC for this dispel check is 11 + the power's user level. If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect.

Area Dispel: When dispel power is used in this way, the power affects everything within a 20-foot radius.

Divination

Level: Oracle 4
Range: Personal
Target: You
Duration: Instantaneous

Similar to augury but more powerful, a divination power can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within one week. The advice can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per user level, to a maximum of 90%. If the dice roll fails, you know the power failed.

Divine Favor

Level: Oracle 1
Range: Personal
Target: You
Duration: 1 minute

Calling upon the strength and wisdom of "The One," you gain a +1 luck bonus on attack and weapon damage rolls for every three user levels you have (at least +1, maximum +6). The bonus doesn't apply to power damage.

Divine Power

Level: Oracle 4
Range: Personal
Target: You
Duration: 1 round/level

Calling upon the divine power of "The One," you imbue yourself with strength and skill in combat. Your base attack bonus becomes equal to your character level (which may give you additional attacks), you gain a +6 enhancement bonus to strength, and you gain 1 temporary hit point per caster level.

Eagle's Splendor

Level: Oracle 2
Range: Touch
Target: Creature touched
Duration: 1 min/level
Saving Throw: None
The transmuted creature becomes more poised, articulate, and personally forceful. The power grants a +4 enhancement bonus to charisma, adding the usual benefits to charisma-based skill checks and other uses of the charisma modifier.

Entropic Shield

Level: Oracle 1
Range: Personal
Target: You
Duration: 1 min/level
An invisible field surrounds you. This field deflects incoming bullets, arrows, and other ranged attacks. Each ranged attack directed at you for whom the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

Fate of One

Level: Oracle 4
Range: Personal
Target: You
Duration: 2 round/level
Saving Throw: None
"The One" grants you limited omniscience by use of this power, allowing you to re-roll saving throws, attack rolls, or skill checks, and use the better of the two rolls for the result, for the duration of this power.

Find the Path

Level: Oracle 6
Range: Personal or touch
Target: You or creature touched
Duration: 10 min/level
Saving Throw: None
The recipient of this power can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or in a city. Find the path works with respect to locations, not objects or creatures at a locale.
The power enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, to turn right at an intersection to avoid a traffic jam that lies unseen further ahead. The power ends when the destination is reached or the duration expires, whichever comes first. This divination is keyed to the recipient, not its companions, and its effect does not predict or allow for the actions of creatures.

Flare

Level: Oracle 0
Range: Close (25 ft. + 5 ft/2 levels)
Effect: Burst of light
Duration: Instantaneous
Saving Throw: Fortitude negates
This power creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is daz-

zled for 1 minute unless it makes a successful fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

Foresight

Level: Oracle 9
Range: Personal
Target: You
Duration: 30 min/level
Saving Throw: None
This power grants you a powerful sixth sense in relation to yourself as "The One" watches over you. Once foresight is used, you receive instantaneous warnings of impending danger or harm. You are never surprised, the power gives you a general idea of what action you might take to best protect yourself and gives you a +4 insight bonus to AC and reflex saves. This insight bonus is lost whenever you would lose a dexterity bonus to AC.

Fox's Cunning

Level: Oracle 2
Range: Touch
Target: Creature touched
Duration: 1 min/level
Saving Throw: None

The transmuted creature becomes smarter. The power grants a +4 enhancement bonus to intelligence, adding the usual benefits to intelligence-based skill checks and other uses of the intelligence modifier. Oddities affected by this power do not gain any additional bonus power for the increased intelligence, but the save DCs for powers they use while under this power's effect do increase. This power doesn't grant extra skill points.

Globe of Invulnerability

Level: Oracle 6
This power functions like globe of invulnerability, lesser, except that it also excludes 4th-level powers and power-like effects.

Globe of Invulnerability, Lesser

Level: Oracle 4
Range: 10 ft.
Area: 10-ft.-radius spherical emanation, centered on you
Duration: 1 round/level
Saving Throw: None
An immobile, invisible, spiritual sphere surrounds you and excludes all power effects of 3rd level or lower. The area or effect of any such powers does not include the area of the globe of invulnerability, lesser. Such powers fail to affect any target located within the globe. Excluded effects include power-like abilities. However, any type of power can be used through or out of the magical globe. Powers of 4th level and higher are not affected by the globe, nor are powers already in effect when the globe is used. You can leave and return to the globe without penalty. Note that power effects are not disrupted unless their effects enter the globe, and even then they are merely suppressed.

Guidance

Level: Oracle 0
Range: Touch
Target: You
Duration: 1 minute or until discharged
Saving Throw: Will negates (harmless)
This power imbues you with a touch of divine guidance. You get a +1 competence bonus on a single attack roll, saving throw, or skill check. You must choose to use the bonus before making the roll to which it applies.

Hallow

Level: Oracle 5
Range: Touch
Area: 40-ft. radius emanating from the touched point
Duration: Instantaneous
Saving Throw: See text
Hallow makes a particular site, building, or structure a holy site. This has three major effects. First, the site or structure is guarded by a circle against evil effect. Second, all charisma checks made to repel evil gain a +4 sacred bonus. Finally, you may choose to fix a single power effect to the hallowed site. The power effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting hallow again.
Power effects that may be tied to a hallowed site include aid, bless, day-light, globe of invulnerability's, protection from energy, and remove fear. Saving throws and power resistance might apply to these powers' effects. An area can receive only one hallow power at a time.

Heal

Level: Oracle 6
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: None
Heal enables you to channel positive energy into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, insanity, nauseated, sickened, stunned, and poisoned. It also cures 10 hit points of damage per level of the caster, to a maximum of 150 points at 15th level.

Heal, Mass

Level: Oracle 9
Range: Close (25 ft. + 5 ft/2 levels)
Targets: One or more creatures, no two of which can be more than 30 ft. apart
This power functions like heal, except as noted above. The maximum number of hit points restored to each creature is 250.

Holy Aura

Level: Oracle 8
Range: 20 ft.
Targets: One creature/level in a 20-ft.-radius burst centered on you
Duration: 1 round/level
Saving Throw: See text
A brilliant divine radiance surrounds the subjects, protecting them from attacks, granting them resistance to powers cast by evil creatures, and causing evil creatures to become blinded when they strike the subjects. This abjuration has four effects. First, each warded creature gains a +4 deflection bonus to AC and a +4 resistance bonus on saves. Second, each warded creature gains power resistance 25 against evil powers and powers cast by evil creatures. Third, the abjuration blocks possession and mental influence of any kind. Finally, if an evil creature succeeds on a melee attack against a warded creature, the offending attacker is blinded (fortitude save negates against holy aura's save DC).

Holy Shit

Level: Any 0
Range: 500 ft radius centered on you
Targets: All within range
Duration: Instantaneously
Saving Throw: None
This power does not appear in the power list above but may be

used by any character class nonetheless (do not reveal this to anyone, read below for more details). When used, this power calls forth a blazing light to extend from you in all directions that instantly causes all enemies within range to catch fire and begin to burn from the inside out. In the last moments before they go unconscious from agonizing pain, the fire suddenly goes out, leaving all effected creatures stunned, confused, paralyzed, and insane. There is a moment of brief silence when suddenly the eyes of those targeted pop out of their sockets, tongues implode and ear drums explode simultaneously, leaving them blind, deaf, and dumb. Then as the quivering blobs of mutilated flesh can stand it no more, they all explode in a brilliant shower of small chunks of guts and blood.

The one draw back to this power is that the GM cannot know about its existence before you use it. If the GM is aware of this power, it already has no effect. This power is a real power in the game if used in accordance to this one rule. Also, characters who successfully use this power may also permanently increase any ability score they wish by 1 point.

Holy Smite

Level: Oracle 4
Range: Medium (100 ft. + 10 ft/level)
Area: 20-ft.-radius burst
Duration: Instantaneous (1 round); see text
Saving Throw: Will partial; see text
You draw down holy power to smite your enemies in a blinding flash of light. Only Nethervoid creatures are harmed by the power. The power deals 1d8 points of damage per two user levels (maximum 5d8) to each Nethervoid creature in the area (or 1d6 points of damage per user level, maximum 10d6, to any devil) and causes it to become blinded for 1 round. A successful will saving throw reduces damage to half and negates the blinded effect.

Holy Word

Level: Oracle 7
Range: 40 ft.
Area: Nethervoid creatures in a 40-ft.-radius spread centered on you
Duration: Instantaneous
Saving Throw: None or will negates; see text
Any Nethervoid creature within the area that hears the holy word suffers the following ill effects:

HD	Effect
Equal to caster level	Deafened
Up to caster level −1	Blinded, deafened
Up to caster level −5	Paralyzed, blinded, deafened
Up to caster level −10	Killed, paralyzed, blinded, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.
Deafened: The creature is deafened for 1d4 rounds.
Blinded: The creature is blinded for 2d4 rounds.
Paralyzed: The creature is paralyzed and helpless for 1d10 minutes.
Killed: Living creatures die.
Creatures whose HD exceed your caster level are unaffected by holy word.

Inkling

Level: Oracle 0
Range: Personal
Targets: You
Duration: Instantaneous
An inkling can tell whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 30%, plus 1% per user level; the GM makes the roll secretly. The GM may determine that the question is so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the inkling succeeds, the user gets one of four results:

"Weal" (if the action will probably bring good results).
"Woe" (for bad results).
"Weal and woe" (for both).
"Nothing" (for actions that don't have especially good or bad results).

If the power fails, the user gets the "nothing" result. An Oracle who gets the "nothing" result has no way to tell whether it resulted from a failed or successful inkling. The inkling can see into the future only about half an hour, so anything that might happen after that does not affect the inkling. Thus, it might miss the long-term consequences of the contemplated action.

Know Direction

Level: Oracle 0
Range: Personal
Target: You
Duration: Instantaneous
You instantly know the direction of north from your current position. Your knowledge of north is correct at the moment of using this power, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Know Location

Level: Oracle 1
Range: Personal
Target: You
Duration: Instantaneous
The user generally knows where he or she is. The power reveals general information about the character's location. The information is usually no more detailed than a summary that locates you according to a prominent local landmark. Subsequent movement could confuse matters once again.

Legend Lore

Level: Oracle 5
Range: Personal
Target: You
Duration: See text
Legend lore brings to your mind legends about an important person, place, or thing. If the person or thing is at hand, or if you are in the place in question, the time to use this power takes 1d4x10 minutes. If you have only detailed information on the person, place, or thing, the time it takes is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help you find the person,

place, or thing, thus allowing a better legend lore result next time). If you know only rumors, the time takes 2d6 weeks to use this power, and the resulting lore is vague and incomplete (though it often directs you to more detailed information, thus allowing a better legend lore result next time).

While using this power, you cannot engage in other than routine activities: eating, sleeping, and so forth. When completed, the divination brings legends (if any) about the person, place, or things to your mind. These may be legends that are still current, legends that have been forgotten, or even information that has never been generally known. If the person, place, or thing is not of legendary importance, you gain no information. As a rule of thumb, characters who are 11th level and higher are "legendary," as are the sorts of creatures they contend with, and the places where they perform their key deeds.

Light

Level: Oracle 0
Range: Touch
Target: You
Duration: 10 min/level
Saving Throw: None
Spell Resistance: No
This power causes a bright light in a 20-foot radius (and dim light for an additional 20 feet) to form around you and follow you wherever you go. A light power counters and dispels a darkness power of an equal or lower level.

Locate Creature

Level: Oracle 4
Duration: 10 min/level
This power functions like locate object, except this power locates a known or familiar creature.
You slowly turn and sense when you are facing in the direction of the creature to be located, provided it is within range. You also know in which direction the creature is moving, if any. The power can locate a creature of a specific kind or a specific creature known to you. To find a kind of creature, you must have seen such a creature up close (within 30 feet) at least once.

Locate Object

Level: Oracle 2
Range: Long (400 ft. + 40 ft/level)
Area: Circle, centered on you, with a radius of 400 ft. + 40 ft/level
Duration: 1 min/level
Saving Throw: None
You sense the direction of a well-known or clearly visualized object. You can search for general items, in which case you locate the nearest one of its kind if more than one is within range. Attempting to find a certain item requires a specific and accurate mental image; if the image is not close enough to the actual object, the power fails. You cannot specify a unique item unless you have observed that particular item firsthand. Creatures cannot be found by this power.

Moment of Prescience

Level: Oracle 8
Range: Personal

Target: You
Duration: 1 hour/level or until discharged
This power grants you a powerful sixth sense in relation to yourself as "The One" watches over you. Once during the power's duration, you may choose to use its effect. This power grants you an insight bonus equal to your user level (maximum +25) on any single attack roll, opposed ability or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack. Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the moment of prescience before you make the roll it is to modify. Once used, the power ends.

Neutralize Poison

Level: Oracle 3
Range: Touch
Target: Creature or object of up to 1 cu. ft/level touched
Duration: 10 min/level
Saving Throw: None
You detoxify any sort of venom in the creature touched. A poisoned creature suffers no additional effects from the poison, and any temporary effects are ended, but the power does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own. The creature is immune to any poison it is exposed to during the duration of the power. Unlike with delay poison, such effects aren't postponed until after the duration —the creature need not make any saves against poison effects applied to it during the length of the power.

Outer Light

Level: Oracle 1
Range: Long (400 ft. + 40 ft/level)
Area: Creatures and objects within a 5-ft.-radius burst
Duration: 1 min/level
Saving Throw: None
A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd level or higher supernatural darkness effect functions normally), etherealness, or similar effects. The light is too dim to have any special effect on dark-dwelling creatures vulnerable to light. The outer light does not cause any harm to the objects or creatures thus outlined.

Owl's Wisdom

Level: Oracle 2
Range: Touch
Target: Creature touched
Duration: 1 min/level
Saving Throw: None
The transmuted creature becomes wiser. The power grants a +4 enhancement bonus to wisdom, adding the usual benefit to wisdom-related skills. Specters who receive owl's wisdom do not gain any additional bonus powers for the increased wisdom, but the save DCs for their powers increase.

Power Immunity

Level: Oracle 5
Range: Touch
Target: Creature touched
Duration: 10 min/level
Saving Throw: None
The warded creature is immune to the effects of one specified power (including psionics) for every five levels you have. The powers must be of 5th level or lower. The warded creature effectively has unbeatable power resistance regarding the specified power or powers. Power immunity protects against powers and innate power-like abilities of creatures.

Power Immunity, Greater

Level: Oracle 9
This power functions like power immunity, except the immunity applies to powers of 9th level or lower and you may only choose one for every 9 levels you have.

Power Turning

Level: Oracle 7
Range: Personal
Target: You
Duration: Until expended or 10 min/level
Powers (not including psionics) and power-like effects targeted on you are turned back upon the original user. The abjuration turns only powers that have you as a target. Effect and area powers are not affected.
From seven to ten (1d4+6) power levels are affected by the turning. The exact number is rolled secretly.
When you are targeted by a power of higher level than the amount of power turning you have left, that power is partially turned. Subtract the amount of power turning left from the power level of the incoming power, then divide the result by the power level of the incoming power to see what fraction of the effect gets through. For damaging powers, you and the user each take a fraction of the damage. For non-damaging powers, each of you has a proportional chance to be affected.
If you and another attacker are both warded by power turning effects in operation, a resonating field is created.
Roll randomly to determine the result.

d%	Effect
01–70	Power drains away without effect.
71–80	Power affects both of you equally at full effect.
81–97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98–100	Both of you go through a rift into another plane of existence.

Prayer

Level: Oracle 3
Range: 40 ft.
Area: All allies and foes within a 40-ft.-radius burst centered on you
Duration: 1 round/level
Saving Throw: None
You bring special favor upon yourself and your allies while bringing disfavor to your enemies. You and each of your allies gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a −1 penalty on such rolls.

Precognition

Level: Oracle 6
Range: Personal
Target: You
Duration: 1 min/level
Saving Throw: None
The precognition power provides you with a useful vision in reply to a question concerning a specific goal, event, or activity that is to occur within a year. The vision can be as simple as a short glimpse of a meaningful image, or it might take the form of a full-length dream lasting several minutes. In all cases, the GM controls what information is received. Note that if the party doesn't act on the information, the conditions may change so that the information is no longer useful.
The base chance for a correct precognition is 80%, plus 1% per user level. The GM adjusts the chance if unusual circumstances require it. If the dice roll fails, the user knows the power failed.

Protection from Bullets

Level: Oracle 2
Range: Touch
Target: Creature touched
Duration: 1 hour/level or until discharged
Saving Throw: None
Whatever creature you touch gains resistance to ranged weapons. The subject gains damage reduction 10 against ranged weapons. Once the power has prevented a total of 10 points of damage per user level (maximum 100 points), it is discharged.

Protection from Energy

Level: Oracle 3
Range: Touch
Target: Creature touched
Duration: 10 min/level or until discharged
Saving Throw: None
Protection from energy grants temporary immunity to the type of energy you specify when you use it (acid, cold, electricity, fire, or sonic). When the power absorbs 12 points per user level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

Protection from Evil

Level: Oracle 1
Range: Touch
Target: Creature touched
Duration: 1 min/level
Saving Throw: None
This power wards a creature from attacks by Nethervoid creatures and from mental control (including psionics). It creates a

spiritual barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects. First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both of these bonuses apply against attacks made and effects created by Nethervoid creatures. Second, the barrier blocks any attempt to possess the warded creature or to exercise mental control over the creature. Third, the power prevents bodily contact by shadow spirits. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature.

Protection from Powers

Level: Oracle 8
Range: Touch
Targets: Up to one creature touched per four levels
Duration: 10 min/level
Saving Throw: None
The subject gains a +8 resistance bonus on saving throws against powers and power-like abilities (including psionics).

Purify Food and Drink

Level: Oracle 0
Range: 10 ft.
Target: 1 cu. ft/level of contaminated food and water
Duration: Instantaneous
Saving Throw: None
This power makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This power does not prevent subsequent natural decay or spoilage. (Note: Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.)

Regenerate

Level: Oracle 7
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: None
The subject's severed body members (fingers, toes, hands, feet, arms, legs, or tails), broken bones, and ruined organs grow back. After the power is used, the physical regeneration is complete in 1 round if the severed members are present and touching the creature. It takes 2d10 rounds otherwise. Regenerate also cures 4d8 points of damage +1 point per user level (maximum +35), rids the subject of exhaustion and/or fatigue, and eliminates all non-lethal damage the subject has taken. It has no effect on spiritual creatures.

Remove Blindness/Deafness

Level: Oracle 3
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: None
Remove blindness/deafness cures blindness or deafness (your choice), whether the effect is normal or supernatural in nature. The power does not restore ears or eyes that have been lost, but it repairs them if they are damaged.

Remove Disease

Level: Oracle 3
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: None
Remove disease cures all diseases that the subject is suffering from. The power also kills parasites. (Note: Since the power's duration is instantaneous, it does not prevent re-infection after a new exposure to the same disease at a later date.)

Remove Fear

Level: Oracle 1
Range: Close (25 ft. + 5 ft/2 levels)
Targets: One plus one additional creature per four levels, no two of which can be more than 30 ft. apart
Duration: 10 minutes; see text
Saving Throw: None
You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the power, that effect is suppressed for the duration of the power.

Remove Paralysis

Level: Oracle 2
Targets: Up to four creatures, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: None
You can free one or more creatures from the effects of any temporary paralysis or related power. If the power is cast on one creature, the paralysis is negated. If cast on two creatures, each receives another save with a +4 resistance bonus against the effect that afflicts it. If cast on three or four creatures, each receives another save with a +2 resistance bonus.

Restoration

Level: Oracle 4
Range: Touch
Targets: One creature
Casting Time: 10 minutes
Duration: Instantaneous
Saving Throw: None
This power removes one negative level on the target and restores one experience level to a creature who has had a level drained. The drained level is restored only if the time since the creature lost the level is equal to or less than one day per user level. A character who has a level restored by restoration has exactly the minimum number of experience points

necessary to restore him or her to his or her previous level. Restoration cures all temporary ability damage, and it restores all points permanently drained from a single ability score (your choice if more than one is drained). It also eliminates any fatigue or exhaustion suffered by the target.

Restoration, Greater

Level: Oracle 7
This power functions like restoration, except that it removes all negative levels afflicting the healed creature. This effect also reverses level drains by a force or creature, restoring the creature to the highest level it had previously attained. The drained levels are restored only if the time since the creature lost the level is no more than one week per user level. Restoration, greater also removes all power effects penalizing the creature's abilities, cures all temporary ability damage, and restores all points permanently drained from all ability scores. It also eliminates fatigue and exhaustion, and removes all forms of insanity, confusion, and similar mental effects.

Searing Light

Level: Oracle 3
Range: Medium (100 ft. + 10 ft/level)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). A Nethervoid creature takes 1d6 points of damage per caster level (maximum 10d6), and a Nethervoid creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8).

Shield

Level: Oracle 1
Range: Personal
Target: You
Duration: 1 min/level
Saving Throw: None
Shield creates an invisible, shield-sized mobile disk of force that hovers in front of you. The disk provides a +4 shield bonus to AC. This bonus also applies against ethereal touch attacks, since it is a force effect.

Shield of Faith

Level: Oracle 1
Range: Touch
Target: Creature touched
Duration: 1 min/level
Saving Throw: None
 This power creates an invisible field around the touched creature that averts attacks. The power grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Spell Resistance

Level: Oracle 5
Range: Touch
Target: Creature touched
Duration: 1 min/level
Saving Throw: None
The creature gains spell resistance equal to 12 + your caster level.

Sunbeam

Level: Oracle 7
Range: 60 ft.
Area: Line from your hand
Duration: 1 round/level or until all beams are exhausted
Saving Throw: Reflex negates and reflex half; see text
For the duration of this power, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels (maximum six beams at 18th level). The power ends when its duration runs out or your allotment of beams is exhausted.
Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful reflex save negates the blindness and reduces the damage by half. A shadow spirit caught within the beam takes 1d6 points of damage per user level (maximum 20d6), or half damage if a reflex save is successful.

Sunburst

Level: Oracle 8
Range: Long (400 ft. + 40 ft/level)
Area: 80-ft.-radius burst
Duration: Instantaneous

Saving Throw: Reflex partial; see text

Sunburst causes a globe of searing radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful reflex save negates the blindness and reduces the damage by half.

A shadow spirit caught within the globe takes 1d6 points of damage per user level (maximum 25d6), or half damage if a reflex save is successful.

Time Stop

Level: Prophet 9
Range: Personal
Target: You
Duration: 1d4+1 rounds (apparent time); see text

This power grants you direct intervention by "The One," as "It" seems to make time cease to flow for everyone but you. You are free to act for 1d4+1 rounds of apparent time. Fire, cold, gas, and the like can still harm you. While the time stop is in effect, other creatures are invulnerable to your attacks and powers; you cannot target such creatures with any attack or power. A power that affects an area and has a duration longer than the remaining duration of the time stop have their normal effects on other creatures once the time stop ends. Most would use the additional time to improve their defenses, or flee from combat.

You cannot move or harm items held by a creature stuck in normal time, but you can take any item that is in the creature's possession as long as it is not concealed or harnessed. You are undetectable while time stop lasts.

True Seeing

Level: Oracle 6
Range: Touch
Target: You
Duration: 1 min/level
Saving Throw: Will negates (harmless)

You gain the ability to see all things as they actually are. You see through normal and supernatural darkness, notice secret doors, see invisible or hidden creatures, see through illusions, and see the true form of changed, or disguised beings. Further, you can focus your vision to see into the ethereal plane. The range of true seeing is 120 feet. True seeing, however, does not penetrate solid objects or in no way confers X-ray vision or its equivalent.

True Strike

Level: Oracle 1
Range: Personal
Target: You
Duration: See text

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.

Vision

Level: Oracle 7
Casting Time: 1 standard action

This power functions like legend lore, except that it works more quickly but produces some strain on you. You pose a question about some person, place, or object, then use the power. If the person or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a user level check (1d20 +1 per user level; maximum +25) against DC 20. If only limited information on the person, place, or object is known, the DC is 25, and the information gained is incomplete. If only rumors are known, the DC is 30, and the information gained is vague.

Wish

Level: Oracle 9
Range: See text
Target, Effect, or Area: See text
Duration: See text
Saving Throw: See text

Wish is the mightiest power an Oracle can use which draws upon the direct help of "The One." By simply asking, you can alter reality to better suit your fancy. Even wish, however, has its limits. A wish can produce any one of the following effects.
- Duplicate any Oracle power of 8th level or lower.
- Duplicate any Oddity power of 6th level or lower.
- Undo the harmful effects of any power.
- Create any item of up to $25,000 in value.
- Remove injuries and afflictions. A single wish can aid one creature per user level, and all subjects are cured of the same kind of affliction. For example, you could heal all the damage you and your companions have taken, or remove all poison effects from everyone in the party, but not do both with the same wish.
- Transport travelers. A wish can lift one creature per user level from anywhere on any plane (Mortal Realm, Shangri-La, or the Nethervoid) and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a will save to negate the effect, and spell resistance (if any) applies.
- Undo misfortune. A wish can undo a single recent event. The wish forces a re-roll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a wish could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The re-roll, however, may be as bad as, or worse than, the original roll. An unwilling target gets a will save to negate the effect, and spell resistance (if any) applies.

You may try to use a wish to produce greater effects than these, but doing so is dangerous. (The wish may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment.) Duplicated powers allow saves and power resistance as normal (but save DCs are for 9th-level powers). Wish can never be used to bring someone back from the dead.

Specter Powers

0-LEVEL SPECTER POWERS

Feather Fall

Ghost Sound
Gravely Visit
Haunted Object
Inflict Minor Wounds
Message
Open/Close
Ray of Frost
Spider Climb
Touch of Fatigue

1ST-LEVEL SPECTER POWERS

Animate Rope
Apparition
Bane
Cause Fear
Chill Touch
Death Watch
Entangle
Gust of Wind
Hold Portal
Inflict Light Wounds
Obscuring Mist
Silent Image
Specter's Gaze
Stomp

2ND-LEVEL SPECTER POWERS

Death Knell
Doom
False Life
Fog Cloud
Ghost Touch
Inflict Moderate Wounds
Knock
Minor Image
Pyrotechnics
Scare
Shatter
Sound Burst
Spiritual Weapon
Spread Darkness
Summon Swarm

3RD-LEVEL SPECTER POWERS

Blink
Control Winds
Deeper Darkness
Fear
Helping Hand
Inflict Serious Wounds
Major Image
Phantom Car
Speak with Dead
Specter's Calling
Stinking Cloud
Vampire Touch
Ventriloquism

4TH-LEVEL SPECTER POWERS

Bestow Curse
Black Tentacles
Dimension Door
Enervation
Hallucinatory Terrain
Inflict Critical Wounds
Shout
Solid Fog
Unholy Blight

5TH-LEVEL SPECTER POWERS

Cloud Kill
Dream Walker
Inflict Light Wounds, Mass
Nightmare
Passwall
Phantom Watchdog
Poltergeist
Teleport
Waves of Fatigue

6TH-LEVEL SPECTER POWERS

Acid Fog
Anti Life Shell
Circle of Death
Cone of Cold
Eyebite
Freezing Sphere
Harm
Inflict Moderate Wounds, Mass
Repel Wood

7TH-LEVEL SPECTER POWERS

Inflict Serious Wounds, Mass
Shout, Greater
Slay Living
Specter's Sword
Sympathetic Vibration
Waves of Exhaustion

8TH-LEVEL SPECTER POWERS

Inflict Critical Wounds, Mass
Phantom Fist
Repel Metal or Stone
Whirlwind

9TH-LEVEL SPECTER POWERS

Destruction
Earthquake
Energy Drain
Wail of the Banshee

Specter Powers, Descriptions of

Acid Fog

Level: Specter 6
Range: Medium (100 ft. + 10 ft/level)
Effect: Fog spreads in 20-ft. radius, 10 ft. high
Duration: 1 round/level
Saving Throw: None
Concentration: Yes
Acid fog creates a billowing mass of misty vapors in the Mortal Realm similar to that produced by a solid fog power. In addition to slowing creatures down and obscuring sight, this power's vapors are highly acidic. Each round on your turn, starting when you use the power, the fog deals 2d6 points of acid damage to each creature and object within it.

Animate Rope

Level: Specter 1
Range: Medium (100 ft. + 10 ft/level)
Target: One ropelike object, length up to 50 ft. + 5 ft/level; see text
Duration: 1 round/level
Saving Throw: None
Concentration: Yes
You can move a nonliving ropelike object in the Mortal Realm. The maximum length assumes a rope with a 1-inch diameter. Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.
You can use the rope to enwrap a creature or an object. Doing so requires a successful attack roll. A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and requires a DC 23 strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a reflex saving throw to become entangled. A creature capable of using powers that is bound by a rope must make a DC 15 will check to use a power. An entangled creature can slip free with a DC 20 escape artist check. You cannot animate objects carried or worn by someone.

Anti life Shell

Level: Specter 6
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on you
Duration: 10 min/level
Saving Throw: None
Spell Resistance: Yes
You bring into existence a mobile, invisible, hemispherical energy field in the Mortal Realm that follows you and prevents the entrance of all living creatures. Any living creature approaching the shell will feel a horrible sensation race through their body, causing them to back away from it. This power may be used only defensively, not aggressively. Forcing an abjuration barrier against creatures that the power keeps at bay collapses the barrier.

Apparition

Level: Specter 1
Range: Personal
Target: You
Duration: 10 min/level (D)
You appear in the Mortal Realm as any human you want to look like—including clothing, armor, weapons, and equipment. You can seem 1 foot shorter or taller, thin, fat, or in between your regular appearance before you died. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You are not, however, really in the Mortal Realm and therefore cannot move any objects, but you can speak (though not in the voice of anyone you are impersonating.) If anyone touches you, the power stops working and you apparently vanish from thin air. If you are trying to disguise yourself

as a known person, you get a +10 bonus on the disguise check.

Bane

Level: Specter 1
Range: 50 ft.
Area: All enemies within 50 ft.
Duration: 1 min/level
Saving Throw: will negates
Concentration: Yes
Bane fills your enemies with fear and doubt. Each affected creature takes a −1 penalty on attack rolls and a −1 penalty on saving throws against fear effects.

Bestow Curse

Level: Specter 4
Range: Touch
Target: Creature touched
Duration: 1 week/level
Saving Throw: Will negates
Concentration: No
You place a curse on the subject. Choose one of the following three effects.
o −6 decrease to an ability score (minimum 1).
o −4 penalty on attack rolls, saves, ability checks, and skill checks.
o Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.
You may also invent your own curse, but it should be no more

powerful than those described above.

Black Tentacles

Level: Specter 4
Range: Medium (100 ft. + 10 ft/level)
Area: 20-ft.-radius spread
Duration: 1 round/level
Saving Throw: None
Concentration: Yes
This power conjures a field of rubbery black tentacles to form in the Mortal Realm, each 10 feet long. These waving members seem to spring forth from the earth or water (no other surface will work). They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.
Every creature within the area of the power must make a grapple check, opposed by the grapple check of the tentacles. Treat the tentacles attacking a particular target as a large creature with a base attack bonus equal to your user level and a strength score of 19. Thus, its grapple check modifier is equal to your user level +8. The tentacles are immune to all types of damage. Once the tentacles grapple an opponent, they may make a grapple check each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the power ends or the opponent escapes. Any creature that enters the area of the power is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed.

Blink

Level: Specter 3
Range: Personal
Target: You
Duration: 1 round/level
Concentration: Yes

Your ghostly form "blinks" back and forth between the Mortal Realm and the ethereal plane. You look as though you're winking in and out of reality very quickly and at random. Your vision that appears and disappears in the Mortal Realm is as you appeared before your death, so there is no fear effect for those witnessing you. To most, it will seem to be a trick of the mind or an optical illusion. This power is used to bewilder your opponents and hopefully draw attacks, which will pass through the vision as you are still in ethereal form (powers will work against you, however). You may communicate or move objects slowly (10' per round) in the Mortal Realm while using this power, but you may not attack. Whatever you are holding when you blink out seems to be hovering in the air, and when this power ends, it will drop to the floor.

Cause Fear

Level: Specter 1
Range: Close (25 ft. + 5 ft/2 levels)
Target: One living creature with 5 or fewer HD
Duration: 1d4 rounds or 1 round; see text
Saving Throw: Will partial
Concentration: Yes
The affected creature feeling a chill in its very bones becomes frightened and will attempt to hide behind the nearest cover. It will take no action unless directly attacked. If the subject succeeds on a will save, it is shaken for 1 round. Creatures with 6 or more hit dice are immune to this effect.

Chill Touch

Level: Specter 1
Range: Touch
Targets: Creature or creatures touched
Duration: One round /level
Saving Throw: Fortitude partial
Concentration: Yes
A touch from your ghostly hand, which is still invisible in the Mortal Realm, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of strength damage unless it makes a successful fortitude saving throw. You must make a to-hit roll on the target but may ignore any Dex bonus. Those hit with the chill touch feel as if they are having a slight heart attack. You can use this melee touch attack up to one time per level.

Circle of Death
Level: Specter 6
Range: Medium (100 ft. + 10 ft/level)
Area: Several living creatures within a 40-ft.-radius burst
Duration: Instantaneous
Saving Throw: Fortitude negates
Concentration: No
A circle of death snuffs out the life force of living creatures, killing them instantly.
The power slays 1d4 HD worth of living creatures per user level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those who are closest to the burst's point of origin are affected first. No creature of 9 or more HD can be affected, and hit dice that are not sufficient to affect a creature are wasted.

Cloud kill

Level: Specter 5
Range: Medium (100 ft. + 10 ft/level)
Effect: Cloud spreads in 20-ft. radius, 10 ft. high
Duration: 1 min/level
Saving Throw: Fortitude partial; see text

Concentration: Yes
This power generates a bank of fog in the Mortal Realm, similar to a fog cloud, except that its vapors are yellowish green and poisonous. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a fortitude save (in which case it takes 1d4 points of constitution damage on your turn each round while in the cloud). A living creature with 6 or more HD takes 1d4 points of constitution damage on your turn each round while in the cloud (a successful fortitude save halves this damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected by the spell.

Unlike a fog cloud, the cloud kill moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther away from the point of origin where you used the power.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down drains or sink-

hole openings. It cannot penetrate liquids, nor can it be used underwater.
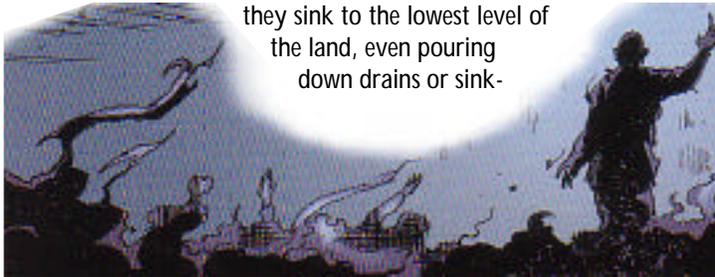
Cone of Cold

Level: Specter 6
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Concentration: No
Cone of cold drops the temperature dramatically to create an area of extreme cold in the Mortal Realm, originating at you and extending outward in a cone. It drains heat, dealing 1d6 points of cold damage per caster level (maximum 15d6).

Control Winds

Level: Specter 3
Range: 40 ft./level
Area: 40 ft./level radius cylinder 40 ft. high
Duration: 10 min/level
Saving Throw: Fortitude negates
Concentration: Yes
You alter wind force in the area surrounding you. You can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the power ends or until you choose to alter your handiwork, which requires concentration. You may create an "eye" of calm air up to 80 feet in diameter at the center of the area if you so desire, and you may choose to limit the area to any cylindrical area less than your full limit.
Wind Direction: You may choose one of four basic wind patterns to function over the power's area.
o A downdraft blows from the center outward in equal strength in all directions.
o An updraft blows from the outer edges in toward the center in equal

strength from all directions, veering upward before impinging on the eye in the center.
o A rotation causes the winds to circle the center in clockwise or counterclockwise fashion.
o A blast simply causes the winds to blow in one direction across the entire area from one side to the other.
Wind Strength: For every three user levels, you can increase or decrease wind strength by one level. Each round on your turn, a creature in the wind must make a fortitude save or suffer the effect of being in the windy area.
3rd level: Strong winds (21+ mph) make sailing difficult.
6th level: A severe wind (31+ mph) causes minor ship and building damage.
9th level: A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships.
12th level: Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder.
15th level: A tornado (175+ mph) destroys all non-fortified buildings and often uproots large trees.

Death Knell

Level: Specter 2
Range: Touch
Target: Living creature touched
Duration: Instantaneous/10 minutes per HD of subject; see text
Saving Throw: Will negates
Concentration: No
You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon using this power, you touch a living creature that has –1 or fewer hit points in the Mortal Realm. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to strength. Additionally, your effective user level goes up by +1, improving power effects dependent on user level. (This increase in effective user level does not grant you access to more powers.) These effects last for 10 minutes per HD of the subject creature.

Deathwatch

Level: Specter 1
Range: 30 ft.
Area: Cone-shaped emanation
Duration: 10 min/level
Saving Throw: None
Spell Resistance: No
Concentration: Yes
Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the powers range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), or fighting off death (alive with 4 or more hit points).

Deeper Darkness

Level: Specter 3

Duration: One day/level
This power functions like spread darkness, except that the shadowy illumination is in a 60-foot radius and the darkness lasts longer.

Destruction

Level: Specter 9
Range: Close (25 ft. + 5 ft/2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude partial
Concentration: No
This power allows you to pull the spirit from the body of a living creature in the Mortal Realm, causing them to fall dead where they stand. If the target's fortitude saving throw succeeds, it instead takes 10d6 points of damage. The spirit cannot hurt you as it is not used to its ethereal state yet, but it can give you a few parting words just before it starts its journey to either Shangri-La or the Nethervoid.

Dimension Door

Level: Specter 4
Range: Long (400 ft. + 40 ft/level)
Target: You
Duration: Instantaneous
Saving Throw: None
Concentration: No
You instantly transfer yourself from your current location to any other spot within range in the Mortal Realm. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this power, you can't take any other actions until your next turn.
If you arrive in a place that is solid (such as trying to dimension door below ground), you take 1d6 points of damage and are shunted to a random open space on a suitable surface within 100 feet of the intended location. If there is no free space within 100 feet, you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you take an additional 4d6 points of damage and the spell simply fails.

Doom

Level: Specter 2
Target: One living creature
Duration: 1 min/level
Saving Throw: Will negates

Concentration: Yes
This spell causes a single subject, upon failing their saving throw, to see your true ghostly form. This causes them to flee from you as fast as they can for as long as you follow them. No other creature except the target can see you. Spirits and other ethereal creatures are not affected by this power.

Dream Walker

Level: Specter 5
Range: Unlimited
Target: One living creature touched
Duration: 1 min/level
Saving Throw: None
Concentration: Yes
You may communicate with any living creature that you know of through their dreams. You must have at least seen the recipient before you can use this power. The conversation can be of any length up to its duration, and the recipient remembers it perfectly upon waking. The conversation is two way and the recipient can converse with you as well. This communication seems detached and surreal and so does not disturb the recipient's rest unless you want it to. You may opt to disturb a recipient's rest by plaguing there mind with the images of your own death while they sleep. Those implanted with these nightmares receive a -1 to all rolls on the following day when they awake.

Earthquake

Level: Specter 9
Range: Long (400 ft. + 40 ft/level)
Area: 80-ft.-radius spread (S)
Duration: 1 round
Saving Throw: See text
Concentration: Yes
When you use earthquake, an intense but highly localized tremor rips the ground in the Mortal Realm. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The specific effect of an earthquake power depends on the nature of the terrain where it is used.
Cave, Cavern, or Tunnel: The power collapses the roof, dealing 8d6 points of bludgeoning damage to any creature caught under the cave-in (reflex DC 15 half) and pinning that creature beneath the rubble (see below). An earthquake used on the roof of a very large cavern could also endanger those outside the actual area but below the falling debris.
Cliffs: Earthquake causes a cliff to crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in the path takes 8d6 points of bludgeoning damage (reflex DC 15 half) and is pinned beneath the rubble (see below).
Open Ground: Each creature standing in the area must make a DC 15 reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance to fall into one (reflex DC 20 to avoid a fissure). At the end of the power, all fissures grind shut, killing any creatures still trapped within.
Structure: Any structure standing on open ground takes 100 points of damage, enough to collapse a typical wooden or

masonry building, but not a structure built of stone, steel or reinforced masonry. Hardness does not reduce this damage, nor is it halved as damage dealt to objects normally is. Any creature caught inside a collapsing structure takes 8d6 points of bludgeoning damage (reflex DC 15 half) and is pinned beneath the rubble (see below).

River, Lake, or Marsh: Fissures open underneath the water, draining away the water from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the power, sucking down creatures and structures. Each creature in the area must make a DC 15 reflex save or sink down in the mud and quicksand. At the end of the power, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

Pinned beneath Rubble: Any creature pinned beneath rubble takes 1d6 points of non-lethal damage per minute while pinned. If a pinned character falls unconscious, he or she must make a DC 15 constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

Energy Drain

Level: Specter 9
Saving Throw: Fortitude partial; see text for enervation
This power functions like enervation, except that the creature struck gains 2d4 negative levels, and the negative levels last longer. There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, the subject must make a fortitude saving throw (DC = energy drain powers save DC) for each negative level. If the save succeeds, that negative level is removed. If it fails, the negative level also goes away, but one of the subject's character levels is permanently drained.

Enervation

Level: Specter 4
Range: Touch
Target: One living creature
Duration: Instantaneous
Saving Throw: None
Concentration: No
Your hand crackles with negative energy that suppresses the life force of any living creature it strikes. You must make a ranged touch attack to hit (note: this attack cannot be seen in the Mortal Realm). If the attack succeeds, the subject gains 1d4 negative levels. If the subject has at least as many negative levels as HD, it dies. Each negative level gives a creature a −1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level (for determining the power duration, DC, and other details of powers). Additionally, a power user loses one power or power slot from his or her highest available level.

Negative levels stack. Assuming the subject survives, it regains lost levels after a number of hours equal to your level (maximum 15 hours). Usually, negative levels have a chance of permanently draining the victim's levels, but the negative levels from enervation don't last long enough to do so.

Entangle

Level: Specter 1
Range: Long (400 ft. + 40 ft/level)
Area: Plants in a 40-ft.-radius spread
Duration: 1 min/level

Saving Throw: Reflex partial; see text
Concentration: Yes
You imbue inanimate plants in the Mortal Realm with mobility and a semblance of life. Grasses, weeds, bushes, and even trees wrap, twist, and entwine about creatures in the area or those that enter the area, holding them fast and causing them to become entangled. The creature can break free and move half its normal speed by using a full-round action to make a DC 20 strength check or a DC 20 escape artist check. A creature that succeeds on a reflex save is not entangled but can still move at only half speed through the area. Each round on your turn, the plants once again attempt to entangle all creatures that have avoided or escaped entanglement. Note: The effects of this power may be altered somewhat, based on the nature of the entangling plants.

Eyebite

Level: Specter 6
Range: Close (25 ft. + 5 ft/2 levels)
Target: One living creature
Duration: 1 round per three levels; see text
Saving Throw: Fortitude negates
Concentration: Yes
Each round, you may target a single living creature, filling their minds with waves of horrific dread. Depending on the target's HD, this attack has as many as three effects.

HD	Effect
10 or more	Sickened
5–9	Panicked, sickened
4 or less	Comatose, panicked, sickened

The effects are cumulative and concurrent.
Sickened: Sudden pain and fever sweeps over the subject's body. A sickened creature takes a −2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. A creature affected by this power remains sickened for 10 minutes per user level.
Panicked: The subject becomes panicked for 1d4 rounds running in fear. Even after the panic ends, the creature remains shaken for 10 minutes per user level.
Comatose: The subject falls into a catatonic coma for 10 minutes per user level. During this time, it cannot be awakened by any means.
This power lasts for 1 round per three user levels. You must spend a move action each round after the first to target a foe.

False Life

Level: Specter 2
Range: Personal
Target: You
Duration: 5min/level or until discharged; see text
Concentration: No

You harness the power of unlife to grant yourself a limited ability to exist partially in the Mortal Realm. While this power is in effect, you appear in the Mortal Realm as you did before your death. You may operate as a normal mortal (including attacking, talking, etc.) but have a hit point total of only 1d10 +1 per user level (maximum of 10). When these hit points go away, you vanish back to the ethereal plane, dropping whatever equipment you had carried to the ground. The damaged sustained in the Mortal Realm is also transferred over to your ethereal self (up to a maximum of 10). You may choose to go back to the ethereal realm by ending this power at any time.

Fear

Level: Specter 3
Range: 30 ft diameter
Duration: 1 round/level or 1 round; see text
Saving Throw: Will partial
Concentration: Yes

Your ghostly image suddenly manifests itself in the Mortal Realm, complete with creepy sounds for all in sight to witness. This causes each living creature in the area to become panicked and begin running, unless it succeeds on a will save. If cornered, a panicked creature begins cowering. If the will save succeeds, the creature is shaken for 1 round. You may move around freely causing all those within 30 feet to make a save each round.

Feather Fall

Level: Specter 0
Range: Close (25 ft. + 5 ft/2 levels)
Targets: You
Duration: Until landing or 1 round/level
Saving Throw: None
Concentration: Yes

This power allows you to fall slowly. Feather fall instantly changes the rate at which you fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and you take no damage upon landing while the power is in effect. However, when the power's duration expires, a normal rate of falling resumes. You can use this power quickly enough to save yourself if you unexpectedly fall.

Fog Cloud

Level: Specter 2
Range: Medium (100 ft. + 10 ft. level)
Effect: Fog spreads in 20-ft. radius, 10 ft. high

Duration: 10 min/level
Saving Throw: None
Concentration: Yes

A bank of fog billows out from you in the Mortal Realm. The fog obscures all sight, including dark vision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round. The spell does not function underwater. You can see through the fog with no restrictions.

Freezing Sphere

Level: Specter 6
Range: Long (10 ft/level)
Target, Effect, or Area: You
Duration: Instantaneous
Saving Throw: Reflex half; see text
Concentration: Yes

Freezing sphere creates a frigid globe of coldness in the Mortal Realm that quickly expands from where you stand, dealing 1d6 points of cold damage per user level (maximum 15d6) to each creature in the area. If the freezing sphere strikes a body of water or a liquid that is principally water, it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10- foot square) per user level (maximum 1,500 square feet). This ice lasts for 1 round per user level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a DC 25 strength check or a DC 25 escape artist check to do so.

Ghost Sound

Level: Specter 0
Range: Close (25 ft. + 5 ft/2 levels)
Effect: Ghostly sounds
Duration: 1 round/level
Saving Throw: Will disbelief (if interacted with)
Concentration: Yes

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place in the Mortal Realm. You choose what type of ghost sound to create when using it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per user level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound power produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring tyrannosaurus rex is equal to the noise from twenty humans.

Ghoul Touch

Level: Specter 2

Range: Touch
Target: Living humanoid touched
Duration: 1d6+2 rounds
Saving Throw: Fortitude negates
Concentration: Yes

Imbuing you with negative energy, this power allows you to paralyze a single living humanoid for the duration of the power with a successful melee touch attack. Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures in a 10-foot-radius spread to become sickened (fortitude negates). A neutralize poison power removes the effect from a sickened creature.

Gravely Visit

Level: Specter 0
Range: 10 ft.
Target, Effect, or Area: See text
Duration: 1 hour
Saving Throw: See text
Concentration: Yes

This enables you to perform simple supernatural effects for 1 hour in the Mortal Realm. The effects are minor and have severe limitations. For example, you can slowly move or drag up to 1 pound of material. Typically, Specters use this ability to slowly communicate with the living through the subtle manipulations on a ouija board. You can also change the color or clean items in a 1-foot cube each round. You can chill or warm 1 pound of nonliving material. You can communicate words very weakly, through the static of a radio or television set. You can also dim electrical lights ever so slightly or cause a chill to enter the room. You cannot, however, deal any damage whatsoever. Any actual change to an object (beyond just moving or cleaning) persists for only 1 hour.

Gust of Wind

Level: Specter 1
Range: 60 ft.
Effect: Line-shaped gust of severe wind emanating out from you to the extreme of the range
Duration: 1 round
Saving Throw: Fortitude negates
Concentration: Yes

This power creates a severe blast of air (approximately 50 mph) that originates from you, affecting all creatures in its path. A tiny or smaller creature on the ground is knocked down and rolled 1d4x10 feet, taking 1d4 points of non-lethal damage per 10 feet. If flying, a tiny or smaller creature is blown back 2d6x10 feet and takes 2d6 points of non-lethal damage due to battering and buffeting. Small creatures are knocked prone by the force of the wind, or if flying, are blown back 1d6x10 feet. Medium creatures are unable to move forward against the force of the wind, or if flying, are blown back 1d6x5 feet. Large or larger creatures may move normally within a gust of wind effect. Any creature, regardless of size, takes a −4 penalty on ranged attacks and listen checks in the area of a gust of wind.

The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

Hallucinatory Terrain

Level: Specter 4
Range: Long (400 ft. + 40 ft/level)
Area: One 30-ft. cube/level
Duration: 1 hour/level
Saving Throw: Will disbelief (if interacted with)
Concentration: Yes

You make natural terrain look, sound, and smell different though it must still retain its prime characteristics. Forest roads suddenly disappear, doors and hallways in buildings change around, confusing or misdirecting those in the area. If one person makes a will save, then the power stops working and everything returns to normal. You can only add things to existing terrain as an illusion and may not make objects disappear. You could, for example, cause a lake to appear in a field but could not make it appear in a forest unless you wanted trees to be coming up out of it. Those witnessing the hallucinatory terrain normally only get a save when they witness something strange about the area, such as a wall that wasn't there a moment ago, or when they touch an actual part of the illusion, such as the wall.

Harm

Level: Specter 6
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half; see text
Concentration: No

Harm charges a subject with negative energy that deals 10 points of damage per user level (to a maximum of 150 points at 15th level). If the creature successfully saves, harm deals half this amount, but it cannot reduce the target's hit points to less than 1.

Haunted Object

Level: Specter 0
Range: Touch
Target: One unattended object weighing up to 5 lb.
Duration: 5 min / level
Saving Throw: None
Concentration: Yes

You can pick up and move an object weighing up to 5 lbs in the Mortal Realm. As a move action, you can propel the object as far as 15 feet in any direction, but not strong enough to cause damage (unless it's sharp).

Helping Hand

Level: Specter 3
Range: 5 miles
Effect: Ghostly hand
Duration: 1 hour/level
Saving Throw: None
Concentration: No

You call forth helpful spirits in the ethereal plane, which you can send to find a living creature in the Mortal Realm within 5 miles of your location. A ghostly hand will then appear beckoning to the creature and lead it to you if the creature is willing to follow. When the power is used, you must specify a person (or any creature) by physical description, which can include race, gender, and appearance. When the description is complete, the spirits streak off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away he is.

Distance	Time to Locate
100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

Once a spirit locates the subject, it beckons the creature to follow it with a ghostly hand. This hand is only visible to the creature being contacted. If the subject does so, the hand points in your direction, indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.
The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the power, then it disappears. If the power expires while the subject is en route to you, the hand disappears; the subject must then rely on his own devices to locate you.
If more than one subject in a 5 mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject. If, at the end of 4 hours of searching, the spirits have found no subject within 5 miles that matches the description, they return to you and then go their own ways.

Hold Portal

Level: Specter 1
Range: Touch
Target: One portal
Duration: 1 min/level
Saving Throw: None
Concentration: Yes
You can hold shut a door, gate, window, or shutter in the Mortal Realm. Treat any such held portal as if it were securely closed and normally locked. Your actual strength has nothing to do with this power. For a portal you hold with this power, add 5 to the normal DC for those trying to force open the portal.

Inflict Critical Wounds

Level: Specter 4
This power functions like inflict light wounds, except that you deal 4d8 points of damage +1 point per user level (maximum +20).

Inflict Critical Wounds, Mass

Level: Specter 8
This power functions like inflict light wounds, mass, except that it deals 4d8 points of damage +1 point per user level (maximum +40).

Inflict Light Wounds

Level: Specter 1
Range: Touch
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will half
Concentration: No
When laying your hand upon a creature in the Mortal Realm, you channel negative energy that deals 1d8 points of damage +1 point per user level (maximum +5). Creatures affected by this power feel as if they are having a mild heart attack.

Inflict Light Wounds, Mass

Level: Specter 5
Range: Close (25 ft. + 5 ft/2 levels)
Target: One creature/level, no two of which can be more than 30 ft. apart
Duration: Instantaneous
Saving Throw: Will half
Concentration: No
Negative energy spreads out in all directions from the point of origin, dealing 1d8 points of damage +1 point per user level (maximum +25) to nearby living enemies in the Mortal Realm. Those affected feel as if they are experiencing a mild heart attack.

Inflict Minor Wounds

Level: Specter 0
Saving Throw: Will negates
This power functions like inflict light wounds, except that you deal 1 point of damage and a will save negates the damage instead of halving it.

Inflict Moderate Wounds

Level: Specter 2
This power functions like inflict light wounds, except that you deal 2d8 points of damage +1 point per user level (maximum +10).

Inflict Moderate Wounds, Mass

Level: Specter 6
This power functions like inflict light wounds, mass, except that it deals 2d8 points of damage +1 point per user level (maximum +30).

Inflict Serious Wounds

Level: Specter 3
This power functions like inflict light wounds, except that you deal 3d8 points of damage +1 point per user level (maximum +15).

Inflict Serious Wounds, Mass

Level: Specter 7
This power functions like inflict light wounds, mass, except that it deals 3d8 points of damage +1 point per user level (maximum +35).

Knock

Level: Specter 2
Range: Touch
Target: One door, lock, or gate.
Duration: Instantaneous; see text
Saving Throw: None
Concentration: No
The power allows you to rip open any stuck, barred, locked, or held door in the Mortal Realm. It can also be used to rip open welds, hand-cuffs, gates, or chains.

Major Image

Level: Specter 3
Duration: Concentration
This spell functions like silent image, except that sound, smell, and thermal illusions are included in the power's effect. While concentrating, you can move the image within the range. The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

Message

Level: Specter 0
Range: Medium (100 ft. + 10 ft/level)
Targets: One creature/level
Duration: 5 min/level
Saving Throw: None
Concentration: Yes
You can whisper messages and receive replies with those in the Mortal Realm. You have to be up close to the recipient's ear in order to use this power. When you whisper, the whispered message is audible to all targeted creatures within range. The creature that receives the message can of course talk back if they choose. If they don't know you're a Specter, they will probably try to find out where the voice is coming from. The power doesn't transcend language barriers.

Minor Image

Level: Specter 2
Duration: Concentration
This power functions like silent image, except that minor image includes some minor sounds but not understandable speech.

Nightmare

Level: Specter 5

Range: Unlimited
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates; see text
Concentration: Yes
You give an unsettling phantasmal vision to a creature that you think of while they sleep. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the subject fatigued and unable to regain powers for the next 24 hours. The difficulty of the save depends on how well you know the subject.

Knowledge	Will Save Modifier
None	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	−5

If the recipient is awake when the power begins, you can choose to end the power or to enter a trance until the recipient goes to sleep, whereupon you become alert again and continue to use the power. If you are disturbed during the trance, the power ends. If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance (you always fail any saving throw, for example).

Obscuring Mist

Level: Specter 1
Range: 20 ft.
Effect: Cloud spreads in 20-ft. radius from you, 10 ft. high
Duration: 1 min/level
Saving Throw: None
Concentration: Yes

A misty vapor arises around you in the Mortal Realm. It is stationary once created. The vapor obscures all sight, including dark vision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate

wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. This power does not function underwater.

Open/Close

Level: Specter 0
Range: Touch
Target: Object weighing up to 30 lb. or portal that can be opened or closed
Duration: Instantaneous
Saving Throw: Will negates (object)
Concentration: No
You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container in the Mortal Realm. If anything resists this activity (such as a bar on a door or a lock on a chest), the power fails. In addition, you can only open and close things weighing 30 pounds or less.

Pass wall

Level: Specter 5
Range: Self
Effect: 5 ft. by 8 ft. opening, 10 ft. deep plus 5 ft. deep per three additional levels
Duration: 1 round /level
Saving Throw: None
Concentration: Yes
You may pass through walls or solid material of any kind in the Mortal Realm. The solid material you can pass through can be up to 10 feet deep plus an additional 5 feet deep per three user levels above 9th (15 feet at 12th, 20 feet at 15th, and a maximum of 25 feet deep at 18th level). If the wall's thickness is more than the depth allowed, then you must go back the way you came and try another approach. When pass wall ends, Specters within a solid material are ejected out the way they came in.

Phantom Car

Level: Specter 3
Range: 0 ft.
Effect: One quasi-real car
Duration: 1 hour/level
Saving Throw: None
Concentration: No
You conjure an ethereal car so that you may travel around easier (up to 100 miles per hour). The car can only be ridden in by you, requires no gas, and is invisible to the Mortal Realm. This car can be crashed as normal if it collides with a wall or natural structure that has been in place for more than a few months. The car is in perfect working order but can mechanically break down if it suffers damage. The phantom car also gets certain abilities based on the user's power.
8th Level: The car can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.
10th Level: The car can ride on top of water.
12th Level: The car can glide down harmlessly from any height.
14th Level: The car can fly.

Phantom Fist

Level: Specter 8
Range: Touch
Targets: Creature or creatures hit
Duration: 1 round/level
Concentration: Yes
This power allows you to manifest a ghostly image of your hand in the Mortal Realm about 10x its normal size. This hand can move objects with incredible strength (33), pick

creatures up, push, or strike one opponent that you select. The floating hand can move as far as your speed allows and can attack in the same round (it may not move through objects). The hand attacks once per round, and its attack bonus equals your level + wisdom modifier, +11 for the hand's strength score (33), −1 for being large. The hand deals 1d8+11 points of damage on each attack, and any creature struck must make a fortitude save (against this power's save DC) or be stunned for 1 round. Directing the hand to a new target is a move action. The hand may also pick up opponents in the air with a successful grapple roll. Creatures picked up move in whatever direction you desire (including straight up) at half your movement rate per round.

Phantom Watchdog

Level: Specter 5
Range: Close (25 ft. + 5 ft/2 levels)
Effect: Phantom watchdog
Duration: 1 hour/user level or until discharged, then 1 round/user level; see text
Saving Throw: None
Concentration: No
You call forth an ethereal phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any small or large creature approaches within 30 feet of it, which can be heard in both the Mortal Realm and the ethereal plane (those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking). Because of your connection with the dog, you can hear its barking up to a mile away. The hound sees hidden and ethereal creatures.
If a living intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The hound cannot be attacked by non-ethereal creatures. This power lasts for 1 hour per user level, but once the hound begins barking, it lasts only 1 round per user level. If you are ever more than 1 mile distant from the hound, the power ends.

Poltergeist

Level: Specter 5
Range: Touch
Target or Targets: See text
Duration: One round/level
Saving Throw: Will negates (object) or none; see text
Concentration: Yes
You can move objects or creatures with supernatural strength in the Mortal Realm by using this power. Depending on the version selected, the power can provide a gentle, sustained force, perform a variety of combat maneuvers, or exert a single, short, violent thrust.

Sustained Force: With sustained force you can move an object weighing no more than 25 pounds per caster level (maximum 375 pounds at 15th level) up to 20 feet per round. A creature can negate the effect on an object it possesses with a successful will save or with power resistance. This version of the power can last 1 round per user level, but it ends if you cease concentration. If you possess the flying ability, you may also fly in any direction with this weight.

Combat Maneuver: Alternatively, once per round, you can use telekinesis to perform a disarm grapple (including pin), or trip an opponent in the Mortal Realm. Resolve these attempts as normal, except a failed attempt doesn't allow a reactive attempt by the target (such as for disarm or trip). No save is allowed against these attempts, but power resistance applies normally.

Violent Thrust: Alternatively, the power's energy can be spent in a single round. You can hurl one object or creature per user level (maximum 15) that is within striking distance toward any target within 10 feet per level of all the objects. You can hurl up to a total weight of 25 pounds per user level (maximum 375 pounds at 15th level). You must succeed on attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus + your wisdom modifier. Weapons cause standard damage (with no strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Creatures who fall within the weight capacity of the power can be hurled, but they are allowed will saves (and power resistance) to negate the effect, as are those whose held possessions are targeted by the power. If a creature being affected by telekinesis is hurled against a solid surface, it takes damage as if it had fallen 10 feet (1d6 points).

Pyrotechnics

Level: Specter 2
Range: Long (400 ft. + 40 ft/level)
Target: One fire source, up to a 20-ft. cube
Duration: 1d4+1 rounds, or 1d4+1 rounds after creatures leave the smoke cloud; see text
Saving Throw: Will negates or fortitude negates; see text
Concentration: Yes
With pyrotechnics you can turn an existing fire in the Mortal Realm into either a burst of blinding fireworks or a thick cloud of choking smoke, depending on the version you choose.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of

the fire source to become blinded for 1d4+1 rounds (will negates). These creatures must have line of sight to the fire to be affected. Power resistance can prevent blindness.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per user level. All sight, even dark vision, is ineffective in or through the cloud. All within the cloud take −4 penalties to strength and dexterity

(fortitude negates). These effects last for 1d4+1 rounds after the cloud dissipates or after the creature leaves the area of the cloud. Power resistance does not apply.

Ray of Frost

Level: Specter 0
Range: Close (25 ft. + 5 ft/2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Concentration: No
A ray of freezing air and ice projects from your pointing finger into the Mortal Realm. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

Repel Metal or Stone

Level: Specter 8
Range: 60 ft.
Area: 60-ft. line from you
Duration: 1 round/level
Saving Throw: None
Concentration: Yes
Like repel wood, this power creates waves of invisible and intangible energy in the Mortal Realm that roll forth from you. All metal or stone objects in the path of the power are pushed away from you to the limit of the range. Fixed metal or stone objects larger than 3 inches in diameter and loose objects weighing more than 500 pounds are not affected. Anything else, including garbage cans, bikes, weapons and creatures in armored vests, moves back. Fixed objects 3 inches in diameter or smaller bend or break, and the pieces move with the wave of energy. Objects affected by the power are repelled at the rate of 40 feet per round.

Objects such as metal armor, weapons, and the like are pushed back, dragging their bearers with them. The waves of energy continue to sweep down the set path for the power's duration.

Repel Wood

Level: Specter 6
Range: 60 ft.
Area: 60-ft. line-shaped emanation from you
Duration: 1 min/level
Saving Throw: None
Concentration: Yes
Waves of energy roll forth from you in the Mortal Realm, moving in the direction that you determine, causing all wooden objects in the path of the power to be pushed away from you to the limit of the range. Wooden objects larger than 3 inches in diameter that are fixed firmly are not affected, but loose objects are. Objects 3 inches in diameter or smaller that are fixed in place splinter and break, and the pieces move with the wave of energy. Objects affected by the power are repelled at the rate of 40 feet per round.

Objects such as weapons, furniture, and small trees are pushed back, dragging those carrying them along. (A creature being dragged by an item it is carrying can let go.) The waves of energy continue to sweep down the set path for the power's duration.

Scare

Level: Specter 2
Range: Medium (100 ft. + 10 ft/level)
Targets: One living creature per three levels, no two of which can be more than 30 ft. apart
Duration: 1 round/level or 1 round; see text for cause fear
Saving Throw: Will partial
Concentration: Yes
This power functions like cause fear, except that it causes all targeted creatures of less than 6 HD to become frightened.

Shatter

Level: Specter 2
Range: Close (25 ft. + 5 ft/2 levels)
Area or Target: 5-ft. radius spread; one solid object or one crystalline creature
Duration: Instantaneous
Saving Throw: Will negates (object); will negates (object) or fortitude half; see text
Concentration: No
Using the shatter power allows you to create a loud, horrific noise in the Mortal Realm that breaks all brittle objects in the area of effect. Used as an area attack, shatter destroys objects of crystal, glass, ceramic, or porcelain. All such objects within a 5-foot radius of the point of origin are smashed into dozens of pieces by the power, projecting away from the source. Objects weighing more than 1 pound per your level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target shatter against a single solid object, regardless of composition, weighing up to 10 pounds per user level, causing it to explode, causing 1d6 points of damage if carried or held by someone if the object fails its save.

Shout

Level: Specter 4
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Fortitude partial or reflex negates (object); see text
Concentration: No
You emit an ear-splitting supernatural yell that deafens and damages creatures in the Mortal Realm and ethereal plane. Any creature within the cone-shaped area is deafened for 2d6 rounds and takes 5d6 points of sonic damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object takes 1d6 points of sonic damage per user level (maximum 15d6).

Shout, Greater

Level: Specter 7
Range: 60 ft.
Saving Throw: Fortitude partial or reflex negates (object); see text
This power functions like shout, except that the cone deals 10d6 points of sonic damage (or 1d6 points of sonic damage per user level, maximum 20d6, against exposed brittle or crystalline objects). It also causes creatures to be stunned for 1 round and deafened for 4d6 rounds. A creature in the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful fortitude save.

Silent Image

Level: Specter 1
Range: Long (400 ft. + 40 ft/level)
Effect: Visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)
Duration: 5min/level
Saving Throw: Will disbelief (if interacted with)
Concentration: Yes
This power creates the visual illusion of an object, creature, or force, as visualized by you in the Mortal Realm. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Slay Living

Level: Specter 7
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude partial
Concentration: No
You can slay any one living creature in the Mortal Realm. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful fortitude save. If it succeeds, it instead takes 3d6 points of damage +1 point per user level.

Solid Fog

Level: Specter 4
Duration: 1 min/level
Concentration: Yes
This power functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at a speed of 5 feet, regardless of its normal speed, and it takes a −2 penalty on all melee attack and melee damage rolls. The vapors prevent effective thrown ranged weapon attacks. A creature or object that falls into solid fog is slowed, so that each 10 feet of vapor that it passes through reduces falling damage by 1d6. A creature can't take a 5-foot step while in solid fog.
However, unlike normal fog, only a severe wind (31+ mph) disperses these vapors, and it does so in 1 round.

Sound Burst

Level: Specter 2
Range: Close (25 ft. + 5 ft/2 levels)
Area: 10-ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude partial
Concentration: No
You blast an area in the Mortal Realm and ethereal plane with a tremen-
dous cacophony of ghostly sound. Every creature in the area takes 1d8 points of sonic damage and must succeed on a fortitude save to avoid being stunned for 1 round. Creatures that cannot hear are not stunned but are still damaged.

Speak with Dead

Level: Specter 3
Casting Time: 10 minutes
Range: 10 ft.
Target: One dead creature
Duration: 1 min/level
Saving Throw: None
Concentration: Yes
You can talk to a spirit of the recently departed (within a week), allowing it to answer several questions that you put to it. You may ask one question per two user levels. Unasked questions are wasted if the duration expires. The spirits knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive.

Specter's Calling

Level: Specter 3
Range: Close (25 ft. + 5 ft/2 levels)
Effect: Ray
Duration: 1 min/level
Saving Throw: Fortitude partial; see text
Concentration: No
Calling out for a mortal's spirit to come to the ethereal plane, you cause a mortal's very life force to weaken. You must succeed on a ranged touch attack to strike a target. The subject is immediately exhausted for the power's duration. A successful fortitude save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted. This power has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the power's duration expires.

Specter's Gaze

Level: Specter 1
Range: Close (25 ft. + 5 ft/2 levels)
Effect: Gaze
Duration: to 1d6+1 per two user levels (maximum 1d6+5)
Saving Throw: None
Concentration: Yes
You look upon a living creature in the Mortal Realm with supernatural hatred which causes a cold chill to go through their body, causing the very strength to leave their bones. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to strength equal to 1d6+1 per two user levels (maximum 1d6+5). The subject's strength score cannot drop below 1.

Specter's Sword

Level: Specter 7
Range: You

Effect: One sword
Duration: 1 round/level
Saving Throw: None
Concentration: Yes

This power brings into the Mortal Realm a shimmering, swordlike plane of force which you wield in the ethereal plane. You may attack with the sword against opponents as normal with an additional +3 enhancement bonus. It can be used to strike ethereal creatures as well. It deals 4d6+3 points of supernatural damage, with a threat range of 19–20 and a critical multiplier of x2. The sword cannot be attacked or harmed by physical attacks.

If an attacked creature has power resistance, the resistance is checked the first time the Specter's sword strikes it. If the sword is successfully resisted, the power ends. If not, the sword has its normal full effect on that creature for the duration of the power.

Spider Climb

Level: Specter 0
Target: You
Duration: 10 min/level
Saving Throw: None
Concentration: Yes

You can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. You have a climb speed of 20 feet; furthermore, you need not make climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its dexterity bonus to armor class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Spiritual Weapon

Level: Specter 2
Range: Medium (100 ft. + 10 ft/level)
Effect: Magic weapon of force
Duration: 1 round/level
Saving Throw: None
Concentration: Yes

A weapon made of pure force controlled by you in the ethereal plane springs into existence in the Mortal Realm. This weapon deals 1d8 force damage per hit, +1 point per three user levels (maximum +5 at 15th level). Use all of your modifiers to attack as if you were really there. It strikes as a power, not as a weapon, so, for example, it can damage creatures that have damage reduction. As a force effect, it can also strike ethereal creatures.

A spiritual weapon cannot be attacked or harmed by physical attacks. If an attacked creature has power resistance, you make a user level check (1d20 + user level) against that power resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the power stops working and the sword disappears. If not, the weapon has its normal full effect on that creature for the duration of the power.

Spread Darkness

Level: Specter 2
Range: 20' radius
Target: Object touched
Duration: 10 min/level
Saving Throw: None

Concentration: Yes

This power causes a shadowy illumination to radiate out in a 20-foot radius from you into the Mortal Realm. All creatures in the area gain concealment (20% miss chance). Even creatures that can normally see in such conditions (such as with dark vision) have the miss chance in an area shrouded in this supernatural darkness. Normal lights are incapable of brightening the area, as are light powers of lower level. Higher level light powers are not affected by darkness. This darkness follows wherever you walk and you may see through and out of it with no problem.

Stinking Cloud

Level: Specter 3
Range: Medium (100 ft. + 10 ft/level)
Effect: Cloud spreads in 20-ft. radius, 10 ft. high
Duration: 1 round/level
Saving Throw: Fortitude negates; see text
Concentration: Yes

Stinking cloud creates a bank of fog in the Mortal Realm like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn.

Stomp

Level: Specter 1
Range: 20 ft.
Effect: Area
Duration: Instantaneous
Saving Throw: Reflex negates; see text
Concentration: No

Stomp creates a shock wave in the Mortal Realm that travels along the ground, toppling creatures and loose objects. All creatures standing in the area who fail their reflex saves are thrown to the ground and take 1d4 non-lethal damage in the process. Rising from a prone position is a move-equivalent action.

Summon Swarm

Level: Specter 2
Range: Close (25 ft. + 5 ft/2 levels)
Effect: One swarm of bats, rats, or spiders
Duration: 1d6 rounds +1 /level
Saving Throw: None
Concentration: Yes

You summon a swarm of bats, rats, or spiders (your choice), which attacks all other creatures within its area. (You may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The caster has no control over its target or direction of travel. Refer to the creatures (Mortal Realm) section to get all the information on these various swarms.

Sympathetic Vibration

Level: Specters 7
Range: Touch
Target: One freestanding structure
Duration: Up to 1 round/level
Saving Throw: None; see text
Concentration: Yes

By attuning yourself to a freestanding structure (like a house) in the Mortal Realm you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the power's damage.) If the power is used upon a target that is not freestanding, the surrounding stone dissipates the effect and no damage occurs. Sympathetic vibration cannot affect creatures. Since a structure is an unattended object, it gets no saving throw to resist the effect.

Teleport

Level: Specter 5
Range: Personal
Target: You
Duration: Instantaneous
Saving Throw: None
Concentration: No

This power instantly transports you in the Mortal Realm to a designated destination, which may be as distant as 100 miles per user level. You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. To see how well the teleportation works, roll d% and consult the teleport table. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it or you've been there often. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once. "False destination" is a place that does not truly exist, or if you are teleporting to an otherwise familiar location that no longer exists as such, or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear (safely) a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly

Similar Area: You wind up in an area that's visually or thematically similar to the target area.

Generally, you appear in the closest similar place within range. If no such area exists within the power's range, the power simply fails instead.

Mishap: You have gotten "scrambled." You take 1d10 points of damage, and you re-roll on the chart to see where you wind up. For these re-rolls, roll 1d20+80. Each time "mishap" comes up, the character takes more damage and must re-roll.

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination (1d20+80)	—	—	81–92	93–100

Touch of Fatigue

Level: Specter 0
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates
Concentration: Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the power's duration. This power has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the power's duration expires.

Unholy Blight

Level: Specter 4
Range: Medium (100 ft. + 10 ft/level)
Area: 20-ft.-radius spread
Duration: Instantaneous (1d4 rounds); see text
Saving Throw: Will partial
Concentration: No

You call up unholy power to smite your enemies in the Mortal Realm. The power takes the form of a cold, cloying miasma of greasy darkness. The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to all creatures and causes them to be sickened for 1d4 rounds. A successful will save reduces damage to half and negates the sickened effect. The effects cannot be negated by remove disease or heal.

Vampire Touch

Level: Specter 3
Range: Touch
Target: Living creature touched
Duration: Instantaneous/1 hour; see text
Saving Throw: None
Concentration: No

You must succeed on a melee touch attack. Your touch deals 1d6 points of damage per two user levels (maximum 10d6). You gain temporary hit points equal to the damage you deal. However, you can't gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

Ventriloquism

Level: Specter 3
Range: Personal
Effect: Speech
Duration: 1 min/level
Saving Throw: None
Concentration: Yes
You can talk to those in the Mortal Realm as if they are there in person.

Wail of the Banshee

Level: Specter 9
Range: Close (25 ft. + 5 ft/2 levels)
Area: One living creature/level within a 40-ft.-radius spread
Duration: Instantaneous
Saving Throw: Fortitude negates
Concentration: No
You emit a terrible scream that kills creatures that hear it in the Mortal Realm. Creatures closest to the point of origin are affected first.

Waves of Exhaustion

Level: Specter 7
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: No
Concentration: No
Waves of negative energy emitting from you into the Mortal Realm cause all living creatures in the power's area to become exhausted. This power has no effect on a creature that is already exhausted.

Waves of Fatigue

Level: Specter 5
Range: 30 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: No
Concentration: No
Waves of negative energy emitting from you into the Mortal Realm render all living creatures in the power's area fatigued. This power has no effect on a creature that is already fatigued.

Whirlwind

Level: Specter 8
Range: Long (400 ft. + 40 ft/level)
Effect: Cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall
Duration: 1 round/level
Saving Throw: Reflex negates; see text
Concentration: Yes
This power creates a powerful cyclone of raging wind in the Mortal Realm that moves through the air, along the ground, or over water at a speed of 60 feet per round. You can control the cyclone's every movement as long as it stays within your range. The cyclone always moves during your turn. If the cyclone exceeds the power's range, it moves in a random, uncontrolled fashion for 1d3 rounds and then dissipates. (You can't regain control of the cyclone, even if comes back within range.) Any large or small creature that comes in contact with the power effect must succeed on a reflex save or take 3d6 points of damage. A medium or small creature that fails its first save must succeed on a second one or be picked up by the cyclone and held suspended in its powerful winds, taking 1d8 points of damage each round on your turn with no save allowed. You may direct the cyclone to eject any carried creatures whenever you wish, depositing the hapless souls wherever the cyclone happens to be when they are released.

Oddity Powers

0-LEVEL ODDITY POWERS

Animal Messenger
Daze
Distract
Lullaby
Telepathic Projection

1ST-LEVEL ODDITY POWERS

Attraction
Calm Animals
Charm Animals
Charm Person
Command
Comprehend Languages
Confuse, Lesser
Hideous Laughter
Hypnotism
Lesser Concussion
Sense Link
Sleep

2ND-LEVEL ODDITY POWERS

Aversion
Calm Emotions
Concussion
Daze Monster
Detect Thoughts
Enthrall
Heroism
Hold Animal
Hold Person
Status

3RD-LEVEL ODDITY POWERS

Clairaudience/Clairvoyance
Crisis of Breath
Deep Slumber
Discern Lies
False Sensory Input
Good Hope
Negate Psionics
Rage
Suggestion
Tongues

4TH-LEVEL ODDITY POWERS

Brain Game
Charm Monster
Confusion
Crushing Despair
Detect Scrying
Fatal Attraction
Greater Concussion
Modify Memory
Scrying
Sending

5TH-LEVEL ODDITY POWERS

Baleful Teleport
Catapsi
Command, Greater
Disable
Dominate Person
Feeble Mind
Heroism, Greater
Hold Monster

6TH-LEVEL ODDITY POWERS

Mataconcert
Mind Probe
Null Psionics Field
Repressed Hostilities
Suggestion, Mass

7TH-LEVEL ODDITY POWERS

Antipathy
Insanity
Irresistible Dance
Mind Blank
Power Thought Blind

8TH-LEVEL ODDITY POWERS

Charm Monster, Mass
Confidante
Demand
Microcosm
Power Thought Stun

9TH-LEVEL ODDITY POWERS

Affinity Field
Comatose
Hold Monster, Mass
Implosion
Power Thought Kill

Oddity Powers, Descriptions of

Affinity Field
Level: Oddity 9
Range: 20 ft
Target: One living creature
Duration: 10 min
Saving Throw: None
Power Points: 17
You reach into the subject's mind, creating a powerful link between the target and your mind. While the duration lasts, the target creature feels all physical forces (damage and healing) that you feel. Any effect that you experience, whether by power, wound, or sickness, the target also experiences. Therefore, any hit points you lose, the target loses as well, however, this mind power is such that you do not experience what the target feels.

Animal Messenger

Level: Oddity 0
Range: Close (25 ft. + 5 ft/2 levels)
Target: One tiny animal
Duration: One day/level
Saving Throw: None; see text
Power Points: _
You compel a tiny animal to go to a spot you designate. The most common use for this power is to get an animal to carry a message to your allies. The animal cannot be one tamed or trained by someone else. Using some type of food desirable to the animal as a lure, you call the animal to you. It advances and awaits your bidding. You can mentally impress on the animal a certain place well known to you or an obvious landmark. The directions must be simple, because the animal depends on your knowledge and can't find a destination on its own. You can attach some small item or note to the messenger. The animal then goes to the designated location and waits there until the duration of the power expires, whereupon it resumes its normal activities. During this period of waiting, the messenger allows others to approach it and remove any scroll or token it carries. The intended recipient gains no special ability to communicate with the animal.

Antipathy

Level: Oddity 7
Range: Close (25 ft. + 5 ft/2 levels)
Target: One location (up to a 10-ft. cube/level) or one object
Duration: 2 hours/level
Saving Throw: Will partial
Power Points: 8
You cause mental waves of power to flood the air and repel a specific kind of intelligent creature as defined by you. The kind of creature to be affected must be specifically chosen (human, demon, devil, etc.) A creature subtype is not specific enough.

Creatures of the designated kind feel an overpowering urge to leave the area or to avoid the affected item. A compulsion forces them to abandon the area, shunning it and never willingly returning to it, while the power is in effect. A creature that makes a successful saving throw can stay in the area but feels uncomfortable doing so. This distracting discomfort reduces the creature's dexterity score by 4 points.

Attraction

Level: Oddity 1
Range: 25 ft + 5ft/2 levels
Target: One living creature
Duration: 1 hour/level
Saving Throw: Will negates
Power Points: 1
This mind power implants a compelling attraction directed toward you in the mind of the target. If the target is attracted to your sex, they will take every reasonable step to meet, get close, touch, and eventually have sex with you all within the hour, if they can manage it. For the purposes of this power, "reasonable" means that while fascinated, the subject doesn't suffer from blind obsession. The subject can still recognize danger, but will not flee unless the threat is immediate. If the target is not attracted to your sex, they instead become star struck by your presence and do everything in their power get

Aversion

Level: Oddity 2
Range: Close (25 ft + 5 ft/2 levels)
Target: One living creature
Duration: 1 hour/level
Saving Throw: Will negates
Power Points: 2
This power plants a powerful aversion in the mind of the subject. The aversion can be toward a particular person, an object, an action, or an event. The power's subject will take reasonable steps to avoid the object of its implanted aversion. If a physical object, he or she will not approach within 30 feet of it. If a word, he or she will not utter or think it. If an action, he or she will not perform it. If an event, he or she will not attend it. If not taking a taboo action directly threatens the subject,

he or she may perform the action at a −2 morale penalty on any attack rolls, ability checks, or skill checks involved.

Baleful Teleport

Level: Oddity 5
Range: Close (25 ft + 5ft/2 levels)
Target: One living creature
Duration: Instant
Saving Throw: Will half
Power Points: 9
This power psychoportively disperses minuscule portions of the subject, dealing 9d6 points of damage and causing excruciating pain all throughout their body.

Brain Game

Level: Oddity 4
Range: Close (25 ft. + 5 ft/2 levels)
Target: One living creature with 7 HD or less
Duration: One day/level or until discharged
Saving Throw: Will negates
Power Points: 4
The brain game places a mental command imprinted on a creature's mind to carry out some service or to refrain from some action or course of activity, as desired by you. The creature must have 7 or fewer hit dice and be able to understand you. While a brain game cannot compel a creature to kill itself or perform acts that would result in certain death, it can cause almost any other course of activity. The affected creature must follow the given instructions until the command is completed or the duration of the power ends. If the instructions involve some open-ended task that the recipient cannot complete through his own actions, the power remains in effect for a maximum of one day per user level. A clever recipient can subvert some instructions:
If the subject is prevented from obeying the brain game for 24 hours, it takes a −2 penalty to each of its ability scores. Each day, another −2 penalty accumulates, up to a total of −8. No ability score can be reduced to less than 1 by this effect. The ability score penalties are removed 24 hours after the subject resumes obeying the brain game.

Calm Animals

Level: Oddity 1
Range: Close (25 ft. + 5 ft/2 levels)
Targets: Animals within 30 ft. of each other
Duration: 1 min/level
Saving Throw: Will negates; see text
Power Points: 1
This mind power soothes and quiets animals, rendering them docile and harmless. Only ordinary animals (those with intelligence scores of 1 or 2) can be affected by this power. All of the subjects must be of the same kind, and no two may be more than 30 feet apart. The maximum number of hit dice of animals you can affect is equal to 2d4 + user level. An animal trained to attack or guard is allowed a saving throw; other animals are not. The affected creatures remain where they are and do not attack or flee. They are not helpless and defend them-

selves normally if attacked. Any threat breaks the power on the threatened creatures.

Calm Emotions

Level: Oddity 2
Range: Medium (100 ft. + 10 ft/level)
Area: Creatures in a 20-ft.-radius spread
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates
Power Points: 2
This mind power calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the power on all calmed creatures.
This power automatically suppresses (but does not dispel) any morale bonuses granted by other powers. It also suppresses any fear effects and removes the confused condition from all targets.

Catapsi

Level: Oddity 5
Range: Medium 100 ft
Area: 100 ft radius emanation centered on you
Duration: 1 min/level
Saving Throw: Will negates
Power Points: 9
Catapsi makes it more difficult for other psionic characters to manifest their powers (your character is not affected by his or her own catapsi manifestation). All psionic activity within the area requires twice as many power points to manifest, unless opponents make a successful will save each time they manifest a power. If two or more fields of catapsi overlap, one field cancels out the other (determine randomly).

Charm Animal

Level: Oddity 1
Target: 1
Power Points: 2
This mind power functions like charm person, except that it affects a creature of the animal type.

Charm Monster

Level: Oddity 4
Target: One living creature
Duration: One day/level
Power
Points:
5

This mind power functions like charm person, except that the effect is not restricted by creature type or size.

Charm Monster, Mass

Level: Oddity 8
Targets: One or more creatures, no two of which can be more than 30 ft. apart
Duration: One day/level
Power Points: 10
This mind power functions like charm monster, except that charm monster, mass affects a number of creatures whose combined HD do not exceed twice your level, or at least one creature regardless of HD. If there are more potential targets than you can affect, you choose them one at a time until you choose a creature with too many HD.

Charm Person

Level: Oddity 1
Range: Close (25 ft. + 5 ft/2 levels)
Target: One humanoid creature
Duration: 1 hour/level
Saving Throw: Will negates
Power Points: 2
This mind power imposes on the thought patterns of a human so that he or she regards you as a trusted friend and ally (treat the target's attitude as friendly). If the person is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.
The power does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed charisma check to convince the person to do anything he or she wouldn't ordinarily do. (Retries are not allowed.) An affected person never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the power. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Clairaudience/Clairvoyance

Level: Oddity 3
Range: Long (400 ft. + 40 ft/level)
Effect: Magical sensor
Duration: 1 min/level
Saving Throw: None
Power Points: 2
With clairaudience/clairvoyance, you can choose a specific location that enables you to hear or see (your choice) almost as if you were there, even able to look around you. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one. Once you have selected the locale, you can use this power to view the area as desired with your mind. You must close your eyes while doing this. If the chosen locale is naturally pitch black, you can see in a 10- foot radius around the center focus of the power's effect.

Comatose

Level: Oddity 9
Range: Medium (100 ft. + 10 ft/level)
Target: One individual
Duration: Instantaneous
Saving Throw: Fortitude half
Power Points: 17
The target's delicate brain is pummeled for 17d6 points of damage. You may choose to have the power deal an equal amount of non-lethal damage instead. Comatose always affects a subject within range that you can see, even if the subject is in melee or has partial cover or concealment.

Command

Level: Oddity 1
Range: Close (25 ft. + 5 ft/2 levels)
Target: One living creature
Duration: 1 round
Saving Throw: Will negates
Power Points: 1
You instill in the subject's mind a single command, which it obeys to the best of its ability at its earliest opportunity. You may select from the following options:
Approach: On its turn, the subject moves toward you as quickly and directly as possible for 1 round. The creature may do nothing but move during its turn.
Drop: On its turn, the subject drops whatever it is holding. It can't pick up any dropped item until its next turn.
Fall: On its turn, the subject falls to the ground and remains prone for 1 round. It may act normally while prone but takes any appropriate penalties.
Flee: On its turn, the subject moves away from you as quickly as possible for 1 round. It may do nothing but move during its turn.
Halt: The subject stands in place for 1 round. It may not take any actions but is not considered helpless.
If the subject can't carry out your command on its next turn, the power automatically fails.

Command, Greater

 Level: Oddity 5
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: 1 round/level
Power Points: 5
This power functions like command, except that up to one creature per level may be affected, and the activities continue beyond 1 round. At the start of each commanded creature's action after the first, it gets another will save to attempt to break free from the power. Each creature must receive the same command.

Comprehend Languages

Level: Oddity 1
Range: Close (25 ft. + 5 ft/2 levels)
Target: One creature
Duration: 10 min /level
Saving Throw: None

Power Points: 1
By slightly lifting impressions off of the mind of other creatures, you are able to understand their spoken words or read otherwise incomprehensible written messages that they can. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The power enables you to understand or read an unknown language, not speak or write it. Written material can be read at the rate of one page (250 words) per minute.

Concussion

Level: Oddity 2
Range: Medium (100 ft. + 10 ft/level)
Targets: One individual
Duration: Instantaneous
Saving Throw: Fortitude half
Power Points: 3
The target's mind is pummeled for 3d6 points of damage. You may choose to have the power deal an equal amount of non-lethal damage instead. Concussion always affects a subject within range that you can see, even if the subject is in melee or has partial cover or concealment.

Confidante

Level: Oddity 8
Range: Close (25 ft + 5 ft/2 levels)
Targets: You and one other creature
Duration: Instantaneous
Saving Throw: None
Power Points: 27
You forge a permanent telepathic bond with another creature, which must have an intelligence score of 6 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw. You can then communicate amongst each other telepathically through the bond even if you do not share a common language with the subject. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

Confusion

Level: Oddity 4
Range: Medium (100 ft. + 10 ft/level)
Targets: All creatures in a 15-ft. radius burst
Duration: 1 round/level
Saving Throw: Will negates
Power Points: 4
This mind power causes the targets to become confused, making them unable to independently determine what they will do. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

d%	Behavior
01–10	Attack user with melee or ranged weapons (or close with user if attack is not possible).
11–20	Act normally.
21–50	Do nothing but babble incoherently.
51–70	Flee away from user at top possible speed.

71–100   Attack nearest creature.

A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

Confusion, Lesser

Level: Oddity 1
Range: Close (25 ft. + 5 ft/2 levels)
Target: One living creature
Duration: 1 round
Power Points: 1
This power causes a single creature to become confused for 1 round. See the confusion power, above, to determine the exact effect on the subject.

Crisis of Breath

Level: Oddity 3
Range: Medium (100 ft + 10 ft/ levels)
Targets: One creature medium size or smaller
Duration: 2 rounds/ level
Saving Throw: Will negates
Power Points: 4
This mind power compels the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic breathing cycle. The subject's lungs do not automatically breathe in again while the power's duration lasts. Those who choose to consciously control their breathing each round (in an attempt to regain some air) are limited only to partial actions during that round as they gasp for breath. Affected creatures can choose to take action normally, but each round they do so, they risk blacking out from lack of oxygen. They must succeed at a constitution check (DC 10) every round that passes without a breath to remain conscious. Every round that goes by without a breath, the DC increases by 1, but the DC drops back to 10 if a normal breath is taken. If a subject fails a constitution check, it is staggered (0 HP). The following round, it drops to –1 hit points and is dying, unless the duration lapses first. Failing a lapse in the power's duration, the subject dies on the third round.

Crushing Despair

Level: Oddity 4
Range: 30 ft.
Area: Cone-shaped burst
Duration: 1 min/level
Saving Throw: Will negates
Power Points: 4
An invisible mind wave of despair leaves an impression of great sadness in the subject's mind. Each affected creature takes a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Daze

Level: Oddity 0
Range: Close (25 ft. + 5 ft/2 levels)
Target: One humanoid creature of 4 HD or less

Duration: 1 round
Saving Throw: Will negates
Power Points: _
This mind power clouds the mind of a human with 4 or fewer hit dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Daze Monster

Level: Oddity 2
Range: Medium (100 ft. + 10 ft/level)
Target: One living creature of 6 HD or less
Power Points: 1
This mind power functions like daze, but daze monster can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

Deep Slumber

Level: Oddity 3
Range: Close (25 ft. + 5 ft/2 levels)
Power Points: 4
This mind power functions like sleep, except that it affects 10 HD of creatures.

Demand

Level: Oddity 8
Saving Throw: Will partial
Power Points: 10
This mind power functions like sending, but the message can also contain a suggestion (see the suggestion power) which the subject does its best to carry out. A successful will save negates the suggestion effect but not the contact itself. The demand, if received, is understood even if the subject's intelligence score is as low as 1. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand is issued, the message is understood but the suggestion is ineffective. The demand's message to the creature must be twenty-five words or less, including the suggestion. The creature can also give a short reply immediately.

Detect Scrying

Level: Oddity 4
Range: 40 ft.
Area: 40-ft.-radius emanation centered on you
Duration: 24 hours
Saving Throw: None
Power Points: 2
You immediately become aware of any attempt to observe you by means of a divination (scrying) power or other similar effect. The mind power's area radiates from your mind and moves as you move. If the scrying attempt originates within the area, you also know its location; otherwise, you and the scrier immediately make opposed user level checks (1d20 + user level). If you at least match the scrier's result, you get a visual image of the scrier and an accurate sense of his or her direction and distance from you.

Detect Thoughts

Level: Oddity 2
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min/level
Saving Throw: Will negates; see text
Power Points: 1

You use your mind to detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the intelligence score of each. If the highest intelligence is 26 or higher (and at least 10 points higher than your own intelligence score), you are stunned for 1 round and the power ends. This power does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's will save prevents you from reading its thoughts, and you must use detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up. Each round, you can turn to detect thoughts in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Disable

Level: Oddity 5
Range: Medium (100 ft + 10 ft/level)
Area: Several living creatures within a 15-ft radius burst
Duration: 1 min/level
Saving Throw: Will negates
Power Points: 4

The mind power broadcasts a compulsion that convinces one or more creatures that they are disabled (at 0 hit points). Roll 2d4 to determine how many total HD of creatures can be affected. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the power's point of origin are affected first. No creature with 5 or more HD is affected, and HD that are not sufficient to affect a creature are wasted.

Creatures affected by this pow-er believe that they have somehow been reduced to 0 hit points, and act accordingly. Creatures that attempt to heal themselves or who receive healing are freed of the compulsion, and if they are not otherwise wounded, the healing is wasted. Creatures who are attacked and take damage are also instantly freed of the compulsion. When the duration ends, the creatures' hit points "return" to their previous level (as they perceive the true state of their health).

Discern Lies

Level: Oddity 3
Range: Close (25 ft. + 5 ft/2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates
Power Points: 3

Each round, you concentrate on one subject's mind, who must be within range. You know if the subject deliberately and knowingly speaks a lie by discerning disturbances in its brain-waves caused by lying. The power does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Each round, you may concentrate on a different subject.

Distract

Level: Oddity 0
Range: Close (25 ft + 5 ft/2 Levels)
Target: One living creature
Duration: Concentration, up to 1 min/level
Saving Throw: Will negates
Power Points: _

Subjects of distract make all listen, spot, search, and sense motive checks at a −1 penalty due to an inability to focus clearly because of this mind power.

Dominate Monster

Level: Oddity 9
Target: One creature
Power Points: 12

This mind power functions like dominate person, except that the power is not restricted by creature type.

Dominate Person

Level: Oddity 5
Range: Close (25 ft. + 5 ft/2 levels)
Target: One humanoid
Duration: One day/level
Saving Throw: Will negates
Power Points: 7

You can control the actions of any human through a telepathic link that you establish with the subject's mind. If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "come here," "go there," "fight," and "stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it com-

municate with you telepathically.
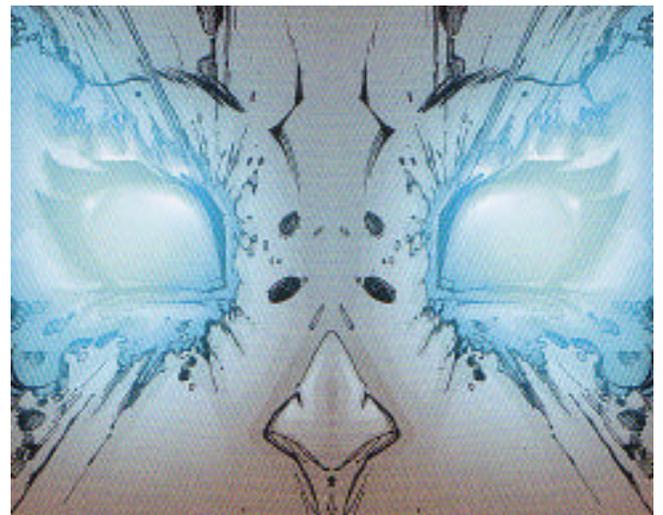
Once you have given a dominated person a command, he continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a sense motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the sense motive skill description).

By concentrating fully on the power (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though he still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously, self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited. You need not see the subject to control him.

If you don't spend at least 1 round concentrating on this power each day, the subject receives a new saving throw to throw off the domination.

Enthrall

Level: Oddity 2
Range: Medium (100 ft. + 10 ft/level)
Targets: Any number of creatures
Duration: 1 hour or less
Saving Throw: Will negates; see text
Power Points: 2

If you have the attention of a group of creatures, you can use this mind power to hold them spellbound. To use this power, you must speak to the group interrupted for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendliness while under the effect of the power. Any potentially affected creature who is unfriendly to you gets a +4 bonus on the saving throw.

A creature with 4 or more HD or with a wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifference. It gains a new saving throw if it witnesses actions that it opposes. The effect lasts as long as you speak for a maximum of 1 hour. Those enthralled by your power take no action while you speak, and for 1d3 rounds thereafter, while they discuss the topic. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak. If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a charisma check to try to end the power by jeering and heckling. For this check, use the charisma bonus of the creature with the highest charisma in the group; others may make charisma checks to assist. The heckling ends the power if this check result beats your intelligence check result. Only one such challenge is allowed per use of the power. If any member of the audience is attacked or subjected to some other overtly hostile act, the power ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a wisdom score of 16 or higher becomes hostile.

False Sensory Input

Level: Oddity 3

Range: Long (400 ft. + 40 ft/level)
Targets: One living creature
Duration: Concentration, up to 1 minute / level
Saving Throw: Will negates
Power Points: 2

This mind power has a limited ability to falsify one of the subject's senses. The subject thinks he or she sees, hears, smells, tastes, or feels something other than what his or her senses actually report. You can't fabricate a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can falsify the specifics of one sensation for different specifics. You can switch between senses you falsify round by round. You can't alter a sensation's "intensity" by more than 50%.

Fatal Attraction

Level: Oddity 4
Range: Medium (100 ft. + 10 ft/level)
Targets: One living creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Points: 7

This mind power plants a hidden death-urge impulse in the subject's unconscious. The impulse slowly takes root and reinforces itself in the subject's mind over a period of 1d4 days. The subject's conscious mind remains completely unaware of the death urge secretly swelling within. The subject's companions, if any, may each make one wisdom check on the final day of the time period to notice that the subject seems unaccountably dour and fatalistic.

When the urge has grown to an overpowering psychosis (after 1d4 days), the subject looks for the quickest, most likely method to end his or her life and attempts to do so. If nothing better offered itself, the subject would attempt to perform a coup de grace on him or herself. If the subject had no weapon, he or she would attempt to batter him or herself to death on a wall or other surface. If the subject goes through with a method but fails to die, he or she can make another fortitude save against the original DC to break the compulsion. Otherwise, the urge secretly grows again over 1d4 days, and the cycle repeats.

Feeble Mind

Level: Oddity 5
Range: Medium (100 ft. + 10 ft/level)
Target: One creature
Duration: 1 day +1 day /per level
Saving Throw: Will negates; see text
Power Points: 7

By invading the target creature with a mind probe, this attack can effectively empty their mind in the worse way. If the target creature fails a will saving throw, its intelligence and charisma scores each drop to 1. The affected creature is unable to use intelligence or charisma-based skills, use powers, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state until the time duration ends or a heal or wish spell is used to cancel the effect of the feeble

mind.

Good Hope

Level: Oddity 3
Range: Medium (100 ft. + 10 ft/level)
Targets: One living creature/level, no two of which may be more than 30 ft. apart
Duration: 1 min/level
Saving Throw: Will negates (harmless)
Power Points: 3
This mind power instills powerful hope in the subjects. Each affected creature gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Greater Concussion

Level: Oddity 4
Range: Medium (100 ft. + 10 ft/level)
Targets: One living individual
Duration: Instantaneous
Saving Throw: Fortitude half
Power Points: 5
The target's brain is pummeled for 5d6 points of - damage. You may choose to have this power deal an equal amount of non-lethal damage instead. Greater concussion always affects a subject within range that you can see, even if the subject is in melee or has partial cover or concealment.

Heroism

Level: Oddity 2
Range: Touch
Target: Creature touched
Duration: 10 min/level
Saving Throw: None
Power Points: 1
This mind power imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Heroism, Greater

Level: Oddity 5
Duration: 1 min/level
Power Points: 4
This mind power functions like heroism, except the creature gains a +4 morale bonus on attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (maximum 20). They will also refuse to leave from battle unless you nullify this mind power.

Hideous Laughter

Level: Oddity 1
Range: Close (25 ft. + 5 ft/2 levels)
Target: One creature; see text
Duration: 1 round/level
Saving Throw: Will negates
Power Points: 2

This mind power afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the power ends, it can act normally. A creature with an intelligence score of 2 or lower is not affected. A creature who is non-human receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Hold Animal

Level: Oddity 2
Target: One animal
Power Points: 2
This mind power functions like hold person, except that it affects an animal instead of a humanoid.

Hold Monster

Level: Oddity 5
Target: One living creature
Power Points: 6
This mind power functions like hold person, except that it affects any living creature that fails its will save.

Hold Monster, Mass

Level: Oddity 9
Targets: One or more creatures, no two of which can be more than 30 ft. apart
Power Points: 11
This mind power functions like hold person, except that it affects multiple creatures and holds any living creature that fails its will save.

Hold Person

Level: Oddity 2
Range: Medium (100 ft. + 10 ft/level)
Target: One humanoid creature
Duration: 1 round/level; see text
Saving Throw: Will negates; see text
Power Points: 2
The subject becomes paralyzed and freezes in place. It is aware and breathes normally but cannot take any actions, even speech. Each round on its turn, the subject may attempt a new saving throw to end the effect.   A winged creature who is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Hypnotism

Level: Oddity 1
Range: Close (25 ft. + 5 ft/2 levels)
Area: Several living creatures, no two of which may be more than 30 ft. apart
Duration: 2d4 rounds
Saving Throw: Will negates
Power Points: 1
Your mind power, enhanced gestures, and droning incantations fascinate nearby creatures, causing them to stop and stare

blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total hit dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated. If you use this power in combat, each target gains a +2 bonus on its saving throw. If the power affects only a single creature not in combat at the time, the saving throw has a penalty of −2

While the subject is fascinated by this power, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the power ends, the creature retains its new attitude toward you, but only with respect to that particular request. A creature that fails its saving throw does not remember your hypnotism attempt.

Implosion

Level: Oddity 9
Range: Close (25 ft. + 5 ft/2 levels)
Targets: One creature/round
Duration: Concentration (up to 4 rounds)
Saving Throw: Fortitude negates
Power Points: 17
Through your mind, you create a destructive resonance in a creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect is one of the most horrible things one can witness.) You can target a particular creature only once with each use of this power. Implosion has no effect on ethereal creatures.

Insanity

Level: Oddity 7
Range: Medium (100 ft. + 10 ft/level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates
Power Points: 10
You effectively use your mental probe to break the mind of a creature leaving it an insane lunatic forever. The affected creature suffers from a continuous confusion effect, as the power. Greater restoration, heal, or wish can restore the creature.

Irresistible Dance

Level: Oddity 7
Range: Touch
Target: Living creature touched
Duration: 1d4+1 rounds
Saving Throw: None
Power points: 10
You instill in the target's mind an undeniable urge to dance which is repressed by all living things and he or she begins doing so, complete with foot shuffling and tapping. The mind power makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a −4 penalty to armor class and a −10 penalty on reflex saves.

Lesser Concussion

Level: Oddity 1
Range: Medium (100 ft + 10 ft/level)
Target: One individual
Duration: Instantaneous
Power Points: 1
The target's brain is pummeled for 1d6 points of damage just to let them know you care. You may choose to have the power deal an equal amount of non-lethal damage instead. Lesser concussion always affects a subject within range that you can see, even if the subject is in melee or has partial cover or concealment.

Lullaby

Level: Oddity 0
Range: Medium (100 ft. + 10 ft/level)
Area: Living creatures within a 10-ft.-radius burst
Duration: Concentration + 1 round/level
Saving Throw: Will negates
Power Points: _
Any creature within the area that fails a will save becomes drowsy and inattentive, taking a −5 penalty on listen and spot checks and a −2 penalty on will saves against sleep effects while the lullaby is in effect. Lullaby lasts for as long as the caster concentrates, plus up to 1 round per user level thereafter.

Metaconcert

Level: Oddity 6
Range: 10 ft
Target: You and up to 15 others who also know metaconcert
Duration: 1 round/level
Saving Throw: None
Power Points: 9
The manifester links his or her psychic might with other Oddities, creating an entity more powerful than the sum of its parts. All participants (up to sixteen total, including the manifester) must be willing. Once linked, all of the participant's power points flow into a collective pool, the total of which is 20% more than the sum of the participants' pools. When the power is manifested, one individual is chosen as the lead mind by mutual consent of the other participants. Until the power ends, this "conductor" directs the efforts of the group. Visually, misty strands of glowing power link the brows of all the participants in a complex and shifting pattern.

All the powers of each participant are known to the mental entity constructed by metaconcert. This entity can't take any more actions than a normal individual, but it manifests all its powers more effectively. Each individual Oddity making up the entity provides a cumulative +1 bonus to the DC set when manifesting a power (including using a psionic attack mode) and a cumulative +1 bonus when making saving throws against powers (including will saves against psionic attack modes). If the psionic entity takes temporary ability damage from a psionic attack, the total is divided up among all the members as they see fit.

Once linked, the participants must remain within a 20-foot-diameter area, and as a group may only move at a speed of 10 feet. Participants can willingly drop out before the overall meta-

concert ends, but they come away with 0 power points. Participants who accidentally move beyond the range of the power or who are forcibly removed also end up with 0 power points.

When metaconcert ends normally or is dismissed, remaining power points in the pool are evenly divided among all the participants (round down). A manifester does not leave a metaconcert with more power points than he or she joined in with.

Microcosm

Level: Oddity 8
Range: Close (25 ft. + 5 ft/2 levels)
Target: One creature or a group within a 15-foot-radius sphere
Duration: Instantaneous
Saving Throw: None
Power Points: 16

When the microcosm mind power is used, it can target either a single creature or a group.

Targeted: If microcosm targets a single creature, that creature's senses are pinched off from the real world if it has 100 or fewer hit points. The subject's senses are all completely fabricated from within its own mind, though it may not realize this. In reality, the subject sprawls limply and will eventually die of thirst and starvation without aid. However, the subject lives within its own made-up world until the time of its actual death.

Area Effect: If microcosm is manifested as an area effect, it sends creatures in a 15-foot-radius sphere into their own (unlinked) catatonias. It affects only creatures that have 30 or fewer hit points, and only up to a total of 300 hit points of such creatures. The power affects creatures with the lowest hit point totals first until the next creature would put the total over the 300 hit point limit. (Creatures with negative hit points count as having 0 hit points.)

Manifesting microcosm a second time on a subject can turn its sensory pathways outward once more. Otherwise, only very powerful psionic powers or similar effects (such as psychic chirurgery or the spell greater restoration) can undo the mental cross-wiring that creates a private world.

Mind Blank

Level: Oddity 7
Range: Close (25 ft. + 5 ft/2 levels)
Target: One creature
Duration: 24 hours
Saving Throw: Will negates (harmless)
Power Points: 4

By a superior mental barrier, the subject is protected from all powers that detect, influence, or read emotions or thoughts. This power protects against all mind-affecting powers and effects as well as information gathering by divination powers or effects. Mind blank even foils wish powers when they are used in such a way as to affect the subject's mind or to gain information about it. In the case of scrying that scans an area the creature is in, the power works but the creature simply isn't detected. Scrying attempts that are targeted specifically at the subject do not work at all.

Mind Probe

Level: Oddity 6
Range: Close (25 ft. + 5 ft/2 levels)
Target: One living

Duration: 1 minute/level
Saving Throw: Will negates
Power Points: 9

All of the subject's memories and knowledge are accessible to the user of this mind power, from memories deep below the surface to those still easily called to mind. The target can sense the mental intrusion and feels slightly appalled by it. The user can learn the answer to one question per round, to the best of the subject's knowledge. The user can also probe a sleeping subject, though the subject may make a will save against the DC of the mind probe to wake after each question. Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. The user poses the questions telepathically, and the answers to those questions are imparted directly to the users mind. The user and the subject do not need to speak the same language, though less intelligent creatures may yield only appropriate visual images in answer to the questions. Creatures protected by mind blank are immune to mind probe.

Modify Memory

Level: Oddity 4
Range: Close (25 ft. + 5 ft/2 levels)
Target: One living creature
Duration: Permanent
Saving Throw: Will negates
Power Points: 3

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways:
o Eliminate all memory of an event the subject actually experienced.
o Allow the subject to recall with perfect clarity an event it actually experienced.
o Change the details of an event the subject actually experienced.
o Implant a memory of an event the subject never experienced.

If the subject fails to save, you proceed with the mind power by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the power's range during this time, the power is lost. A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddied by too much wine.

Negate Psionics

Level: Oddity 3
Range: Medium (100 ft. + 10 ft/level)
Target: One character or 30-ft radius burst
Duration: Instantaneous
Saving Throw: None
Power Points: 4

A user of this mind power can negate psionics to end ongoing powers that are manifested on a creature, and to end an ongoing power within an area. A negated power ends as if its dura-

tion had expired. Negate psionics can negate (but not counter) the ongoing effects of psionic powers. Negate psionics cannot undo the effects of any power with an instantaneous duration.

The user chooses to use negate psionics in one of two ways: a targeted negation or an area negation.

Targeted Negation: One creature, or power is the target of the power. The manifester makes a negation check against the power or against each ongoing power currently in effect on the object or creature. A negation check is 1d20 + 1 per user level (maximum +10) against a DC of 11 + the power-to-be-negated's user level.

Area Negation: The power affects everything within a 30-foot radius. For each creature that is the target of one or more powers, make a negation check against the power with the highest user level. If that fails, make negation checks against progressively weaker powers until one power is negated (which discharges the negate psionics so far as that target is concerned) or all checks fail.

Null Psionics Field

Level: Oddity 6
Range: 10 ft
Target: A 10-ft-radius emanation, centered on you
Duration: 1 min/level
Saving Throw: None
Power Points: 11

An invisible mental barrier surrounds the user of this power and moves with him or her. The space within this barrier is totally impervious to most psionic effects. The field suppresses any powers or psionic effects used within, brought into, or manifested into the area. A negate psionics power does not remove the field. Two or more null psionics fields have no appreciable effect on each other.

Power Thought Blind

Level: Oddity 7
Range: Close (25 ft. + 5 ft/2 levels)
Target: One creature with 200 HP or less
Duration: See text
Saving Throw: None
Power Points: 7

You reach in the mind of one creature of your choice, causing them to become blinded. The duration of the spell depends on the target's current hit point total. Any creature that currently has 201 or more hit points is unaffected by power thought blind.

Hit Points	Duration
50 or less	Permanent
51–100	1d4+1 minutes
101–200	1d4+1 rounds

Power Thought Kill

Level: Oddity 9
Range: Close (25 ft. + 5 ft/2 levels)
Target: One living creature with 100 HP or less
Duration: Instantaneous
Saving Throw: None
Power Points: 14

You send a powerful psionic thought wave directed at a target that instantly causes their head to explode. Any creature that currently has

101 or more hit points is unaffected by power thought kill.

Power Thought Stun

Level: Oddity 8
Target: One creature with 150 HP or less
Duration: See text
Saving Throw: None
Power Points: 12

You send a single thought of power that instantly causes one creature of your choice to become stunned. The duration of the power depends on the target's current hit point total. Any creature that currently has 151 or more hit points is unaffected by power word stun.

Hit Points	Duration
50 or less	4d4 rounds
51–100	2d4 rounds
101–150	1d4 rounds

Rage

Level: Oddity 3
Range: Medium (100 ft. + 10 ft/level)
Targets: One willing living creature per three levels, no two of which may be more than 30 ft. apart
Duration: Concentration + 1 round/level (D)
Saving Throw: None
Power Points: 3

This mind power instills rage in its recipients turning them into killing machines. Each affected creature gains a +2 bonus to strength and constitution, a +1 bonus on will saves, and a −2 penalty to AC. The effect is otherwise identical with an Ascended's rage except that the subjects aren't fatigued at the end of the rage.

Repressed Hostilities

Level: Oddity 6
Range: Medium (100 ft. + 10 ft/level)
Area: Creatures within a 20-ft.-radius spread
Duration: 1 round/level
Saving Throw: Will negates
Power Points: 7

This mind power causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest comrade each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round. Creatures attacking their fellows employ all methods at their disposal, choosing their deadliest powers and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

Scrying

Level: Oddity 4
Range: See text
Effect Magical sensor

Duration: 1 min/level
Saving Throw: Will negates
Power Points: 3
Through your mind power, you can see and hear some creature, which may be at any distance. If the subject succeeds on a will save, the scrying attempt simply fails. The difficulty of the save depends on how well you know the subject.

Knowledge	Will Save Modifier
None(1)	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	−5

(1) You must have at least seen the creature.
If the save fails, you can see and hear the subject and the subject's immediate surroundings (approximately 10 feet in all directions of the subject). If the subject moves, the mental projection follows. If the save succeeds, you can't attempt to scry on that subject again for at least 24 hours.

Sending

Level: Oddity 5
Range: See text
Area: One creature
Duration: 1 round (see text)
Saving Throw: None
Power Points: 3
The user of this mind power contacts a particular creature with whom he or she is familiar and sends a short message of twenty-five words or less to the subject. The subject recognizes the user if it knows him or her. It can answer in like manner immediately. Creatures with intelligence scores as low as 1 can understand the sending, though the subject's ability to react is limited normally by its intelligence. Even if the sending is received, the subject creature is not obligated to act upon it in any manner. This power also works to send messages into the Nethervoid or Shangri-La.

Sense Link

Level: Oddity 1
Range: Medium (100ft + 10 ft/level)
Target: One living creature
Duration: 5 min/level
Saving Throw: Will negates
Power Points: 1
The user of this mind power senses what the subject creature senses. Only one sense is linked (sight, hear, feel, taste, or smell), and the user may not switch between senses with the same sense link. Once sense link is manifested, the link persists even if the subject creature moves out of the original user range. The user does not control the creature, nor can the user communicate with it via this power.
The user must concentrate to access the sense link. If he or she does not concentrate, that sense returns to the user's own immediate surroundings. With respect to the user's own blindness, deafness, and so on, the linked creature is an independent sensory organ. When linked to a subject, the user makes his or her own perception checks, such as spot and

listen, regardless of the subject's spot and listen results, if any.

Sleep

Level: Oddity 1
Range: Medium (100 ft. + 10 ft/level)
Area: One or more living creatures within a 10-ft.-radius burst
Duration: 1 min/level
Saving Throw: Will negates
Power Points: 2
The sleep mind power causes a forced slumber to come upon 4 hit dice of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the Oddity's point of origin are affected first. Hit dice that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action.
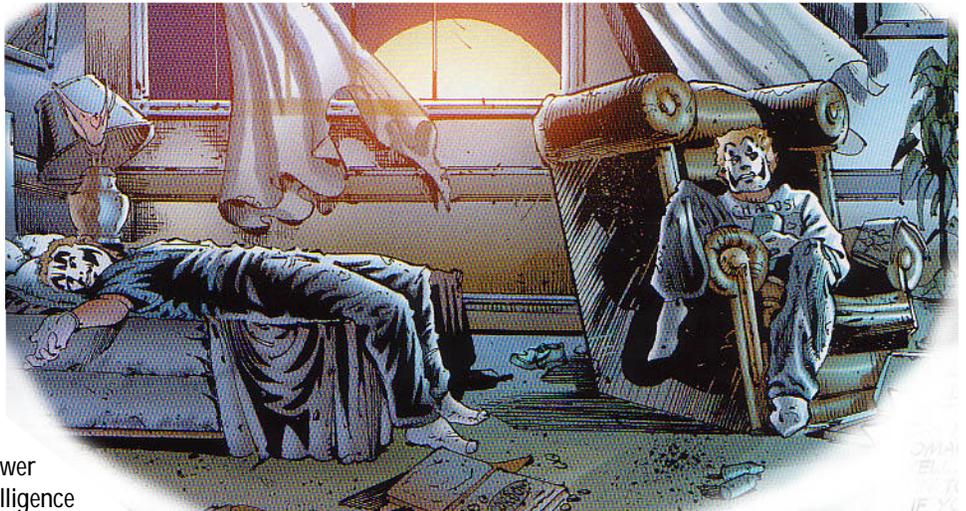
Status

Level: Oddity 2
Range: Touch
Targets: One living creature touched per three levels
Duration: 1 hour/level
Saving Throw: Will negates (harmless)
Power Points: 1
When you need to keep track of comrades who may get separated, status allows you to mentally monitor their relative positions and general condition. You are aware of direction and distance to the creatures and any conditions affecting them: unharmed, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, or the like. Once this power is being used, the distance between them and the user does not affect the power. If a subject dies, the power ceases to function for it.

Suggestion

Level: Oddity 3
Range: Close (25 ft. + 5 ft/2 levels)
Target: One living creature

Duration: 1 hour/level or until completed
Saving Throw: Will negates
Power Points: 3
You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the mind power.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the power ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the power's duration expires, the activity is not performed. A very reasonable suggestion causes the save to be made with a penalty (such as −1 or −2).

Suggestion, Mass

Level: Oddity 6
Range: Medium (100 ft. + 10 ft/level)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Power Points: 7
This power functions like suggestion, except that it can affect more creatures. The same suggestion applies to all these creatures.

Telepathic Projection

Level: Oddity 0
Range: Medium (100 ft + 10 ft/level)
Area: One living creature
Duration: 1 minute/level
Saving Throw: Will negates
Power Points: _
The user of this mind power can alter the subject's mood. An affected creature feels the new emotion, but telepathic projection cannot radically change its emotional state. Instead, the power adjusts its emotions by one step. The user can grant up to a +1 bonus on his or her own (or others') attempts at bluff, diplomacy, intimidate, and perform actions with affected creatures, assuming the user adjusts the subject's emotions in the proper direction (the user could also inflict a −1 penalty on similar interactions).

Tongues

Level: Oddity 3
Range: Medium (100 ft + 10 ft/level)
Target: Any creature in range
Duration: 10 min/level
Saving Throw: None
Power Points: 2
This mind power grants the user the ability to speak and understand the languages of any intelligent creature by probing its mind. Tongues does not enable the user to speak with creatures who don't speak. The user can make itself understood as far as its voice carries. This power does not predispose any creature addressed toward the subject in any way.

Equipment

In a world of high-tech wonders, the only limits on the types of equipment available to you are the inventiveness of manufacturers and the amount of buying power on your credit cards. Most of the objects described in this section are available through legitimate retailers and dealers. Some objects might be harder to find, and a few might be available only in specific areas or not available at all. Others might be difficult to obtain due to legal restrictions on ownership or use.

Purchasing Equipment

All beginning characters begin the game with $1000 to purchase equipment with. Whatever money is left over after buying equipment is noted down on your character sheet. This amount will be your spending cash and reflects all of the money your character currently owns.

Restricted Objects

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

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

Restricted: Only specially qualified individuals or organizations are technically allowed to own the object. However, considering the black market, the real obstacles to ownership are time and money; anyone with sufficient patience and cash can eventually acquire the necessary license.
Military: The object is sold primarily to legitimate police and military organizations. A military rating is essentially the same as restricted (see above), except that manufacturers and dealers are generally under tight government scrutiny, and are therefore especially wary of selling to private individuals.

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

Restricted objects need to be gained through roleplaying but may be obtainable during character creation at the GM's approval.

Mastercraft Objects

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

A mastercraft object that provides a +1 bonus can usually be purchased on the open market as a custom version of a common object. Mastercraft objects are generally double the cost of the object, reflecting its superior make.

A rare few objects are of mastercraft quality, even without customization – the off-the-shelf version of the object is of such high quality that it always provides a bonus of +1. The Glock 17 pistol is such an object; it is so well made that it grants a +1 bonus on attack rolls. In these cases, the cost is not doubled (such objects are already priced higher than similar objects of lower quality).

Mastercraft objects with a bonus of +2 or +3 are not common and are generally not for sale. If a mastercraft +2 object could be found for purchase, its cost would be two times its original cost. The cost of a master craft +3 would be three times

Concealed Weapons and Objects

Few Juggalos can carry their weapons openly. Displaying an obvious weapon is rarely appropriate in modern-day society. Even when a Juggalo might want to conceal a backup weapon to supplement the M-16 slung over his shoulder – and weapons aren't the only objects characters sometimes want to hide – it's often useful to keep other objects away from prying eyes.

It is only possible to conceal small objects (such as handguns) and is ultimately up to the GM to decide if concealing larger

items would be possible. It's assumed that, when attempting to conceal a weapon or other object, a character is wearing appropriate clothing – something moderately loose and bulky. Tight or skimpy clothes make concealment more difficult, while large items of clothing such as long coats make it easier.

Drawing a concealed weapon is more difficult that drawing a regular holstered weapon, and normally requires an attack action. Keeping the weapon in an easier to draw position makes concealing it more difficult.

SLEIGHT OF HAND CHECKS

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

SPOTTING CONCEALED OBJECTS

Noticing a concealed weapon or other object requires a spot check. The DC varies if the target made a roll when concealing an object; the DC of the spot check to notice the object is the same as his check result (an opposed check in other words). If the target took 10 on his sleight of hand check, use this formula:

Spot DC = Target's Sleight of Hand skill modifier +10

An observer attempting to spot a concealed object receives a -1 penalty for every 10 feet between himself and the target, and a -5 penalty if he is distracted.

Patting someone down for a hidden weapon requires a similar check. However, there is skill employed in search, and the searcher gets a +4 circumstance bonus for the hands-on act of frisking the target. Some devices may also offer bonuses under certain circumstances (a metal detector offers a bonus to search checks to find metal objects for example).

SPOTTING CONCEALABLE ARMOR

Concealable armor can be worn under clothing if the wearer wants it to go unnoticed. Anyone attempting to notice your armor must make a spot check (DC 30).

Ranged Weapons

Ranged weapons fall into three general groups: handguns, longarms, and other ranged weapons such as crossbows. When using a ranged weapon, the wielder applies his or her dexterity modifier to the attack roll. Handguns and longarms are personal firearms. A personal firearm is any firearm designed to be carried and used by a single person. This does not include, for example, rocket launchers (which aren't firearms) and heavy machine guns (which can be fired by one, but not carried by one person). It includes most of what we think of as "guns."

Ranged Weapons Table

Ranged weapons are described by a number of statistics as shown on table 4-4 below.

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if you hit the target two times).

Damage Type (Type): Ranged weapon damage is classified according to type: ballistic (all firearms), energy of a specific type (such as electricity damage for a taser), piercing (some simple ranged weapons such as a crossbow), or slashing (a whip); some creatures may be resistant or immune to some forms of damage.

Range Increment (Incerm): Any attack at less than this distance is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. For example, a Colt Python has a range increment of 40 feet. An attack made from a distance of 30 feet would not be penalized. An attack from 60 feet would be made at a -2 penalty, since it's more than one whole range increment away. An attack at 200 feet would incur a -10 penalty, because it's five full range increments away. Ranged weapons have a maximum of ten range increments, except for thrown weapons, which have a maximum range of five range increments.

Rate of Fiire (ROF): Some ranged weapons have a rate of fire of 1, which simply means that they can be employed once per round and then must be reloaded or replaced. Firearms, which operate through many different forms of internal mechanisms, have varying rates of fire. The three possible rates of fire for handguns, longarms, and heavy weapons are single shot, semi-

automatic, and automatic.

Single Shot: A weapon with the single shot rate of fire requires the user to manually operate the action (the mechanism that feeds and cocks the weapons) between each shot. Pump action shotguns and bolt-action rifles are examples of firearms with single shot rate of fire. A weapon with the single shot rate of fire can fire only one shot per attack, even if the user has a feat or ability that normally allows more than one shot per attack.

Semi-automatic (S): Most firearms have the semi-automatic rate of fire. These firearms feed and cock themselves with each shot. A semiautomatic weapon fires one shot per attack (effectively acting as a single shot weapon), but some feats allow characters armed with semi-automatic weapons to fire shots in rapid successions, getting in more than one shot per attack.

Automatic (A): Automatic weapons fire a burst or stream of shots with a single squeeze of the trigger. Only weapons with the automatic rate of fire can be set on auto fire or be used with feats that take advantage of automatic fire.

Magazine (Mag): The weapon's magazine capacity and type are given in this column. The amount of ammunition a weapon carries, and hence how many shots it can fire before needing to be reloaded, is determined by its magazine capacity.

How the firearm is reloaded depends upon its magazine type. The number in this entry is the magazine's capacity in shots; the word that follows the number indicates the magazine type: box, cylinder, or internal. A fourth type, linked, had an unlimited capacity; for this reason the entry does not also have a number. Weapons with a dash in this column have no magazines; they are generally thrown weapons (such as bows) that are loaded as part of the firing process.

Box: A box magazine is any type of magazine that can be removed separately from the weapon. This feature is advantageous because a character can carry extra magazines, already loaded, and simply swap an empty one for one of the extras. Also, box magazines tend to have relatively large capacities.

Cylinder: A revolver keeps its ammunition in a cylinder, which is part of the weapon and serves as the firing chamber for each round as well. Unlike box magazines, cylinders can't be removed, and they must be reloaded by hand. However, most revolvers can be used with a speed loader (see page 120) – a small device that holds a full load of ammunition ready to be inserted, all at once, into a cylinder magazine, must be loaded by hand.

Internal: Some weapons keep their ammunition in an internal space, which must be reloaded by hand. This is the case with most shotguns, as well as some rifles

Linked: Some machineguns use linked ammunition. The bullets are chained together with small metal clips, forming a belt. Typically, a belt holds 50 bullets; any number of belts can be clipped together. In military units, as the gunner fires, an assistant clips new ammunition belts together, keeping the weapon fed.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures (a medium-sized weapon for example, is not the same size as a medium-sized creature or other object). The weapon's size defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon.

A medium-sized or smaller weapon can be used one-handed or two handed. A large weapon requires two hands. A huge weapon requires two hands and a bipod or other mount.

A small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

Weight: This column gives the weapon's weight when fully loaded.

Cost: This is how much the item costs.

Restriction: The restriction rating for the weapon if any.

Weapon	Damage	Critical	Type	Increm	ROF	Mag	Size	Weight	Cost	Restriction
Table 4-4: Ranged Weapons										
Handguns (require the personal firearms proficiency feat)										
Beretta 92F (9mm autoloader)	2d6	20	Ballistic	40 ft	S	15 box	Small	3 lb	$575	Lic
Beretta 93R (9mm machine pistol)	2d6	20	Ballistic	30 ft	S. A	20 box	Med	3 lb	$600	Res
Colt Double Eagle (10 mm autoload.)	2d6	20	Ballistic	30 ft	S	9 box	Small	3 lb	$650	Lic
Colt M1911 (.45 autoloader)	2d6	20	Ballistic	30 ft	S	7 box	Small	3 lb	$550	Lic
Colt Python (.357 revolver)1	2d6	20	Ballistic	40 ft	S	6 cyl	Med	3 lb	$550	Lic
Derringer (.45)	2d6	20	Ballistic	10 ft	Single	2 int.	Tiny	1 lb	$500	Lic
Desert Eagle (.50AE autoloader)	2d6	20	Ballistic	40 ft	S	9 box	Med	4 lb	$900	Lic
Glock 17 (9mm autoloader)1	2d6	20	Ballistic	30 ft	S	17 box	Small	2 lb	$950	Lic
Glock 20 (10mm autoloader)1	2d6	20	Ballistic	40 ft	S	15 box	Small	3 lb	$1,000	Lic
MAC Ingram M10 (.45 mach, pistol)	2d6	20	Ballistic	40 ft	S. A	30 box	Med	6 lb	$550	Res
Pathfinder (.22 revolver)	2d4	20	Ballistic	20 ft	S	6 cyl	Tiny	1 lb	$500	Lic
Ruger Service-Six (.38S)	2d6	20	Ballistic	30 ft	S	6 cyl	Small	2 lb	$500	Lic
S&W M29 (.44 magnum revolver)	2d8	20	Ballistic	30 ft	S	6 cyl	Med	3 lb	$550	Lic
SITES M9 (9mm autoloader)	2d6	20	Ballistic	30 ft	S	8 box	Tiny	2 lb	$550	Lic

Name	Damage	Critical	Type	Range	RoF	Magazine	Size	Weight	Cost	Restriction
Skorpion (.32 machine pistol)	2d4	20	Ballistic	40 ft	S. A	20 box	Med	4 lb	$900	Res
TEC-9 (9mm machine pistol)	2d6	20	Ballistic	30 ft	S or A	32 box	Med	4 lb	$500	Res
Walther PPK (.32 autoloader)	2d4	20	Ballistic	30 ft	S	7 box	Small	1 lb	$550	Lic

Longarms (require the personal firearms proficiency feat)

Name	Damage	Critical	Type	Range	RoF	Magazine	Size	Weight	Cost	Restriction
AKM/AK-47 (7.62mmR assault rifle)	2d8	20	Ballistic	70 ft	S. A	30 box	Large	10 lb	$500	Res
Barrett Light Fifty (.50 sniper rifle)	2d12	20	Ballistic	120 ft	S	11 box	Huge	35 lb	$12,000	Lic
Beretta MP3 (12-gauge shotgun)	2d8	20	Ballistic	30 ft	S	5 box	Large	9 lb	$600	Lic
Browning BPS (10-gauge shotgun)	2d10	20	Ballistic	30 ft	S	5 int.	Large	11 lb	$600	Lic
HK G3 (7.62mm assault rifle)	2d10	20	Ballistic	90 ft	S. A	20 box	Large	11 lb	$1,000	Lic
HK MP5 (9mm submachine gun)1	2d6	20	Ballistic	50 ft	S. A	30 box	Large	7 lb	$3,750	Res
HK MP5K (9mm submachine gun)	2d6	20	Ballistic	40 ft	S. A	15 box	Med	5 lb	$1,000	Res
HK PSG1 (7.62mm sniper rifle)	2d10	20	Ballistic	90 ft	S	5 box	Large	16 lb	$9,500	Lic
M16A2 (5.56mm assault rifle)	2d8	20	Ballistic	80 ft	S. A	30 box	Large	8 lb	$550	Res
M4 Carbine (5.56mm assault rifle)	2d8	20	Ballistic	60 ft	S. A	30 box	Large	7 lb	$600	Res
Mossberg (12-gauge shotgun)	2d8	20	Ballistic	30 ft	S	6 int.	Large	7 lb	$550	Lic
Remington 700 (7.62mm hunt. rifle)	2d10	20	Ballistic	80 ft	Single	5 int.	Med	8 lb	$800	Lic
Sawed-off shotgun (12-ga shotgun)	2d8	20	Ballistic	10 ft	S	2 int.	Large	4 lb	$550	Lic
Steyr AUG (5.56mm assault rifle)	2d8	20	Ballistic	80 ft	S. A	30 box	Large	9 lb	$4,500	Res
Uzi (9mm submachine gun)	2d6	20	Ballistic	40 ft	S. A	20 box	Large	8 lb	$850	Res
Winchester 94 (.444 hunting rifle)	2d10	20	Ballistic	90 ft	S	6 int.	Large	7 lb	$550	Lic

Heavy Weapons (each requires a specific exotic firearms proficiency feat)

Name	Damage	Critical	Type	Range	RoF	Magazine	Size	Weight	Cost	Restriction
M-60 (medium machine gun)	2d8	20	Ballistic	100ft	A	Linked	Huge	22 lb	$10,000	Mil
M2HB(heavy machine gun)	2d12	20	Ballistic	110ft	A	Linked	Huge	75 lb	$10,000	Mil
M72A3 LAW (rocket launcher)	10d62	-	-	150ft	1	1 int.	Large	5 lb	$550	Mil
M79 (grenade launcher)	Varies2	-	-	70ft	1	1 int.	Large	7 lb	$500	Mil

Other Ranged Weapons (weapons proficiency feat needed given in parentheses)

Name	Damage	Critical	Type	Range	RoF	Magazine	Size	Weight	Cost	Restriction
Compound bow (Archaic)2	1d8	20	Piercing	40ft	1	-	Large	3 lb	$200	-
Crossbow (Simple)	1d10	19-20	Piercing	40ft	1	1 int.	Med	7 lb	$175	-
Flamethrower (No feat needed)3	3d6	-	Fire	-	1	10 int.	Large	50 lb	$1250	Mil
Javelin (Simple)	1d6	20	Piercing	30ft	1	-	Med	2 lb	$50	-
Pepper spray (Simple)	Special2	-	Special2	5ft	1	1 int.	Tiny	0.5 lb	$25	-
Shuriken (Archaic)	1	20	Piercing	10 ft.	1	-	Tiny	0.5 lb	$10	-
Taser (Simple)	1d2	-	Electrical	5 ft.	1	1 int.	Small	2 lb	$120	-
Whip (Simple)	1d2	20	Slashing	15 ft.3	1	-	Small	2 lb	$50	-

1 This mastercraft weapon grants a +1 bonus on attack rolls
2 This weapon does special damage. See the weapon description.
3 See the description of this weapon for special rules.

Reloading Firearms

Reloading a firearm with an already filled box magazine or speed loader is a move action. Refilling a box magazine or a speed loader, or reloading a revolver without a speed loader or any weapon with an internal magazine, is a full-round action. Loading a belt of linked ammunition is a full-round action. Linking two belts together is a move action.

Handguns

A handgun is a personal firearm that can be used one handed without penalty. This includes all pistols and some submachine guns and shotguns. All handguns require the personal firearms proficiency feat. Using a handgun without this feat imposes a -4 penalty on attack rolls. Handguns can be broken down into three smaller groups: autoloaders, revolvers, and machine pistols.

Autoloaders (sometimes called "automatics"), such as the Colt M1911 (the venerable .45 pistol) and the Glock, feature removable box magazines, and some models hold quite a lot of ammunition. They work by using the energy of a shot fired to throw back a slide, eject the shot's shell casing, and scoop the next round into the chamber. They are more complex than revolvers, but nevertheless have become increasingly popular in the modern age.

Revolvers, such as the .38 Special side arms carried by many police officers, are relatively simple firearms that store several rounds (usually six) in a revolving cylinder. As the trigger is pulled, the cylinder revolves to bring the next bullet in line with the barrel.

Machine Pistols are automatic weapons small enough to be fired with one hand. Some are autoloader pistols modified to fire a burst of bullets in a single pull of the trigger, while others are modified submachine guns, cut down in size and weight to allow one-handed use. Ranged weapons that use box magazines come with one full magazine.

BERETTA 92F

The standard service pistol of the United States military and many American law enforcement agencies, the Beretta is a rugged and reliable autoloader. In addition to its official duties, it's a popular civilian weapon and is commonly seen on TV and in the movies as well.

BERETTA 93R

This close relative of the Beretta 92F looks like a large autoloader but can fire on automatic. It spots a fold-down grip in front of the trigger guard, an extendable steel shoulder stick that is attached to the butt of the pistol, and an extended magazine. This weapon features a three-round burst setting. When used with the burst fire feat, it fires only 3 bullets instead of five and can be used with only three bullets in the weapon. This setting does not grant the ability to make burst fire attacks without the burst fire feat; if you use the setting without the feat, you make a normal attack, and the extra two bullets are wasted.

COLT DOUBLE EAGLE

Based on the M1911 mechanism, this pistol is an updated civilian version that fires a 10mm round.

COLT M1911

This is the classic .45 semiautomatic pistol used by the United States military for decades until it was recently replaced by the Beretta 92F. Manufactured at three locations in the United States alone, the M1911 can be found all over the world, and is still in use in several other military forces.

COLT PYTHON

Now considered a classic by the manufacturer, the Python has a well-deserved reputation for accuracy. Due to its high quality of manufacture, the Colt Python is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

DERRINGER

This pistol breaks open at the breech like a double barrelled shotgun. The two-shot weapon has one barrel atop the other and is barely 5 inches long, making it easy to conceal.

DESERT EAGLE

Manufactured by Israeli Military Industries, the Desert Eagle is the king of large-frame, heavy-caliber autoloaders. The version on Table 4-4 fires the massive .50 Action Express round. The Desert Eagle also comes in .357 Magnum and .44 Magnum models.

GLOCK 17

First seen in 1983, this pistol spawned controversy as a metal detector proof "plastic gun." In reality, less than half the parts are polymer materials and it's just as detectable as any other handgun. The Glock is typical of 9mm self-loading pistols carried by many police officers and military personnel. Due to its high quality of manufacture, the Glock 17 is always considered a mastercraft weapon. As such it gains a +1 bonus on attack rolls.

GLOCK 20

This slightly larger version of the Glock 17 is chambered for the slightly more powerful 10mm round. Due to its high quality of manufacture, the Glock 20 is always considered a mastercraft weapon. As such it gains a +1 bonus on attack rolls.

MAC INGRAM M10

No longer in production, about 10,000 of these small submachine guns were made and supplied to the United States police force, the U.S. Army, Cuba, and Peru. Light pressure on the trigger produces single shots, while increased pressure brings automatic fire. The M10 accepts a suppressor without modification.

PATHFINDER

Part of a line of small revolvers designed by Charter Arms, the Pathfinder is a high-quality weapon used as a concealed backup weapon by police officers or for personal defense. The Pathfinder is typical of a number of short-barrelled (3 inches) small caliber revolvers.

RUGER SERVICE-SIX

This revolver, designed specifically for police use, fires the .38 Special round. It was very popular with United States police forces prior to the increase of using autoloaders in recent decades and is still in service with many police forces today.

S&W M29

The Smith & Wesson Model 29 .44 Magnum revolver fires one of the most powerful pistol cartridges in the world. The M29 is known for its deafening sound, bright muzzle flash, and powerful recoil.

SITES M9 REVOLVER

This family of weapons is designed with the philosophy that an uncomfortable, heavy, or complicated concealed weapon won't get used. The compact SITES weapon is very narrow, making it easy to conceal.

SKORPION

The CZ61 Skorpion is a Czech machine pistol seen increasingly in the West since the collapse of the Soviet Union. Originally intended for military vehicle crews who don't have space for an unwieldy longarm, it was widely distributed to Communist countries and in central Africa, and can now be found anywhere in the world.

TEC-9

The Intratec TEC-9 is an inexpensive machine pistol popular with criminals because it can be modified (repair check DC15) to fire on automatic. The pistol only works on semi-automatic fire, or if modified, only on automatic. Once modified to fire on automatic, the TEC-9 cannot be changed back to semi-automatic.

WALTHER PPK

The trademark weapon of certain super spies, the PPK is a small, simple, and reliable autoloader with a design that dates back to the 1930's. It remains in widespread service among European police, military, and government agencies.

Longarms

Longarms are personal firearms that require two hands to be fired without penalty. This group includes hunting and sniping rifles, assault rifles, shotguns, and most submachine guns.

The basic longarm is the rifle, a group that includes both hunting rifles and sniper rifles. Most rifles are autoloaders, and they function internally in a manner very similar to autoloader pistols. Some models are operated manually, however, with the user having to work a bolt or level between each shot. Assault rifles are rifles designed for military use and feature automatic as well as semiautomatic fire.

Shotguns are large-bore weapons that primarily fire shells full of small projectiles. They tend to be powerful, but only at short range. Reduce shotgun damage by 1 point for every range increment of the attack.

Submachine guns are relatively compact longarms that generally fire pis-

tol ammunition. They can fire on automatic.

All longarms are covered by the personal firearms proficiency feat.
Longarms are not well suited to close combat. You take a -4 penalty on the attack roll when you fire at a close target.

AKM/AK-47

The venerable assault rifle of the old Soviet Union is one of the most popular firearms in the world, having found common use in scores of bush wars and insurrections – on all sides of such conflicts.

BARRETT LIGHT FIFTY

The heavy but rugged Light Fifty is an incredibly powerful weapon for its size. Although it's a sniper rifle, it fires a .50 caliber machine gun bullet, a round much more powerful than any other rifle ammunition.

BENELLI M1

The Benelli 121 M1 semiautomatic shotgun is reliable, simple and sturdy, with one of the fastest shotgun actions in the world. Many military and law enforcement agencies use this or similar weapons.

BERETTA M3P

Designed for police and security work, the M3P can fire either single shots or on semiautomatic. The M3P comes equipped with a tubular steel stock that folds over the top of the weapon to form a carrying handle, and its ammunition feeds from a box magazine – an uncommon feature in a shotgun.

BROWNING BS

This heavy longarm fires the largest shotgun round available, the 10 gauge shell.

HK G3

The G3 fires the powerful 7.62mm cartridge, a round used in many light machine guns but increasingly uncommon in assault. At one time, over sixty of the world's armies used this rifle.

HK MP5

The Heckler & Kosh MP5 family of weapons is among the most recognizable in the world, largely due to its popularity with both Hollywood and real-world counterterrorist forces. Many different designs exist; described here is the most basic model. Due to its high quality of manufacture, the MP5 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls

This weapon features a three-round burst setting. When used with the burst fire feat, it fires only three bullets instead of five,

and can be used with only three bullets in the weapon. This setting does not grant the ability to make the burst fire attacks without the burst fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

HK MP5K

A radically shortened version of the MP5, this weapon is designed to be concealable. The steps taken to reduce the weapon's size and weight negate the benefits of the parent weapon's extraordinary quality, and as a result, the MP5K is not a mastercraft weapon. Although it comes with a 15-round magazine, the MP5K can also accept the same 30-round magazine as the MP5 (use of the larger magazine increases the weapons size to large, though).

This weapon features a three-round burst setting. When used with the burst fire feat, it fires only three bullets instead of five, and can be used with only three bullets in the weapon. This setting does not grant the ability to make the burst fire attacks without the burst fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

HK PSG1

This high precision sniper rifle, based on the design of the HK G3, has a fully adjustable trigger and stock for individual users. The PSG1 comes with a standard scope. Due to its high quality of manufacture, the PSG1 is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.

M16A2

Typical of the assault rifles used by militaries around the world, the Colt M16A2 is the current service rifle of the United States military, and is common with other armies and in the civilian world

This weapon features a three-round burst setting. When used with the burst fire feat, it fires only three bullets instead of five, and can be used with only three bullets in the weapon. This setting does not grant the ability to make the burst fire attacks without the burst fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

M4 CARBINE

This is a cut-down version of the Colt M16A2, shortened by about a third by means of a telescoping stock and a shorted barrel.

MOSSBERG

The Mossberg Model 500 ATP6C is a pump-action shotgun designed for military and police work.

REMINGTON 700

A bolt-action rifle with a reputation for accuracy, the Remington 700 has been popular with hunters and target shooters since its introduction in the 1940s.
SAWED-OFF SHOTGUN
This is a 12-gauge, double barrelled shotgun with the stock and barrels sawed short. All that's left of the stock is a pistol grip, and the barrels are roughly 12 inches long. Sawed-off shotguns are generally illegal; most are homemade by cutting down a standard shotgun.

STEYR AUG

An unusual and exotic looking weapon, the bull pup AUG is the standard rifle of the Austrian and Australian armies. Its completely ambidextrous components make it equally convenient for left and right handed users, and it features a built-in optical sight.

This weapon features a three-round burst setting. When used with the burst fire feat, it fires only three bullets instead of five, and can be used with only three bullets in the weapon. This setting does not grant the ability to make the burst fire attacks without the burst fire feat; if you use the setting without the feat, you make a normal attack and the extra two bullets are wasted.

UZI

Designed in the 1950s for the Israeli army, the Uzi has become the most popular submachine gun in the world. It features a collapsible stock, making it extremely compact.

WINCHESTER 94

The Winchester Model 94 Big Bore is a lever-action rifle typical of big bore hunting rifles found around the world.

Heavy Weapons

The weapons covered in this section fall under the exotic firearms proficiency feat. Someone who wields a heavy weapon without the appropriate proficiency takes a -4 penalty on all attack rolls with the weapon.

M-60

Introduced in the Vietnam War era, this medium machine gun is still in widespread use with the U.S. military and that of several armies. The exotic firearms proficiency (heavy machine guns) feat applies to this weapon.

M2HB

This heavy-duty .50 caliber machine gun has been in service since World War II, and remains a very common vehicle mounted military weapon around the world. The exotic firearms proficiency (heavy machine guns) feat applies to this weapon.

M72A3 LAW

The LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fibreglass and aluminium tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action.

When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building or object. However, this only applies to the target struck, not to other objects within the burst radius.

The M72 has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode. The exotic firearms proficiency (rocket launchers) feat applies to this weapon.

M79

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades (see under grenades and explosives, below). These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and the M79 can't shoot hand grenades.

Attacking with an M79 is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences between using the M79 require a weapon proficiency to operate without penalty. The exotic firearms proficiency (grenade launchers) feat applies to this weapon.

Other Ranged Weapons

Ranged weapons that are not firearms include such diverse weapons as crossbows, tasers, and pepper spray. The feat that provides proficiency with these weapons varies from weapon to weapon, as indicated on Table 4-4.

COMPOUND BOW

Bow hunting remains a popular sport in North America. Your strength modifier applies to damage rolls you make when using this weapon.

CROSSBOW

A crossbow requires two hands to use. Pulling a lever draws the bow. Loading a crossbow is a move action.

FLAMETHROWER

A flamethrower consists of a pressurized backpack containing fuel, connected to a tube with a nozzle. It shoots a 5-foot wide, 30-foot long line of fire that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their reflex save.

A flamethrower's backpack has a hardness of 5 or 5 hit points. When worn, the backpack has a defense equal to 9 + the wearer's dexterity modifier. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in an adjacent 5-foot area (reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamethrower catches on fire; taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot by 10-foot area. A flamethrower can shoot 10 times before the fuel supply is depleted.

JAVELIN

This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered non-proficient and take a -4 penalty on their melee attack rolls.

PEPPER SPRAY

A chemical irritant that can temporarily blind a target, pepper spray comes in a single-shot container. To use it, make a ranged touch attack against the target. The target must make a fortitude saving throw (DC 15) or be blinded for 1d4 rounds.

SHURIKEN

A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. You may draw a shuriken as a free action.

TASER

A taser uses springs or compressed air to fire a pair of darts at a target. On impact, the darts release a powerful electrical current. On a successful hit, the darts deal 1d4 points of electricity damage and the target must make a fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds. Reloading a taser is a full round action.

WHIP

Whips deal a small amount of lethal damage. Although you don't "fire" the weapon, treat a whip as a ranged weapon with a maximum range of 15 feet and no range penalties.
Because a whip can wrap around an enemy's leg or other limb, you can make a trip attack with it by succeeding at a ranged touch attack. If you are tripped during your trip attempt, you can drop the whip to avoid being tripped. When using a whip, you get a +2 bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to keep from being disarmed if you fail to disarm your opponent).

Ammunition

Ammunition for firearms and other ranged weapons is covered on Table 4-5. Ammunition types expressed as simply numbers (such as .45) are usually referred to in conversation by this number, followed by "caliber" (in this case, ".45 caliber"). Those that contain a unit of measurement (such as "5.56mm") generally aren't referred to with the word "caliber".

Table 4.5: Ammunition		
Ammunition Type	(quantity)	Cost
5.56mm	(20)	$20
7.62mm	(20)	$20
7.62mm	(20)	$20
.444 caliber	(20)	$40
.50 caliber	(20)	$40
9mm	(50)	$30
10mm	(50)	$30
.22 caliber	(50)	$20
.32 caliber	(50)	$30
.38 caliber	(50)	$30
.357 caliber	(50)	$30
.44 caliber	(50)	$30
.45 caliber	(50)	$30
.5OAE caliber	(50)	$40
10-guage buckshot	(10)	$30
12-gauge buckshot	(10)	$20
Arrow	(12)	$70
Crossbow bolt	(12)	$60

Explosives and Splash Weapons

These weapons explode or burst, dealing damage to creatures or objects within an area (see Grenades and Explosives). Explosives can be thrown or set off in place, depending on the type of explosive device. Dynamite and hand grenades are examples of these weapons.

All explosives must be detonated. Some, such as grenades, include built-in detonators. (Pulling the pin on a grenade is a free action.) Others require timers or other devices to set them off. Detonators are covered in weapon accessories.

A splash weapon is a projectile that bursts on impact, spewing its contents over an area and damaging any creature or object within that area. Generally, creatures directly hit by splash weapons take the most damage, while those nearby take less damage. Splash weapons usually must be thrown to have effect. Molotov cocktails and flasks of acid are examples of splash weapons.

Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from some sort of launcher or other device, in which case the appropriate weapon proficiency feat for the launcher is necessary to avoid the -4 non-proficient penalty.

Explosives and Splash Weapons Table

Explosives and splash weapons are described by a number of statistics, as shown on Table 4-6.

Damage/Direct Hit Damage: The primary damage dealt by the weapon. For explosives, the damage column shows the damage dealt to all creatures within the explosive's burst radius. For splash weapons, the direct hit damage column is used for a target directly struck by the weapon.

Burst Radius/Splash Damage: For explosives, the burst radius is the area affected by the explosive. All creatures or objects within the burst radius take damage from the explosive. For splash weapons, all creatures within 5 feet of the weapon's impact point take splash damage equal to the amount shown in this column.

Damage Type: Damage from explosives and splash weapons is classified according to the type: energy (of a specific type, such as fire damage for a thermite grenade or concussion damage for dynamite) or slashing (a fragmentation grenade). Some creatures or characters may be resistant or immune to some forms of damage.

Critical: The threat range for a critical hit. If the threat is confirmed, a weapon deals double damage on a critical hit (roll damage twice, as if you hit the target two times).

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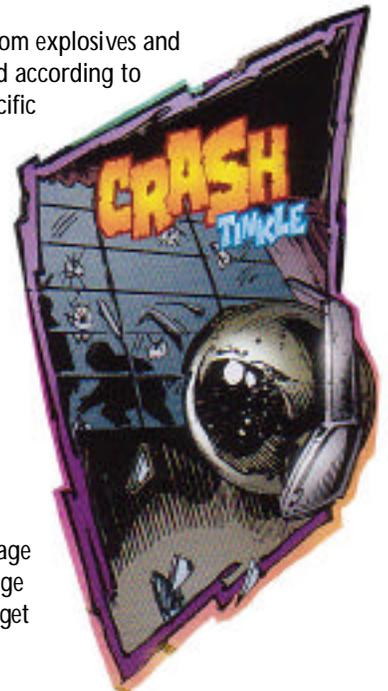
Reflex DC: Any creature caught within the burst radius of an explosive may make a reflex save against the DC given in this column for half damage.

Range Increment: If the weapon can be thrown, its range increment is shown in this column. Explosives with no range increment must be set in place before being detonated (see the demolitions skill).

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures (a medium-sized weapon, for example, is not the same size as medium-sized creature or other object). A weapon's size defines whether it can be used one handed, if it requires two hands, and if it's a light weapon.

A medium-sized or smaller weapon can be used one-handed or two-handed.

A small or smaller weapon is considered a light weapon. It can be used one-handed, and as a light weapon, is easier to use in your off hand.

Weight: This column gives the weapon's weight.

Cost: This is the cost of the weapon.

Restriction: The restriction rating for the weapon, if any.

Table 4-6: Explosives and Splash Weapons

Grenades and Explosives

Weapon	Damage	Critical	Type	Burst R.	Reflex	Increm.	Size	Weight	Cost	Restriction
40mm fragmentation grenade	3d6	-	Slashing	10ft	15	-	Tiny	1lb	$550	Mil
C4/Semtex	4d6	-	Concuss.	10ft	18	-	Small	1lb	$300	Mil
Det cord 2d6	-	Fire	See text		12	-	Med	2lb	$100	Res
Dynamite	2d6	-	Concuss	5ft	15	10 ft.	Tiny	1lb	$300	Lic
Fragmentation grenade	4d6	-	Slashing	20ft	15	10 ft.	Tiny	1lb	$550	Lic
Smoke grenade	-	-	-	See text	-	10 ft.	Small	2 lb	$100	-
Tear gas grenade	See text	-	-	See text	-	10 ft.	Small	2 lb	$300	Res
Thermite grenade	6d6	-	Fire	5 ft	12	10 ft.	Small	2 lb	$750	Mil
White phosphorus grenade	2d6	-	Fire	20 ft.	12	10 ft.	Small	2 lb	$550	Mil

Splash Weapons

Weapon	Direct Hit Dmg	Splash	Critical	Type	Reflex	Increm.	Size	Weight	Cost	Restriction
Acid, Mild(2)	1d6	1	20	Acid	-	10 ft.	Tiny	1 lb.	$30	-
Molotov cocktail(1)	1d6	1	20	Fire	-	10 ft.	Small	1 lb.	$30	-

1 This weapon cannot be purchased as an item but must be made.
2 Threat range applies to direct hits only; splash damage does not threaten a critical hit.

Grenades and Explosives

Many explosives require detonators, which are described in weapon accessories.

40 MM FRAGMENTATION GRENADE

This small explosive device must be fired from a 40mm grenade launcher, such as the M79. It sprays shrapnel in all directions when it explodes. The 40mm fragmentation grenade ha a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode. The cost given is for a box of 6 grenades.

C4/SEMTEX

So-called "plastic" explosives resemble slabs of wax. Hard and translucent when cold, these explosives warm up when kneaded, and then can be coaxed to take various shapes. The information on the table represents a 1-pound block. Additional blocks can be wired together, increasing the

damage and burst radius; each additional block increases the damage by +2d6 and the burst radius by 2 feet, and requires a demolitions check (DC 15) to link them.

Although the damage statistics on Table 4-6 represent a 1-pound block, C4 is sold in 4 block packages. The cost given represents a package of 4 blocks. C4/Semtex requires a detonator to set it off. It is considered to be a moderate explosive for the purpose of using a craft (chemical) check to manufacture it.

DET CORD

Det cord is an explosive in a ropelike form. Technically, det cord doesn't explode — but it burns so fast (4,000 yards per second) that it might as well be exploding. Normally used to string multiple explosive charges together for simultaneous detonations (allowing a single detonator to set them all off), det cord can also be looped around a tree or post or other object to cut it neatly in half. The information in the table represents a

50-foot length. Det cord requires a detonator to set it off. It is considered to be a simple explosive for the purpose of using a craft (chemical) check to manufacture it.

DYNAMITE

Perhaps one of the most common and straightforward explosives, dynamite is very stable under normal conditions. A stick of dynamite requires a fuse or detonator to set it off. Additional sticks can be set off at the same time if they are within the burst radius of the explosion. Each additional stick increases the damage by +1d6 (maximum 10d6) and the burst radius by 5 feet (maximum 20 feet). It's possible to wire together several sticks of dynamite for even greater explosive effect. Doing so requires a demolitions check (DC 10 + 1 per stick). If you succeed on the check, the damage or the burst radius of the explosion increases by 50% (your choice).

Dynamite is sold in boxes of 12 sticks. It is considered to be a simple explosive for the purpose of using a craft (chemical) check to manufacture it. To set off dynamite using a fuse, the fuse must first be lit, requiring a move action (and a lighter or other source of flame). The amount of time until the dynamite explodes depends on the length of the fuse — a fuse can be cut short enough for the dynamite to detonate in the same round (allowing it to be used much like a grenade), or long enough to take several minutes to detonate. Cutting the fuse to the appropriate length requires a move action.

FRAGMENTATION GRENADE

The most common military grenade, this is a small explosive device that sprays shrapnel in all directions when it explodes. The cost given is for a box of 6

grenades.

SMOKE GRENADE

Military and police forces use these weapons to create temporary concealment. On the round when it is thrown, a smoke grenade fills a 40' area with smoke. On the following round it fills a 160' area, and on the third round it fills all squares within 240' area. The smoke obscures all sight, including the dark vision granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colours, including white, red, yellow, green and purple. As such they can be used as signal devices. The cost given is for a box of 6 grenades.

TEAR GAS GRENADE

Military and police forces use these weapons to disperse crowds and smoke out hostage takers. On the round that it is thrown, a tear gas grenade fills a 40' area with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 160' area, and on the third round it fills a 240' area. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round.

Anyone caught in a cloud of tear gas must make a fortitude save (DC 25) or be blinded and stunned for 2d6 rounds. A gas mask renders the target immune to the effects. A wet cloth over the eyes, nose and mouth provides a +2 bonus on the fortitude save.

THERMITE GRENADE

Thermite does not technically explode. Instead, it creates intense heat meant to burn or melt through an object upon which the grenade is set. Military forces use thermite grenades to quickly destroy key pieces of equipment. The cost given is for a box of 6 grenades.

WHITE PHOSPHOROUS GRENADE

White phosphorous grenades use an explosive charge to distribute burning phosphorus across the burst radius. Any target that takes damage from a "Willie Pete" grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire. In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills a 40'

area. The cost given is for a box of 6 grenades.

Splash Weapons

Many splash weapons such as Molotov Cocktails are essentially home-made devices (improvised explosives). The cost given in Table 4-6 reflects the typical cost of the necessary components. See the craft (chemical) skill, for details on making improvised explosives.

ACID, MILD

You can throw a flask of acid as a grenade-like weapon. A flask is made of ceramic, metal, or glass (depending on the substance it has to hold), with a tight stopper, and holds about 1 pint of liquid. This entry represents any mild caustic substance. Acid may be purchased in many places, including hardware stores.

MOLOTOV COCKTAIL

A Molotov Cocktail is a flask containing flammable liquid (such as gasoline, pure ethanol, or very high proof liquor), plugged with a rag. A Molotov Cocktail is easily made by hand (craft [chemical] check DC 10 or intelligence check DC 15). To use it, the rag must first be lit, requiring a move action (and a lighter or other source of flame). The cocktail detonates in 2 rounds or on impact with a solid object, whichever comes first. A target that takes a direct hit is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire.

Melee Weapons

Melee weapons are used in close combat, and they are generally among the simplest types of weapons. The feat that provides proficiency with these weapons varies from weapon to weapon; some are considered simple weapons (covered by the simple weapons proficiency feat); others are archaic (archaic weapons proficiency) or exotic (exotic melee weapon proficiency). A character's strength modifier is always added to a melee weapon's attack roll and damage roll.

Melee Weapons Table

Melee weapons are described by a number of statistics as shown on Table 4-7

Damage: The damage the weapon deals on a successful hit.

Critical: The threat range for a critical hit. If the threat is conformed, a weapon deals double damage on a critical hit (roll damage twice, as if you hit the target two times).

Damage Type: Melee weapon damage is classified according to type: bludgeoning (weapons with a blunt striking surface, such as a club), energy (of a specific type, such as electricity damage for a stun gun), piercing (weapons with a sharp point, such as a bayonet), and slashing (weapons with an edged blade, such as a longsword). Some creatures or characters may be resistant or immune to some forms of damage.

Range Increment: Melee weapons that are designed to be thrown can be used to make ranged attacks. As such, they have a range increment just as other ranged weapon do – but the maximum range for a thrown weapon is five range increments instead of ten.

Any attack at less than the given range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. For example, a knife has a range increment of 10 feet. An attack made from a distance of 10 feet would be at a -2 penalty. An attack from 15 feet would be made at -2, since it's more than one whole range increment away.

Size: Size categories for weapons and other objects are defined differently from the size categories for creatures (a medium-sized weapon, for example, is not the same size as a medium-size creature or other object). The weapons size defines whether it can be used one handed, if it requires two hands, and if it's a light weapon.

A medium-sized or smaller weapon can be used one-handed or two-handed.

A small or smaller weapon is considered a light weapon. It can be used one-handed and, as a light weapon, is easier to use in your off hand.

Cost: This is how much the weapon costs.

Restriction: The restriction rating for the weapon, if any.

Weight: This column gives the weapon's weight.

Simple Melee Weapons

Generally inexpensive and light in weight, simple weapons get the job done nevertheless.

BRASS KNUCKLES

These pieces of moulded metal fit over the outside of your fingers and allow you to deal lethal damage with an unarmed

Melee weapons Table 4-7								
Weapon	Damage	Critical	Type	Increm.	Size	Weight	Cost	Restriction
Simple Weapons (require the simple weapons proficiency feat)								
Brass Knuckles	1	20	Bludgeoning	-	Tiny	1 lb.	$30	-
Cleaver	1d6	19-20	Slashing	-	Small	2 lb.	$30	-

Name	Damage	Critical	Damage Type	Range	Size	Weight	Cost	
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	$20	-
Knife	1d4	19-20	Piercing	10 ft.	Tiny	1 lb.	$60	-
Metal Baton	1d6	19-20	Bludgeoning	-	Med	2 lb.	$80	-
Pistol Whip	1d4	20	Bludgeoning	-	Small	-	-	-
Rifle Butt	1d6	20	Bludgeoning	-	Med	-	-	-
Sap	1d6(1)	20	Bludgeoning	-	Small	3 lb.	$10	-
Stun gun (1)	1d3	20	Electricity	-	Tiny	1 lb.	$30	-
Tonfa (1)	1d4	20	Bludgeoning	-	Med	2 lb.	$20	-

Archaic Weapons (require the archaic weapons proficiency feat)

Name	Damage	Critical	Damage Type	Range	Size	Weight	Cost	
Bayonet (fixed)(1)	1d4/1d6	20	Piercing	-	Large	1 lb.	$60	-
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	$25	-
Longsword	1d8	19-20	Slashing	-	Med	3 lb.	$400	-
Machete	1d6	19-20	Slashing	-	Small	2 lb.	$30	-
Rapier	1d6	18-20	Piercing	-	Med	3 lb.	$350	-
Spear	1d8	20	Piercing	-	Large	9 lb.	$50	-
Straight razor	1d4	19-20	Slashing	-	Tiny	0.5 lb.	$20	-
Sword cane(1)	1d6	18-20	Piercing	-	Med	3 lb.	$300	-

Exotic Melee Weapons (each requires a specific exotic melee weapon proficiency feat)

Name	Damage	Critical	Damage Type	Range	Size	Weight	Cost	
Battle Axe	2d8	20	Slashing	-	Large	10 lb.	$300	-
Chain(1)	1d6/1d6	20	Bludgeoning	-	Large	5 lb.	$30	-
Chainsaw	3d6	20	Slashing	-	Large	10 lb.	$300	-
Kama	1d6	20	Slashing	-	Small	2 lb.	$30	-
Katana	2d6	19-20	Slashing	-	Large	6 lb.	$500	-
Kukri	1d4	18-20	Slashing	-	Small	1 lb.	$30	-
Nunchaku	1d6	20	Bludgeoning	-	Small	2 lb.	$20	-
Three-section staff(1)	1d10/1d10	20	Bludgeoning	-	Large	3 lb.	$50	-

(1) See the description of this weapon for special rules

strike instead of non-lethal damage. A strike with brass knuckles is otherwise considered an unarmed attack. When used by a character with the brawl feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage. The cost and weight given are for a single item.

CLEAVER

Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some Kung Fu styles.

CLUB

Almost anything can be used as a club. This entry represents wooden nightsticks carried by police forces.

KNIFE

This category of weapon includes hunting knives, butterfly of "bailsong" knives, switchblades, and bayonets (when not attached to rifles). You can select the weapon finesse feat to apply your dexterity modifier to attack rolls with a knife.

METAL BATON

This weapon can be collapsed to reduce its size and make it easier to conceal. A collapsed baton is small and can't be used as a weapon. Extending or collapsing the baton is a free action.

PISTOL WHIP

Using a pistol as a melee weapon can deal greater damage than attacking unarmed. No weight or cost is given for this weapon, since both vary depending on the pistol used.

RIFLE BUTT

The butt of a rifle can be used as an impromptu club.

SAP

A sap comes in handy when you want to knock out an opponent. This weapon, essentially a smaller version of a club, deals non-lethal damage instead of lethal damage.

STUN GUN

Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. (The taser is a ranged weapon with a similar effect.) On a successful hit, the stun gun deals 1d3 points of electricity damage and the target must make a fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

TONFA

This is the melee weapon carried by most police forces, used to subdue and restrain criminals. You can deal non-lethal damage without taking the usual -4 penalty.

Archaic Melee Weapons

Most of these weapons deal damage by means of a blade or a sharp point. Some of them are moderately expensive, reflecting their archaic nature in modern-day society.

BAYONET (FIXED)

The statistics given describe a bayonet fixed at the end of a longarm with an appropriate mount. With the bayonet fixed, the longarm becomes a double weapon - club-like at one end and spearlike at the other. You can fight with it as if fighting with two weapons, but if you do, you incur all of the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon.

HATCHET

This light axe is a chopping tool that deals slashing damage when employed as a weapon.

LONGSWORD

This classic, straight blade is the weapon of knighthood and valor.

MACHETE

This long-bladed tool looks much like a short, lightweight sword.

RAPIER

The rapier is a lightweight sword with a thin blade. You can select the weapon finesse feat to apply your dexterity modifier instead of your strength modifier to attack rolls with a rapier.

SPEAR

This primitive device is a reach weapon. You can strike opponents 10 feet away with it, but you can't use it against an adjacent foe.

STRAIGHT RAZOR

Favored by old-school organized crime "mechanics," this item can still be found in some barbershops and shaving kits.

SWORD CANE

This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; it is noticed only with a spot check (DC 18). (The walking stick or umbrella is not concealed, only the blade within.)

Exotic Melee Weapons

Most exotic weapons are either atypical in form (such as a chain) or improved versions of other melee weapons (such as a katana, which deals more damage than a longsword). Because each exotic weapon is unique in how it is manipulated and employed, a separate exotic melee weapon proficiency feat is

required for each one in order to avoid the -4 non-proficient penalty.

BATTLEAXE

The battleaxe is a huge axe welded with two hands that is designed specifically for combat.

CHAIN

Also called the mariki-gusari, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent. The chain can be used either as a double weapon or as a reach weapon. You can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one handed weapon and a light weapon. In this can you can only strike at an adjacent opponent. If you use the chain as a reach weapon, you can strike opponents up to 10 feet away. In addition, unlike other weapons with reach, (such as a spear), you can use it against an adjacent foe. In this case, you can only use one end of the chain effectively; you can't use it as a double weapon.

Because a chain can wrap around an enemy's leg or other limb, you can make a trip attack with it by succeeding at a melee touch attack. If you

are tripped during your own trip attempt, you can drop the chain to avoid being tripped. When using a chain, you add +2 equipment bonus on your opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed, if you fail to disarm your opponent). You can select the weapon finesse feat to apply your dexterity modifier instead of your strength modifier to attack rolls with a chain.

CHAINSAW

Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by people who watch too many movies.

KAMA

A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

KATANA

The katana is the traditional Japanese samurai sword. When used with the exotic melee weapon Proficiency feat, it can be used with on hand. For a wielder without the feat, the katana must be used with two hands and the standard -4 non-proficiency penalty applies.

KUKRI

This heavy, curved dagger has its sharp edge on the inside of the curve.

NUNCHAKU

A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

THREE-SECTION STAFF

Originally a farm implement for threshing grain, this weapon is composed of three sections of wood of equal length joined at the ends by chain, leather or rope. The three-section staff requires two hands to use.

The three-section staff is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all of the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon (see attacking with two weapons).

Improvised Weapons

Any portable object can be used as a weapon in a pinch. In most cases, an object can be wielded either as a melee weapon or a ranged weapon. A chair, for example, can be swung or thrown with equal aplomb. You take a -4 penalty on your attack roll when wielding or throwing an improvised weapon.

An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the -4 penalty.

You can effectively wield or throw an object of your size category or smaller using one hand. You can effectively wield or throw an object one size category larger than yourself using two hands. For example, a medium-sized character can effectively wield or throw a medium-sized or

smaller object with one hand and a large object with two hands, but cannot effectively wield or throw a huge or larger object. An improvised thrown weapon has a range increment of 10 feet.

Damage: Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy for its size. The wielder's strength modifier applies only to damage from diminutive objects. Table 4-8: Improvised Weapon Damage by Size gives the damage for improvised weapons of varying size. Improvised weapons threaten a critical hit on a natural roll of 20. Improvised weapons of fine size deal no damage.

Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage, or in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

Table 4-8: Improvised Weapon Damage by Size		
Object Size	Examples	Damage
Diminutive	Ashtray, CD disk case, crystal paperweight	1
Tiny	Fist-sized rock, mug screwdriver, softball, flashlight, wrench	1d2
Small	Bottle, drill, fire extinguisher, flower pot, helmet, metal hubcap, vase	1d3
Medium-size	Bar stool, brick, briefcase, bowling ball, garbage can lid, hockey stick, nail gun	1d4
Large	Empty garbage can, guitar, computer monitor, office chair, tire iron	1d6
Huge	10-foot ladder, mailbox, oil barrel, park bench sawhorse	1d8
Gargantuan	Desk, dumpster, file cabinet, large sofa, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8

Armor

Body armor comes in a variety of shapes and sizes, providing varying degrees of coverage and varying heaviness of materials. Three feats cover proficiency in the use of armor: armor proficiency (light), armor proficiency (medium), and armor proficiency (heavy).

Armor Table

Armor is described by a number of statistics, as shown on Table 4-9. Type: Armor comes in four types: archaic, impromptu, concealable, and tactical.

Archaic armor is old fashioned armor, such as medieval chainmail and plate mail.
Impromptu armor includes items that provide protection even though they weren't designed for that purpose, such as a leather biker's jackets and football pads.

Concealable armor is modern body armor designed to fit underneath regular clothing. It can be worn for extended periods of time without

fatiguing the wearer.

Tactical armor is modern body armor that fits over clothing and can't be easily concealed. Its weight and bulk make it impractical to wear all the time, and it's generally only donned when a specific dangerous confrontation is likely. Because it's worn over clothing in tactical situations, tactical armor often has pockets, clips, and velcro attachment points for carrying weapons, grenades, ammunition, flashlights, first aid kits, and other items.

Equipment Bonus: The protective value of the armor. This adds to the wearer's defense.

Non-proficient Bonus: The maximum amount of the armor's equipment bonus that can be applied to the wearer's defense if the wearer is using armor with which he isn't proficient (doesn't have the appropriate feat).

Maximum Dex Bonus: This number is the maximum dexterity bonus to defense that this type of armor allows. Heavier armor limits your mobility, reducing your ability to avoid attacks. For example, a light-duty vest permits a maximum dexterity bonus of +3. A character with a dexterity score of 18 normally has a

+4 dexterity bonus to his defense, but if he's wearing a light-duty vest, his dexterity bonus drops to +3. Even if your dexterity bonus drops to +0 because of your armor, you are not considered to have lost your dexterity bonus.

Armor Penalty: The heavier or bulkier the armor, the more it affects certain skills. This penalty applies to checks involving the following skills: balance, climb, escape artist, hide, jump, move silently, and tumble.

Speed (30ft.): Medium and heavy armor slows you down. The number in this column is 30 feet (the normal speed for most human beings).
Weight: This column gives the armor's weight.

Cost: This is how much the armor costs.

Restriction: The restriction rating for the armor, if any.

Armor	Type	Bonus	Non-prof Bonus	MaxDex Bonus	Penalty	Speed	Weight	Cost	Restriction.
Light Armor									
Leather Jacket	Impromptu	+1	+1	+8	-0	30	4 lb	$100	-
Leather Armor	Archaic	+2	+1	+6	-0	30	15 lb	$200	-
Lt. Undercover Sh.	Concealable	+2	+1	+7	-0	30	2 lb	$250	Lic
Pull-up pouch vest	Concealable	+2	+1	+6	-1	30	2 lb	$250	Lic
Undercover vest	Concealable	+3	+1	+5	-2	30	3 lb	$250	Lic
Undercover vest	Concealable	+3	+1	+5	-2	30	3 lb	$350	Lic
Medium Armor									
Concealable vest	Concealable	+4	+2	+4	-3	25	4 lb	$450	Lic
Chainmail Shirt	Archaic	+5	+2	+2	-5	20	40 lb	$600	-
Light-duty vest	Tactical	+5	+2	+3	-4	25	8 lb	$600	Lic
Tactical vest	Tactical	+5	+2	+3	-4	25	10 lb	$550	Lic
Heavy Armor									
Spec.response vest	Tactical	+7	+3	+1	-6	20	15 lb	$1,000	Lic
Plate mail	Archaic	+8	+3	+1	-6	20	50 lb	$10,750	-
Forced entry unit	Tactical	+9	+3	+0	-8	20	20 lb	$4,500	Lic

Table 4-9: Armor

Light Armor

For the character who doesn't want to be bogged down by more cumbersome armor types, a leather garment or some sort of concealable armor is just the ticket.

LEATHER JACKET

This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as football pads and a baseball catcher's pads, offer similar protection and game statistics.

LEATHER ARMOR

This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

LIGHT UNDERCOVER SHIRT

Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a t-shirt with a band of light protective material sewn in around the lower torso.

PULL-UP POUCH VEST

This garment, consisting of a torso apron of light protective material held up by a loop around the neck, can be stored in an innocuous fanny pack. Wear it around your waist, and you'll attract little attention. Then, when the bullets begin to fly, simply unzip the pouch and pull the apron up and over your neck. Deploying the apron is a move action. This garment provides no equipment bonus (and has no armor penalty or maximum dexterity bonus) when deployed.

UNDERCOVER VEST

Covering a larger area of the torso, this vest provides better protection than the light undercover shirt – but it's also more easily noticed. It's best used when the armor should remain unseen, but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on spot checks to notice the armor (see spotting concealed armor).

Medium Armor

Most medium armor (except for the archaic chainmail shirt) is

not terribly heavy, but nonetheless provides a significant amount of protection – at the expense of some speed.

CONCEALABLE VEST

Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under regular clothing. While it may go unnoticed at a quick glance, it is visible to anyone looking closely for it, granting a +4 bonus on spot checks to notice the armor (see spotting concealed armor, page 95).

CHAINMAIL SHIRT

This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

LIGHT DUTY VEST

A lightweight tactical vest designed for extended use by riot police and forces on alert for potential attack, this armor sacrifices a degree of protection for a modicum of comfort – at least compared to other tactical body armors.

TACTICAL VEST

The standard body armor for police tactical units, this vest provides full-torso protection in the toughest flexible protective matters available.

Heavy Armor

For the best protection money can buy, go with heavy armor…and hope the whopping armor penalty doesn't come back to haunt you at the wrong time.

PLATE MAIL

This medieval-era armor consists of metal plates that cover the entire body. It's heavy and it's cumbersome compared to most modern armor, but it does provide a great deal of protection.

SPECIAL RESPONSE VEST

Built like the tactical vest, but incorporating groin and neck protection as well as a ceramic plate over the chest, this armor provides additional protection in battles against heavily armored opponents.

FORCED ENTRY UNIT

The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

General Equipment

This section covers the wide variety of general gear available to Juggalos of all sorts.

Many of the objects in this section are battery operated. Any device that uses batteries comes with them. As a general rule, ignore battery life – assume that Juggalos (and their antagonists) are smart enough to recharge between adventures and the batteries last as long as needed during adventures.

Equipment Tables

Equipment is described by a number of statistics as shown on Table 4-10.

Size: The size category of a piece of equipment helps to determine how easy that object is to conceal (see concealed weapons and objects), and it also indicates whether using the object requires one hand or two. In general a character needs only one hand to use any object that is of his size category or smaller.

Weight: This column gives the item's weight.

Cost: This is how much the item costs.

Restriction: The restriction rating for the object, if any.

Table 4-10: General Equipment				
Object	Size	Weight	Cost	Restrict.
Bags and Boxes				
Aluminium Travel Case				
10lb capacity	Med	5lb	$250	-
40lb capacity	Large	10lb	$300	-
75lb capacity	Large	15lb	$350	-
Briefcase	Med	2lb	$70	-
Contractor's Field Bag	Med	2lb	$60	-
Day pack	Small	2lb	$70	-
Handbag	Small	1lb	$20	-
Range Pack				
Standard	Small	2lb	$30	-
Oversized	Med	3lb	$125	-
Patrol box	Med	4lb	$125	-
Clothing				

Clothing Outfit

Item	Conceal	Weight	Cost	Avail.
Business	Med	3lb	$200	-
Casual	Med	2lb	$100	-
Formal	Med	3lb	$450	-
Fatigues	Med	3lb	$100	-
Uniform	Med	2lb	$125	-
Ghillie Suit	Med	5lb	$60	-

Outerwear

Item	Conceal	Weight	Cost	Avail.
Coat	Med	2lb	$200	-
Fatigue jacket	Med	2lb	$80	-
Overcoat	Med	3lb	$200	-
Parka	Med	3lb	$100	-
Photojournalist's vest	Med	1lb	$200	-
Windbreaker	Med	1lb	$50	-
Tool belt	Small	2lb	$100	-

Computers and Consumer Electronics

Item	Conceal	Weight	Cost	Avail.
Camera				
-35mm	Small	2lb	$400	-
-Digital	Tiny	0.5lb	$450	-
-Disposable	Tiny	0.5lb	$20	-
-Film	Dim	-	$15	-
-Film developing (roll)	-	-	$15	-
Cell phone	Dim	-	$100	-
Computer				
-Desktop	Large	10lb	$1,000	-
-Notebook	Med	5lb	$1,250	-
-Upgrade	-	-	See text	-
Digital Audio Recorder	Tiny	1lb	$150	-
Modem				
-Broadband	Tiny	1lb	$15	-
-Cellular	Tiny	1lb	$40	-
PDA	Tiny	0.5lb	$600	-
Portable satellite phone	Small	2lb	$700	-
Portable video camera	Small	2lb	$625	-
Printer	Med	3lb	$250	-
Scanner	Med	3lb	$250	-
Walkie-talkie				
Basic	Tiny	1lb	$70	-
Professional	Tiny	1lb	$550	-

Surveillance Gear

Item	Conceal	Weight	Cost	Avail.
Black box	Tiny	0.5lb	$40	Illegal
Caller ID defeater	Tiny	1lb	$50	-
Cellular interceptor	Tiny	0.5lb	$3,000	-
Lineman's buttset	Tiny	1lb	$200	Licensed
Metal detector	Small	2lb	$300	-
Night vision goggles	Small	3lb	$600	-
Tap detector	Tiny	1lb	$80	-
Telephone Tap				
-Line tap	Tiny	0.5lb	$250	Licensed
Receiver tap	Tiny	0.5lb	$250	Res.
Telephone line tracer	Med	5lb	$4,250	-

Professional Equipment

Item	Conceal	Weight	Cost	Avail.
Bolt cutter	Med	5lb	$25	-
Caltrops (25)	Small	2lb	$30	-
Car opening kit	Tiny	1lb	$40	Lic.
Chemical kit	Med	6lb	$600	-
Demolitions kit	Med	5lb	$400	Lic.
Disguise kit	Med	5lb	$300	-
Duct tape	Tiny	1lb	$20	-
Electronic tool kit				
-Basic	Large	12lb	$450	-
-Deluxe	Huge	33lb	$2000	-
Evidence Kit				
-Basic	Med	6lb	$50	-
-Deluxe	Med	8lb	$550	-
Fake ID	Fine	-	See text	Illegal
First aid kit	Small	3lb	$30	-
Forgery kit	Small	3lb	$200	-
Handcuffs				
-Steel	Tiny	1lb	$50	-
-Zip-tie (25)	Dim	0.5lb	$40	-
Instruments				
-Keyboard	Large	12lb	$250	-
-Percussion	Huge	50lb	$1800	-
-Stringed	Large	7lb	$1,000	-
-Wind	Tiny	1lb	$100	-
Lock pick set	Tiny	1lb	$150	Lic.
Lock release gun	Tiny	0.5lb	$200	Restricted
Mechanical tool kit				
-Basic	Large	22lb	$350	-
-Deluxe	Huge	45lb	$1,125	-
Medical kit	Med	5lb	$550	-
Multipurpose tool	Tiny	0.5lb	$175	-
Pharmacist kit	Med	6lb	$700	Res.
Search-&-rescue kit	Med	7lb	$200	-
Spike strip	Huge	22lb	$300	-
Surgery kit	Med	5lb	$600	Licensed

Survival Gear

Item	Conceal	Weight	Cost	Avail.
Backpack	Med	3lb	10	-
Binoculars				
-Standard	Small	2lb	$100	-
-Rangefinding	Small	3lb	$550	-
-Electro-optical	Small	4lb	$600	-
Chem Light Sticks (5)	Tiny	1lb	$10	-
Climbing Gear	Large	10lb	$150	-
Compass	Dim	0.5lb	$30	-
Fire extinguisher	Med	3lb	$100	-
Flash goggles	Tiny	2lb	$350	-

Flashlight				
-Penlight	Dim	0.5lb	$15	-
-Standard	Tiny	1lb	$20	-
Battery flood	Small	2lb	$40	-
Gas mask	Small	5lb	$125	-
GPS Receiver	Tiny	1lb	$250	-
Map				
-Road atlas	Tiny	1lb	$20	-
-Tactical map	Tiny	0.5lb	$15	-
Mesh vest	Med	7lb	$80	-
Portable stove	Tiny	1lb	$125	-
Rope (150ft)	Large	12lb	$30	-
Sleeping bag	Med	4lb	$100	-
Tent				
-2-person dome	Med	4lb	$60	-
-4-person dome	Med	7lb	$120	-
-8-person dome	Large	10lb	$200	-
Trail rations (12)	Tiny	1lb	$30	-
Weapon Accessories				
Box magazine	Tiny	0.5lb	$20	Lic.
Detonator				
-Blasting cap	Tiny	0.5lb	$20	Lic.
-Radio controlled	Tiny	0.5lb	$100	Lic.
-Timed	Tiny	0.5lb	$75	Lic.
-Wired	Tiny	1lb	$40	Lic.
Holster				
-Hip	Tiny	1lb	$30	-
-Concealed carry	Tiny	0.5lb	$30	-
Illuminator	Tiny	0.5lb	$80	-
Laser sight	Tiny	0.5lb	$550	-
Scope				
-Standard	Tiny	0.5lb	$175	-
Electro-optical	Small	3lb	$1,000	-
Speed loader	Tiny	0.5lb	$150	-
Suppressor				
-Pistol	Tiny	1lb	$250	Mil.
-Rifle	Small	4lb	$450	Mil.

Bags and Boxes

With the wide variety of equipment available to Juggalos, it's often critical to have something to store the equipment in or carry it around in.

ALUMINUM TRAVEL CASE

When something has to arrive undamaged, this is how to ship it. A travel case is a reinforced metal box with foam inserts. Wing-style clamps keep it from opening accidentally.

BRIEFCASE

Once the sure sign of a business professional, a briefcase still gives an impression of authority and responsibility. They can carry up to 4 pounds worth of gear. A briefcase can be locked, but it's a cheap lock that's not very secure (disable device DC 20; break DC 10).

CONTRACTOR'S FIELD BAG

A combination tool bag and notebook computer case, this has pockets for tools, pens, notepads and cell phones. It has even a clear plastic flap for maps or plans. Made of durable fabric, it holds 10 pounds worth of equipment and comes with a shoulder strap.

DAY PACK

This is a small backpack, the sort often used by students to carry their books around, or by outdoor enthusiasts on short hikes. It holds 8 pounds of gear and fits comfortably over one or both shoulders.

HANDBAG

In the United States, only women commonly carry handbags or purses. In some Latin countries, however, men also frequently carry small totes. Either way, handbags provide another way to carry 2 pounds of equipment. The cost shown is for a basic bag; high fashion purses can increase cost by as much as 5 times.

RANGE PACK

This lightweight black bag has spacious inner compartments capable of holding roughly 8 pounds of gear and can hold an additional 4 pounds in six zippered external pouches. A range pack easily holds several pistols and a submachine gun, and the larger version can hold disassembled rifles.

PATROL BOX

Originally designed for use by police officers, this portable file cabinet has found favor with travelling salespeople and other road warriors. This hard-sided briefcase takes up the passenger seat of an automobile and provides easy access to files, storage for a laptop, and a writing surface. It holds 5 pounds worth of equipment and has an average lock (disable device DC25; break DC15).

Clothing

Generally you don't have to outfit your character in normal, everyday clothing. The items described here represent special clothing types, or unusual outfits that you might need to purchase.

CLOTHING OUTFIT

An outfit of clothing represents everything you need to dress a part: pants or skirt, undergarments, appropriate shoes or boots, socks or stockings, and any necessary belt or suspenders. The clothes a character wears do not count against the weight limit for encumbrance.

Business: A business outfit generally includes a jacket or blazer, and it tends to look sharp and well groomed without being overly formal.

Casual: Casual clothes range from cut-off jeans and a T-shirt to neatly pressed khakis and a hand-knit sweater.

Formal: From a little black dress to a fully appointed tuxedo, formal clothes are appropriate for "black tie" occasions.

Fatigues: Called "battle dress uniforms" (or BDUs) in the United States Army, these are worn by hardened veterans and wannabes alike. They're rugged, comfortable, and provide lots of pockets. They are also printed in camouflage patters: woodland, desert, winter (primarily white), urban (grey patterned), and black are available. When worn in an appropriate setting, fatigues grant a +2 bonus on hide checks.

Uniform: From the cable guy to a senior Air Force officer, people on the job tend to wear uniforms — making such clothing an essential part of some disguises, since a uniform inclines people to trust the wearer.

GHILLIE SUIT

The ultimate in camouflage, a Ghillie suit is a loose mesh over garment covered in strips of burlap, to which other camouflaging elements can easily be added. A figure under a Ghillie suit is nearly impossible to discern.

A character wearing a Ghillie suit with appropriate coloration gains a +10 bonus on hide checks (the suit's coloration can be changed with a move action). However, the bulky suit imposes a penalty of -4 on all dexterity checks, dexterity-based skill checks (except hide), and melee attack rolls.

OUTERWEAR

In addition to keeping you warm and dry, coats and jackets provide additional concealment for things you're carrying (they often qualify as loose or bulky clothing). See Concealed Weapons and Objects.

Coat: An outer garment worn on the upper body. Its length and style vary according to fashion and use.

Fatigue Jacket: A lightweight outer garment fashioned after the fatigue uniforms worn by military personnel when performing their standard duties.

Overcoat: A warm coat worn over a suit jacket or indoor clothing.

Parka: This winter coat grants the wearer a +2 equipment bonus on fortitude saves made to resist the effects of cold weather.

Photojournalist's Vest: Made of cotton with mesh panels to keep the wearer cool, the photojournalist's vest has numerous obvious — and hidden — pockets. It counts as loose and bulky clothing when used to conceal small or smaller weapons, and also grants the "specially modified to conceal object" bonus when used to conceal tiny or smaller objects. See Concealed Weapons and Objects.

Windbreaker: This lightweight jacket is made of wind resistant material.

TOOL BELT

This sturdy leather belt has numerous pockets and loops for tools, nails, pencils, and other necessities for repair and construction work, making it easy to keep about 10 pounds of items on hand. The pockets are open, however, and items can easily fall out if the belt is tipped.

Computers and Consumer Electronics

Rules for operating computers appear under the computer use skill. This section covers general equipment most likely to be used by characters — certainly not everything available in the ever-changing modern world.

Some of the items in this section have monthly subscription costs as well as initial purchase costs. The purchase cost on Table 4-10 accounts for both costs; once a character has obtained the item, he doesn't have to worry about ongoing subscription costs.

CAMERA

Still cameras let you capture a record of what you've seen. 35mm: The best choice for the professional photographer, this camera can accept different lenses and takes the highest-quality picture. You need a camera to use the photography aspect of the craft (visual art) skill. The film used in a camera must be developed.

Digital: A digital camera uses no film. Instead, its pictures are simply downloaded to a computer as an image file. No film developing is necessary.

Disposable: A 35mm camera with film, but it can be purchased from vending machines, tourist traps, drugstores, and hundreds of other places. Once the film is used, the entire camera is turned in to have the film developed.

Film: The medium upon which photographs are stored, film comes in a variety of sizes and speeds. The purchase DC represents the cost of a roll of 24 exposures of high-speed (ASA 400) film.

Film Developing: In most areas, drugstores and photo shops provide 1-hour service; in others, it takes 24 hours. In really remote areas, film

CELL PHONE

A digital communications device that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for 24 hours before it must be recharged. It works in any area covered by cellular service.

COMPUTER

Whether a desktop or notebook model, a computer includes a keyboard, a mouse, a monitor, speakers, a CD-ROM drive, a dial-up modem, and the latest processor. You need a computer to make computer use checks and to make research checks involving the Internet.

Desktop: Bulky but powerful, these machines are common on desks everywhere.

Notebook: Slim, lightweight, and portable, notebook computers have most of the functions available on desktop computers.

Upgrade: You can upgrade a desktop or notebook computer's processor to provide a +1 equipment bonus on computer use checks.

DIGITAL AUDIO RECORDER

For the ideal person on the go, these tiny recorders (about the size of a deck of playing cards) can record up to eight hours of audio and can be connected to a computer to download the digital recording. Digital audio recorders don't have extremely sensitive microphones; they only pick up sound within 10 feet.

MODEM

A modem allows a character to connect a computer to the Internet. To use a modem, a character must have a computer and an appropriate data line (or a cell phone in the case of a cellular modem). All computers come with dial-up modems, which allow connection to the Internet but without the speed of broadband or the flexibility of a cellular. A dial-up modem uses a standard telephone line; while it's connected, that telephone line can't be used for another purpose.

Broadband: Cable modems and DSL services bring high-speed Internet access into the homes of millions. A broadband modem gives a character on-demand, high-speed access to data, allowing computer use and research checks involving the Internet to be made in half the normal time.

Cellular: A cellular modem allows a character to connect her notebook computer to the Internet anywhere she can use a cell phone. However, access speed is slow, and any computer use or research check involving the Internet takes half plus the normal time (multiply by 1.5).

PDA

Personal data assistants are handy tools for storing data. They can be linked to a notebook or desktop computer to move files back and forth, but can't be used for computer use or research checks.

PORTABLE SATELLITE TELEPHONE

This object is much like a bulky cell phone, and functions in much the same way as well. However, because it communicates directly via satellite, it can be used anywhere on earth, even in remote areas, well beyond the extent of cell phone service. Portable satellite phones are very expensive to use when used in a place not served by regular cellular service.

PORTABLE VIDEO CAMERA

Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

PRINTER

The color inkjet printer described here is suited for creating hard copies of text and image files from computers.

SCANNER

A colour flatbed scanner allows the user to transfer images and documents from hard copy into a computer in digital form.

WALKIE-TALKIE

This hand held radio transceiver communicates with any similar device operating on the same frequency and within range.

Basic: This dime-store variety has only a few channels. Anyone else

using a similar walkie-talkie within range can listen in on your conversations. It has a range of 2 miles.

Professional: This high-end civilian model allows you to program in twenty different frequencies from thousands of choices, making it likely that you can find a frequency that's not being used by anyone else within range. The device can be used with or without a voice-activated headset (included). It has a range of 15 miles.

Surveillance Gear

Keeping an eye on suspects or tracking the moves of potential enemies is a crucial part of the Juggalo's forte.

BLACK BOX

Early hackers called themselves phone phreaks, and they spent as much time defrauding the phone company as they did planting computer viruses and raiding private databases. They invented this device, easily concealed in the palm of one hand, which emits digital tones that convince the phone system to make a long-distance connection free of charge. They also let a user "bounce" a call through multiple switches, making the call harder to trace (the DC of any computer use check to trace the call is increased by 5.)

CALLER ID DEFEATER

When a phone line contains a caller ID defeater, phones attempting to connect with a line show up as "anonymous" or "unavailable" on a caller ID unit. Such a call can still be traced as normal, however.

CELLULAR INTERCEPTOR

About the size of a small briefcase, a cellular interceptor can detect and monitor a cell phone conversation within a five mile area by listening in on the cellular service's own transmitters. Intercepting the calls of a particular cell phone requires a computer use check (DC 35); if you know the phone number of the phone in question, the DC drops to 10. Obviously the phone must be in use for you to intercept the call. A cellular interceptor cannot be used to intercept regular (ground line) phone connections.

LINEMAN'S BUTTSET

This device resembles an oversized telephone handset with a numeric keypad on the back and wire leads hanging from the bottom. It functions as a portable, reusable telephone line tap. With a repair check (DC 10), a user can connect to a phone wire and hear any conversation that crosses it. A lineman's buttset is a common tool for telephone repair personnel.

METAL DETECTOR

This handheld device provides a +10 equipment bonus on all search checks involving metal objects.

NIGHT VISION GOGGLES

Night vision goggles use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called dark vision (see page 226) – but because of the restricted field of view and lack of depth perception these goggles provide, they impose a -4 penalty on all spot and search checks made by someone wearing them.

Night vision goggles must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing night vision goggles).

TAP DETECTOR

Plug this into your telephone line between the phone and the outlet, and it helps detect if your line is tapped. To detect a tap, make a computer use check (the DC varies according to the type of telephone tap used; see below). With a success, the tap detector indicates that a tap is present. It does not indicate the type or location of the tap however. Also it can't be used to detect a lineman's buttset.

TELEPHONE TAP

These devices allow you to listen to conversations over a particular phone line.

Line Tap: This tap can be attached to a phone line at any point between a phone and the nearest junction box (usually on the street nearby). Installing it requires a repair check (DC 15). It broadcasts all conversations on the line over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a line tap by using a tap detector requires a computer use check (DC 25).

Receiver Tap: This item can be easily slipped into a telephone handset as a repair check (DC 5). It broadcasts all conversations over a radio frequency that can be picked up by any professional walkie-talkie. Detecting a receiver tap by using a tap detector requires a computer use check (DC 15).

TELEPHONE LINE TRACER

Essentially a highly specialized computer, a line tracer hooked to a phone line can trace phone calls made to that line, even if there's a called ID defeater hooked up at the other end. All it takes is time, which is why clever criminals on television and in the movies hang up after a short time. Operating a line tracer is a full-round action requiring a computer use check (DC 10). Success gains one digit of the target phone number, starting with the first number of the area code.

Professional Equipment

This category covers a wide variety of specialized equipment.

BOLT CUTTER

An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks or chain-link fences. Using a bolt cutter requires a strength check (DC 10).

CALTROPS

Caltrops are four pronged iron spikes designed so that one prong is pointing up when the caltrop rests on a surface. You scatter caltrops on the ground to injure opponents, or at least slow them down. One bag of twenty-five caltrops covers a single 5' area. Each time a creature moves through a square containing caltrops at any rate greater than half speed, or each round a creature spends fighting in such an area, the caltrops make a touch attack roll (base attack bonus +0). A caltrop deals 1 point of damage on a successful hit, and the injury reduces foot speed to half normal (a successful treat injury check, DC 15, or one day's rest removes this penalty). A charging or running creature must immediately stop if it steps on a caltrop. See the avoid hazard stunt for the effect of caltrops on vehicles.

CAR OPENING KIT

This set of odd shaped flat metal bars can be slipped into the window seam of a car door to trip the lock. The DC of a disable device check to accomplish this varies with the quality of the lock; see the skill description.

CHEMICAL KIT

A portable laboratory for use with the craft (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analyzing acids, bases, explosives, toxic gases, and other chemical compounds.

DEMOLITIONS KIT

This kit contains everything needed to use the demolitions skill to set detonators, wire explosive devices, and disarm explosive devices. Detonators must be purchased separately.

DISGUISE KIT

This kit contains everything needed to use the disguise skill, including makeup, brushes, mirrors, wigs, and other accoutrements; it doesn't contain clothing or uniforms, however.

DUCT TAPE

The usefulness of duct tape is limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely or up to 300 pounds for 1d6 rounds. Character's bound with duct tape must make a strength or escape artist check (DC 20) to free themselves. A roll provides 70 feet of tape, 2 inches wide.

ELECTRICAL TOOL KIT

This collection of hand tools and small parts typically includes a variety of pliers, drives, cutting devices, fasteners, power tools, leads, and wires.
Basic: This small kit allows a character to make a repair check to electrical or electronic devices without penalty.
Deluxe: This kit consists of a number of specialized diagnostic and repair tools as well as thousands of spare parts. It grants a +2 equipment bonus on repair checks for electrical or electronic devices and allows a character to make craft (electronic) checks without penalty.

EVIDENCE KITS

Law enforcement agencies around the world use generally the same tools to gather evidence. Having an evidence kit does not grant access to a law enforcement agency's crime lab; it merely assists in the proper gathering and storing of evidence for use by such a lab. Without an evidence kit, you receive a -4 penal-

ty to use the collect evidence option of the investigate skill.

Basic: A basic evidence kit includes clean containers, labels, gloves, tweezers, swabs, and other items to gather bits of physical evidence and prevent them from becoming contaminated.

Deluxe: A deluxe kit includes all the materials in the basic kit, plus supplies for analyzing narcotic substances at the scene and for gathering more esoteric forms of physical evidence such as casts and moulds of footprints or vehicle tracks, as well as chemical residues and organic fluids. It also contains the necessary dusts, sprays, brushes, adhesives, and cards to gather fingerprints. It grants a +2 equipment bonus on investigate checks under appropriate circumstances (whenever the GM rules that the equipment in the kit can be of use in the current situation). Using a deluxe kit to analyze a possible narcotic substance or basic chemical requires a craft (chemical) check (DC 15). In this case, the +2 equipment bonus does not apply.

FAKE ID

Purchasing a falsified driver's license from a black market source can produce mixed results, depending on the skill of the forger. Typically, a forger has 1 to 4 ranks in the forgery skill, with a +1 ability modifier. When you purchase a fake ID, the GM secretly makes a forgery check for the forger, which serves as the DC for the opposed check when someone inspects the fake ID.

FIRST AID KIT

Available at most drugstores and camping supply stores, this kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to help a dazed, unconscious, or stunned character by making a treat injury check (DC 15). A first aid kit can be used only once. Skill checks made without a first aid kit incur a -4 penalty.

FORGERY KIT

This kit contains everything needed to use the forgery skill to prepare forged items. Depending on the item to be forged, you might need legal documents or other items not included in the kit.

HANDCUFFS

Handcuffs are restraints designed to lock two limbs – normally the wrists – of a prisoner together. They fit any medium-sized or small human or other creature that has an appropriate body structure.

Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30, and require a disable device check (DC 25) or escape artist check (DC 35) to remove without the key.

Zip-Tie: These are single use disposable handcuffs, much like heavy duty cable ties. They have a hardness 0, 4 hit points, and a break DC of 25. They can only be removed by cutting them off (disable device and escape artist checks automatically fail).

INSTRUMENT, KEYBOARD

A portable keyboard, necessary in order to use the perform (keyboard instrument) skill.

INSTRUMENT, PERCUSSION

A set of drums, necessary in order to use the perform (percussion instrument) skill.

INSTRUMENT, STRINGED

An electric guitar necessary in order to use the perform (stringed instrument) skill.

INSTRUMENT, WIND

A flute, necessary in order to use the perform (stringed instrument) skill.

LOCKPICK SET

A lockpick set includes picks and tension bars for opening locks operated by standard keys. A lockpick set allows a character to make disable device checks to open mechanical locks (deadbolts, keyed entry locks, and so forth) without penalty.

LOCK RELEASE GUN

This small, pistol like device automatically disables cheap and average mechanical locks operated by standard keys (no disable device check necessary).

MECHANICAL TOOL KIT

This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners and even power tools.

Basic: This kit, which fits in a portable toolbox, allows a character to make repair checks for mechanical devices without penalty.

Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialized hand tools and a selection of high-quality power tools. It grants a +2 equipment bonus on repair checks for mechanical devices and allows a character to make craft (mechanical) or craft (structural) checks without penalty.

MEDICAL KIT

About the size of a large tackle box, this is the sort of kit commonly carried by military medics and civilian EMT's. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a dazed, unconscious, or stunned character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilize a dying character (see the treat injury skill). Skill checks made without a medical kit incur a -4 penalty.

MULTIPURPOSE TOOL

This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers, and wire cutters. The whole thing unfolds into a handy pair of pliers. A multipurpose tool can lessen the penalty for making repair, craft (mechanical), craft (electronic), or craft (structural) checks without appropriate tools to -2 instead of the normal -4. The tool is useful for certain tasks, as determined by the GM, but may not be useful in all situations.

PHARMACIST KIT

A portable pharmacy for use with the craft (pharmaceutical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyze, and dispense medicinal drugs.

SEARCH AND RESCUE KIT

This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight "space" blanket, a standard flashlight, and 50 feet of durable nylon rope, two smoke grenades and one signal flare.

SPIKE STRIP

This device is designed to help the police end car chases. The strip comes rolled in a spool about the size of a small briefcase. Deploy it by rolling it across a roadway where it lies like a flat segmented belt. (The user can roll it out onto the road without

entering the lane of traffic.) Until the strip is activated, the spikes do not protrude, and cars can pass safely over it. When the user actives it (via a control device attached to the end of the strip by a 10-foot-long cord), the spikes extend.

Each time a creature moves through over an activated spike strip at any rate greater than half speed, or each round a creature spends fighting in such an area, the spike strip makes a touch attack roll (base attack bonus +0). The strip deals 2 points of damage on a successful hit, and the injury reduces foot speed to half normal (a successful treat injury check , DC 15, or one days' rest removes this penalty). Wheeled vehicles passing over the strip are automatically hit – although vehicles equipped with puncture resistant tyres (see Taking out the Tires) are not affected.

Survival Gear

Survival gear helps characters keep themselves alive in the great outdoors.

BACKPACK

This is a good-sized backpack, made of tough water-resistant material. It has one or two central sections, as well as several exterior pockets and straps for attaching tents, bedrolls, or other gear. It can carry up to 60 pounds of gear. A backpack gives you a +1 equipment bonus to strength for the purpose of determining your carrying capacity. For example, if you have a strength of 12, when using a backpack you determine your carrying capacity as if your strength is 13.

BINOCULARS

Binoculars are useful for watching opponents, wild game, and sporting events from a long distance.

Standard: Standard binoculars reduce the range penalty for spot checks to -1 for every 50 feet (instead of -1 for every 10 feet). Using binoculars for spot checks takes five times as long as making the check unaided.

Rangefinding: In addition to the benefit of standard binoculars, range finding binoculars include a digital readout that indicates the exact distance to the object on which they are focused.

Electro-Optical: Electro-optical binoculars function the same as standard binoculars in normal light. In darkness, however, users looking through them see as if they had the dark vision ability granted by night vision goggles.

CHEMICAL LIGHT STICK

This disposable plastic stick, when activated, uses a chemical reaction to create light for 6 hours. It illuminates an area only 5 feet in radius. Once activated, it can't be turned off or reused. The listed cost is for a pack of 5 sticks.

CLIMBING GEAR

All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possibly including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a hand axe, and a harness. It takes about 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the climb skill.

COMPASS

A compass relies on the Earth's magnetic field to determine the direction of magnetic north. A compass grants it's user a +2 equipment bonus on navigate checks.

FIRE EXTINGUISHER

This portable apparatus uses a chemical spray to extinguish small fires. The typical fire extinguisher ejects enough extinguishing chemicals to put out a fire in a 10-foot-by-10-foot area as a move action. It contains enough material for two such uses.

FLASH GOGGLES

These eye coverings provide total protection against blinding light.

FLASHLIGHT

Flashlights come in a wide variety of sizes and quality levels. Those covered here are professional heavy-duty models, rugged enough to withstand the rigors of modern adventuring. Flashlights negate penalties for darkness within their illuminated areas.

Penlight: This small flashlight can be carried on a key ring. It projects a beam of light 10 feet long and 5 feet wide at its end.

Standard: This heavy metal flashlight projects a beam 30 feet long and 15 feet across at its end.

Battery Flood: Practically a handheld spotlight, this item projects a beam 100 feet long and 50 feet across at its end.

GAS MASK

This apparatus covers the face and connects to a chemical air filter canister to protect the lungs and eyes from toxic gases. It provides total protection from eye and lung irritants. The filter canister lasts for 12 hours of use. Changing a filter is a move

action.

GPS RECEIVER

Global positioning system receivers use signals from GPS satellites to determine the receiver's location within a few dozen feet. A GPS receiver grants its user a +4 equipment bonus on navigate checks, but because the receiver must be able to pick up satellite signals, it only works outdoors.

MAP

While a compass or GPS receiver can help you find your way through the wilderness, a map can tell you where you're going and what to expect when you get there.

Road Atlas: Road atlases are available, showing all major roads in each county. They can also be purchased for most major metropolitan areas, detailing every street in the entire region.

Tactical Map: A tactical map covers a small area – usually a few miles on a side – in exacting detail. Generally, every building is represented, along with roads, trails, and areas of vegetation. Tactical maps are not available for all areas, and, though inexpensive, they generally have to be ordered from federal mapping agencies (taking a week or longer to obtain).

MESH VEST

This is a lightweight vest with a series of pockets for items such as a compass, spare ammunition, magazines, pressure bandages, and a radio, along with loops for attaching grenades, knives, or tools. It can hold up to 40 pounds of equipment.

A mesh vest provides a +2 equipment bonus to strength for the purpose of determining your carrying capacity. For example, if you have a strength of 12, when using a mesh vest you determine your carrying capacity as if your strength was 14.

PORTABLE STOVE

This small stove works on kerosene or white gasoline, and can easily be broken down and carried for backpacking.

ROPE

Climbing rope can support up to 1,000 pounds.

SLEEPING BAG

This lightweight sleeping bag rolls up compactly. It can keep a character warm, even in severe weather and can also double as a stretcher in an emergency.

TENT

A tent keeps you warm and dry in severe weather, providing a +2 equipment bonus on fortitude saves against the effects of cold weather.

TRAIL RATIONS

Trial rations come in a number of commercial options. They all provide the necessary energy and nutrition for survival. The cost given is for a case of 12 meals.

Weapon Accessories

As if modern weapons weren't dangerous enough, a number of accessories can increase their utility or efficiency.

BOX MAGAZINE

For weapons that use box magazines, you can purchase extras. Loading these extra magazines ahead of time and keeping them in a handy place makes it easy to reload your weapon in combat.

DETONATOR

A detonator activates an explosive, causing it to explode. The device consists of an electrically activated blasting cap and some sort of device that delivers the electrical charge to set off the blasting cap. Connecting a detonator to an explosive requires a demolitions check (DC 15). Failure means that the explosives fails to go off as planned. Failure by 10 or more means the explosive goes of as the detonator is being installed.

Blasting Cap: This is a detonator without a built-in controller. It can be wired into any electrical device, such as a light switch or a car's ignition switch, with a demolitions check (DC 10). When the electrical device is activated, the detonator goes off.

Radio Control: This device consists of two parts: the detonator itself and the activation device. The activation device is an electronic item about the size of a deck of cards, with an antenna, a safety, and an activation switch. When the switch is toggled, the activation device sends a signal to the detonator by radio, setting it off. It has a range of 500 feet.

Timed: This is an electronic timer connected to the detonator. Like an alarm clock, it can be set to go off at a particular time.

Wired: This is the simplest form of detonator. The blasting cap connects by a wire to an activation device, usually a small pistol-grip device that the user squeezes. The detonator comes with 100 feet of wire, but longer lengths can be spliced in with a demolitions check (DC 10).

HOLSTER

Holsters are generally available for all medium-sized or smaller firearms.

Hip: This holster holds the weapon in an easily accessed – and easily seen – location.

Concealed Carry: A concealed carry holster is designed to help keep a weapon out of sight (see Concealed Weapons and Objects). In most cases, this is a shoulder holster (the weapon fits under the wearer's armpit, presumably beneath a jacket). Small or tiny weapons can be carried in waistband holsters (often placed inside the wearer's waistband against his back).

Tiny weapons can also be carried in ankle or boot holsters.

ILLUMINATOR

An illuminator is a small flashlight that mounts to a firearm, freeing up one of the user's hands. It functions as a standard flashlight.

LASER SIGHT

This small laser mounts on a firearm, and projects a tiny red dot on the weapons target. A laser sight grants a +1 equipment bonus on all attack rolls made against targets no farther than 30 feet away. However, a laser sight can't be used outdoors during the daytime.

SCOPE

A scope is a sighting device that makes it easier to hit targets at long range. However, although a scope magnifies the image of the target, it has a very limited field of view, making it difficult to use.

Standard: A standard scope increases the range increment for a ranged weapon by one half (multiply by 1.5). However to use a scope, you must spend an attack action acquiring your target. If you change targets, or otherwise lose sight of the target, you must reacquire the target to gain the benefit of the scope.

Electro-Optical: An electro-optical scope functions the same as a standard scope in normal light. In darkness, however, the user sees through it as if he had the dark vision ability granted by night vision goggles.

SPEED LOADER

A speed loader holds a number of bullets in a ring, in a position that mirrors the chambers in a revolver cylinder. Using a speed loader saves time in reloading a revolver, since you can insert all the bullets at once (see Reloading Firearms).

SUPPRESSOR

A suppressor fits on the end of a firearm, capturing the gases travelling at supersonic speed that propel a bullet as it is used. For handguns, the only sound is the mechanical action of the weapon (listen check, DC 15 to notice). For longarms, the supersonic speed of the bullet itself still makes noise. However, it's difficult to tell where the sound is coming from, requiring a listen check (DC 15) to locate the source of the gunfire.

Modifying a weapon to accept a suppressor requires a repair check (DC

15). Once a weapon has been modified in this manner, a suppressor can be attached or removed as a move action. Suppressors cannot be used on revolvers or shotguns. A suppressor purchased for one weapon can be used for any other weapon that fires the same caliber of ammunition.

Lifestyle

Lifestyle items include travel expenses, entertainment, and meals beyond the ordinary, and housing, for those characters intending to buy a home rather than renting. Lifestyle items are shown on Table 4-12.

Table 4-12: Lifestyle Items	
Housing	Cost
Small condo	$15,000
Large condo	$20,000
Small house	$20,000
Medium house	$25,000
Large house	$35,000
Mansion	$100,000
Entertainment	Cost
Movie ticket	$8
Theatre ticket	$50
Sporting event ticket	$40
Meals	Cost
Fast food	$5
Family restaurant	$10
Upscale restaurant	$20
Fancy restaurant	$50
Transportation	Cost
Airfare	
Domestic, coach	$150
Domestic, first class	$500
International, coach	$400
International, first class	$1500
Car rental	

Economy car	$35 per day
Mid-size or truck	$50 per day
Luxury	$75 per day
Lodging	Cost
Budget motel	$50
Average hotel	$100
Upscale hotel	$250

Housing

A number of types of homes are mentioned In Table 4-12. The cost covers the down payment, not the total cost of the home. The small house and condo are one or two bedroom homes, probably with curb side parking. The large condo and medium house are three bedroom homes with garage or carport parking for one or two cars. The large house is a four bedroom home with a two-car garage, while the mansion is a five or six bedroom home with an extra den, spacious room throughout, and a three-car garage.

Entertainment

Costs are given for several entertainment options. They represent the purchase of a single ticket.

Meals

Several typical meal costs are provided.

Transportation

Airfare tickets are for a single passenger round trip.

Services

The broad spectrum of services available to characters is only represented in overview here. Services are identified on Table 4-13.

AUTOREPAIR

Having a car repaired can be expensive; how expensive depends on the amount of damage the vehicle has suffered. Repair generally takes 1 day for every 10 hit points of damage dealt, and results in the vehicle being returned to full hit points.

BAIL BONDS

Characters jailed for crimes can seek bail. Bail is a monetary guarantee that the suspect will show up for his trial. The bail is set by a judge or magistrate, sometime immediately following arrest (for minor crimes) and sometimes days later (for serious crimes). If bail is granted, a character can arrange for a bail bond - a loan that covers bail. The costs on Table 4-13 represent the fees associated with the loan; the bond itself is paid back to the bond agency when the Juggalo shows up for his trial. If he fails to show up, the agency loses the bail loan, and may send bounty hunters or thugs after the character.

Bail amounts vary dramatically, depending on the seriousness of the crime, the suspect's criminal history, his role in society, his family life, and other factors the judge believes indicate that the character will or will not flee (or commit other crimes) before his trial. An upstanding citizen with a good job and a family who has never before been charged with a crime gets minimal bail; a career criminal with nothing to lose gets maximum bail, or may not be granted bail at all. The costs shown assume the suspect is viewed positively by the court. If not, increase the cost accordingly.

Property Crime: The crime involved only the destruction of property; no one was attacked or seriously hurt as part of the crime.

Assault Crime: The crime involved an attack intended to capture, kill, or seriously injure the victim.

Death Crime: Someone died as a result of the crime.

MEDICAL SERVICES

See the treat injury skill, for more information on the medical services described below.

Long-Term Care: The cost represents treatment for regaining hit points or ability score points more quickly than normal on a given day.

Restore Hit Points: The cost represents treatment for hit point damage from wounds or injuries on a given day.

Surgery: This represents the cost of a single surgical procedure.
Poison/Disease: This represents one application of treatment for a poison or disease.

Table 4-13: Services	
Item	Cost
Auto Repair	
-1 to 10 hp Damage	$250
-11 to 20 hp Damage	$500
-21 to 30 hp Damage	$750
-30+ hp	$1000
-Towing	$100
Bail Bonds	
-Property crime	$400
-Assault crime	$1500
-Death crime	$10,000
Bribery	
Bouncer	$50
Bureaucrat	$500
Informant	$100
Police officer	$500
Legal services	$500+lawyers Knowledge (civics) ranks
Medical Services	
Long-term care	$500+doctor's Treat Injury ranks
Restore hit points	$400+doctor's Treat Injury ranks
Surgery	$2000+doctor's Treat Injury ranks
Treat poison/disease	$500+doctor's Treat Injury ranks

Passengers: The number of passengers (in addition to the crew) the vehicle is designed to carry. Vehicles that carry passengers can use that space to carry additional cargo when passengers aren't present. Each unused passenger slot allows the vehicle to carry an additional 100 pounds of cargo.

Cargo Capacity: The amount of cargo the vehicle is designed to carry. Many vehicles can, in a pinch, carry extra passengers instead of cargo, but doing so is usually a cramped, uncomfortable, and often unsafe experience for those passengers. As a rule of thumb, one additional passenger can be carried for each 250 pounds of unused cargo capacity.

Initiative: The modifier added to the driver's or pilot's initiative check when operating the vehicle.

Maneuver: The modifier added to any drive or pilot checks attempted with the vehicle.

Top Speed: The maximum space the vehicle can cover in 1 round. This is the fastest the vehicle can move. For more on character scale and chase scale.

Defense: The vehicle's defense.

Hardness: The vehicle's hardness. Subtract this number from any damage done to the vehicle.

Hit Points: The vehicle's full normal hit points

Size: Vehicle size categories are defined differently from the size categories for weapons and other objects (a medium-sized vehicle, for example, is not the same size as a medium-sized weapon or other object).

Cost: This is the cost of the vehicle.

Restriction: The restriction rating for the vehicle, if any.

Vehicles

Vehicles are described by a number of statistics, as show on table 4-14. For more information on vehicle attributes and how to operate vehicles, see Vehicle Movement, and Combat.

Crew: The standard number of crew. In most cases only one person is needed to drive the vehicle; other crew members serve as gunners or co-pilots.

Table 4-14: Vehicles											
Name	Crew/Pass	Cargo	Init.	Man.	Top Spd.	Def.	Hard.	HP	Size	Cost	Restr.
Civilian Aircraft											
Bell Jet Ranger (helicopter)	1/4	250 lb	-4	-4	1225' (125')	6	5	28	G	$375,000	Lic
Bell Model 212 (helicopter) 2	1/3	5,000 lb	-4	-4	1000' (100')	6	5	36	G	$900,000	Res
Cessna 172 Skyhawk (Prop plane)	1/3	120 lb	-4	-4	1050' (105')	6	5	30	G	$250,000	Lic
Learjet Model 45 (Corporate Jet)	2/10	500 lb	-4	-4	5,500' (550')	6	5	44	G	$775,000	Lic
Civilian Cars											
Acura 3.2 TL (Mid-size Sedan)	1/4	300 lb	-2	-1	1325' (130')	8	5	34	H	$30,000	Lic
Aston-Martin Vanquish (sports coupe)	1/1	175 lb	-2	+0	1675' (165')	8	5	34	H	$223,000	Lic
BMW M3 (sports coupe)	1/4	200 lb	-2	+1	1375' (135')	8	5	32	H	$48,000	Lic
Chevrolet Cavalier (economy coupe)	1/1	250 lb	-2	+1	925' (90')	9	5	30	L	$14,000	Lic
Chevrolet Cavalier (sports coupe)	1/1	250 lb	-2	+0	1550' (155')	9	5	32	H	$17,000	Lic
Dodge Neon (economy sedan)	1/4	275 lb	-1	-1	1100' (110')	9	5	30	L	$13,000	Lic
Ford Crown Victoria (mid-size sedan)	1/5	425 lb	-2	-1	925' (90')	8	5	34	H	$24,000	Lic
Jaguar XJS (luxury sedan)	1/4	275 lb	-2	-1	1150' (115')	8	5	34	H	$60,000	Lic
Lamborghini Diablo (sports coupe)	1/1	100 lb	-2	+1	1800' (180')	8	5	34	H	$275,000	Lic
Mercedes E55 AMG (luxury sedan)	1/4	325 lb	-2	+0	1400' (140')	8	5	34	H	$77,000	Lic

Name		Weight			Range					Cost	
Volkswagen Jetta (mid-size wagon)	1/4	275 lb	-2	+0	1150' (115')	8	5	32	H	$18,000	Lic
Civilian Motorcycles											
Ducati 998R (racing bike)	1/0	0 lb	+0	+3	1850' (185')	10	5	18	M	$20,000	Lic
Harley Davidson FLSTF (street bike)	1/1	0 lb	-1	+1	1375' (135')	9	5	22	L	$18,000	Lic
Yamaha YZ250F (dirt bike)	1/1	0 lb	+0	+2	825'(80')	10	5	18	M	$5,000	Lic
Civilian Trucks											
AM General Hummer (SUV)	1/3	1,000 lb	-2	-2	700' (70')	8	5	38	H	$51,000	Lic
Chevrolet Suburban (SUV)	1/8	500 lb	-2	-2	875' (85')	8	5	38	H	$38,000	Lic
Dodge Caravan (minivan)	1/4	325 lb	-2	-2	975' (95')	8	5	34	H	$21,000	Lic
Ford Escape XLT (SUV)	1/4	300 lb	-2	-2	1000' (100')	8	5	32	H	$22,000	Lic
Ford F-150 (pickup)	1/2	1,700 lb	-2	-2	875' (85')	8	5	36	H	$19,000	Lic
Toyota Tacoma Xtracab (Pickup)	1/3	1,600 lb	-2	-2	925' (90')	8	5	34	H	$20,000	Lic
Other Civilian Water Vehicles											
Bayliner 1802 Capri (runabout)	1/5	2,100 lb	-2	-2	275' (25')	8	5	28	H	$19,000	Lic
Fairline Targa 30 (cabin cruiser)	1/3	2,100 lb	-4	-4	400' (40')	6	5	40	G	$22,000	Lic
Sea-Doo XP (personal watercraft)	1/1	60 lb	-1	+1	525' (50')	9	5	22	L	$7,000	Lic
Other Civilian Vehicles											
Armored Truck	2/0	3,600 lb	-2	-2	875' (85')	8	10	36	H	$41,000	Res
Honda TRX400FW (4-Wheel ATV)	1/0	675 lb	-1	+1	475' (45')	9	5	22	L	$15,000	Lic
Limousine	1/7	425 lb	-4	-4	975' (95')	6	5	38	G	$200,000	Lic
Moving truck	1/2	33,000 lb	-4	-4	975' (80')	6	5	44	G	$50,000	Lic
NABI Model 40FLW (city bus)	1/39	0 lb	-4	-4	600' (60')	6	5	48	G	$310,000	Lic
Military Vehicles											
BMP-2 (tracked APC)	3/7	250 lb	-2	-2	875' (85')	8	10	36	H	$83,000	Mil
M1A2 Abrams (tracked tank)	4/0	425 lb	-4	-4	400' (40')	6	20	64	G	$1,250,000	Mil
M2A2 Bradley (tracked APC)	3/7	425 lb	-4	-4	350' (35')	6	15	58	G	$950,000	Mil
M113A1 Gavin (tracked APC)	2/11	200 lb	-2	-2	310' (30')	8	10	48	H	$375,000	Mil
UH-60 Black Hawk (helicopter)	2/14	9,000 lb	-4	-4	1625' (160')	6	5	46	G	$1,250,000	Mil

Civilian Aircraft

All aircraft, from one-seaters to jumbo jets, are controlled by the use of the pilot skill. A few examples are provided here from the variety of air going vehicles that might be available to characters.

BELL JET RANGER

This is perhaps the most common civilian helicopter worldwide; it has also been adopted by many military forces as a light utility helicopter. The Jet Ranger is 10' wide and 35' long. It provides three-quarters cover for crew and passengers.

BELL MODEL 212

This is the twin engine, civilian version of the ubiquitous Huey helicopter used for passenger and cargo work all over the world. Military versions are still in use in many countries. The Bell 212 is 15' wide and 35' long. It provides three-quarters cover for crew and passengers (one-quarter cover for passengers if the cargo door is open).

CESSNA 172 SKYHAWK

This common single-engine propeller plane is relatively inexpensive. A Cessna 172 is 35' wide (including wings; fuselage is 5' wide) and 30' long. It provides three-quarters protection for crew and passengers.

LEARJET MODEL 45

This is a sleek business jet introduced in the late 90s. Two turbofans, set on the fuselage above and behind the wings, provide the power. The interior includes luxury accommodations and a lavatory. A Learjet is 50' wide (including wings; fuselage is 10' wide) and 60' long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

Civilian Cars

Most new civilian cars include such standard features as air conditioning, air bags, antilock brakes, cruise control, keyless entry, and an AM/FM radio with CD player. Luxury vehicles often include extras such as heated side mirrors, power seats, leather upholstery, and sunroofs. Unless otherwise noted, civilian cars provide three-quarters cover for their occupants (although passengers who lean out of windows or sunroofs, perhaps to fire weapons, may be reduces to one-half or even one-quarter cover).

ACURA 3.2 TL

The 3.2 TL is a four door luxury sedan.

ASTON-MARTIN VANQUISH

The Vanquish is a two-door luxury sports car powered by a 5.9-litre, 460-horsepower V12 engine. A six-speed manual transmission with overdrive is standard.

BMW M3

The M3 is a two-door luxury sports car equipped with a standard 3.2-litre, 333-horsepower engine.

CHEVROLET CAVALIER

A two-door family coupe.

CHEVROLET CORVETTE

The Corvette is a two-door sports car equipped with a 5.7-litre, 350-horespower V8 engine.

FORD CROWN VICTORIA

The Crown Victoria is a large four-door family sedan equipped with a 4.6-litre, 200-horsepower V8 engine. Large and durable, it is a favorite of police forces (police cruisers are commonly known as Crown Victorias).

JAGUAR XJ SEDAN

The JX is a four-door luxury sedan.

LAMBORGHINI DIABLO

The Diablo is a top of the line exotic sports car — a two door coupe equipped with a standard 6.0-litre, 550-horespower V12 engine.

MERCEDES E55 AMG

The E-Class is a four-door luxury sedan equipped with a powerful 5.5-litre, 349 horsepower V8 engine.

VOLKSWAGEN JETTA

The Jetta is a four-door station wagon.

Civilian Motorcycles

Unlike getting into a car, mounting a motorcycle is a free action. Motorcycles tend to perform better than automobiles, but they provide no cover to their occupants.

DUCATI 998R

This is a top-of-the-line "crotch rocket" style street bike with a strong heritage of winning races.

HARLEY-DAVIDSON FLSTF FAT BOY

This huge motorcycle sports a 1,450cc engine. It's designed to look cool and compete for space on the roads with automobiles.

YAMAHA YZ250F

A classic dirt bike, this is very similar to the motorcycle used by United States Army cavalry scouts.

Civilian Trucks

Trucks include pickups, sport utility vehicles, vans, and minivans. They generally have the same features as civilian cars. Like cars, trucks generally provide three-quarters cover to their occupants. The rear bed of a pickup truck, however, only provides one-half cover.

AM GENERAL HUMMER

The four-door Hummer is a civilian version of the military's all-terrain "humvee" utility vehicle. It comes equipped with a powerful 6.5-litre, 195-hirespower V8 turbo diesel engine. The hummer is decked out like a luxury vehicle inside, but this vehicle is every bit as rugged as the military version.

The military version can be configured in a variety of ways, including a two-door pickup, a four-door pickup with a short bed, and a completely enclosed SUV-like body with a hatchback and four doors. It lacks the luxury accessories of the civilian version, but it is equipped with puncture resistant tyres.

CHEVROLET SUBURBAN

One of the largest sport utility vans on the market, the Suburban is a four door truck equipped with a standard 6.0-litre, 320-horsepower V8 engine.

DODGE CARAVAN

The Caravan is a minivan with two conventional doors up front, sliding doors on the sides, and an area hatch-style door.

FORD ESCAPE XLT

The Escape is a four-door SUV with a 3.0-litre, 201 horsepower V6 engine.

FORD F-150 XL

This two-door pickup truck has a 4.2-litre, 202-hirsepower V6 engine.

TOYOTA TACOMA XTRACAB

The Tacoma is a two-door pickup with a back seat in its extended cab.

Civilian Water Vehicles

Piloting a water vehicle is covered by the drive skill.

BAYLINER 1802 CAPRI

This is a large runabout – a powerboat with an outboard engine and an open cockpit with a tiny cabin (about the size of the interior of an economy car) forward. It comes with a trailer; loading or unloading requires a paved boat ramp and 10 minutes of work. The Capri provides one-half cover to occupants in the cabin, and no cover to those forward of the cockpit. The Capri is 10′ wide and 20′ long.

FAIRLINE TARGA 30

This cabin cruiser is a motor yacht with two internal diesel engines. It comes quipped with four berths and a fully equipped galley. It provides one-half cover to occupants in the cockpit or stern, full cover to occupants below deck, and no cover to those forward of the cockpit. The Targa is 15′ wide and 30′ long.

SEA-DOO XP

This is a two-seat jet ski that propels itself with a powerful jet of water. The Sea-Doo provides no cover for its riders.

Other Civilian Vehicles

A few types of vehicles don't fit neatly into the categories covered above. Many of these (such as the armored truck and the limousine) are usually custom built, so the model name isn't specified as it is with most other vehicles in this section; the description and stats reflect a typical model.

ARMORED TRUCK

Used to transport money between businesses and financial institutions, armored trucks are designed to deter would-be thieves. The truck has three doors and firing ports that allow the crew to use their firearms without leaving the vehicle. It provides nine-tenths cover for its occupants. It is equipped with puncture-resistant tyres.

HONDA TRX400FW

This all-terrain vehicle is something like a four-wheeled motorcycle. It provides no cover for its riders.

LIMOUSINE

A limousine is a big, comfortable car. The statistics given are for a moderate-sized vehicle, rather than a stretch limo or a conventional car with a professional driver. Limousines feature virtually every available luxury feature, often including televisions and small fridges. A partition divides the front seat from the rest of the vehicle. It provides three-quarters cover for its occupants.

MOVING TRUCK

This is a large cargo truck used to move furniture or deliver freight. Trucks of this sort are often available as rentals. A moving tuck is 10′ wide and 35′ long. It provides three-quarters cover for occupants in the cab and full cover for any in the back.

NABI MODEL 40LFW

This is a typical city bus. It has a door at the front and a second door about halfway down the right-hand side. This vehicle is 10′ wide and 40′ long. It provides three-quarters cover for crew and passengers.

Military Vehicles

Several military vehicles are covered here. In addition, a number of the civilian vehicles covered above, such as the AM General Hummer and the Bell Model 212 helicopter, are commonly seen in the military service.

BMP-2

A Soviet-era armored personnel carrier, the BMP is used by the Russian army and more than twenty ex-Soviet states or clients. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The BMP-2 is 15′ wide and 20′ long. It provides full cover to its occupants. This vehicle comes equipped with a 30mm cannon (see Table 4-14) mounted in a full turret.

M1A2 ABRAMS

This is the US Army's main battle tank, probably the most advanced and powerful tank in the world. It is crewed by a driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret. (The driver's position cannot be reached from the other positions, which are all in the turret.) It takes a full-round action to enter a tank and another full-round action to start it moving. The Abrams is 15′ wide and 30′ long. It provides full cover to its occupants. This vehicle comes equipped with a tank cannon (see Table 4-14) and an M2B heavy machine gun (see Table 4-14), both mounted in full turrets.

M2A2 BRADLEY

This is the US Army's principal armored personnel carrier. It is crewed by a driver, a gunner, and a commander. It has three top hatches, one above each crew position, and a large door in

back for infantry soldiers to load or disembark. It takes a full-round action to enter the vehicle through a top hatch, and another full-round action to start it moving. In addition to its own armament, the Bradley's passenger compartment has ports that allow passengers to fire their personal weapons from within the vehicle. The Bradley is 15′ wide and 20′ long. It provides full cover to its occupants. This vehicle comes equipped with a 25mm cannon (see Table 4-14) mounted in a full turret.

M113A1 GAVIN

Introduced in the 1960s and for many years a mainstay of the US Army, this tracked armored personnel carrier is now in use by more than fifty countries. It is crewed by a driver and a commander, and features a

top hatch above each position as well as a rear door. It takes a full-round action to enter the vehicle through a top hatch and another full-round action to start it moving. The Gavin is 15′ wide and 20′ long. It provides full cover to its occupants.

UH-60 BLACK HAWK

Introduced in the 1980s to replace the aging UH-1, the Black Hawk is the US army's primary utility helicopter. The UH-60 is 15′ wide, and 60′ long. It provides three-quarters cover to crew and passengers (one-quarter cover to passengers if the cargo doors are open).

Table 4-15: Vehicle Weapons										
Weapon	Dmg	Crit	Type	Rng Increm.	ROF	Mag.	Size	Weight	Purch. DC	Restriction
Cannons (require the exotic firearms proficiency [cannons] feat)										
Bmp-2 30mm cannon	4d12	20	Ballistic	150 ft	A	Linked	Huge	*	*	*
M1A2 Abrams tank cannon	10d12	20	Ballistic	150 ft	Single	1	Huge	*	*	*
M2A2 Bradley 25mm cannon	4d12	20	Ballistic	150 ft	A	Linked	Huge	*	*	*

Carrying Capacity

A character's carrying capacity – how much gear he can lug around at one time – depends directly on the character's strength score, as shown on Table 4-11: Carrying Capacity. If the weight of everything you're wearing or carrying amounts to no more than your light load figure, you can move and perform any actions normally (though your speed might be slowed by the armor you're wearing). If the weight of your gear falls in your medium load range, you are considered encumbered. An encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Previous Speed	Current Speed
20 ft.	15 ft.
30 ft.	20 ft.
40 ft.	30 ft.

An encumbered character performs as if his dexterity modifier was no higher than +3 – that is, a character with a dexterity bonus of +4 or higher does not get to apply his full bonus to dexterity related actions (ranged attacks, ability checks, and skill checks). In addition, he takes a -3 encumbrance penalty on attack rolls and checks involving the following skills: balance, climb, escape artist, hide, jump, move silently, and tumble. This encumbrance penalty stacks with any armor penalty that may also apply.

If the weight of your gear falls in your heavy load range, you are considered heavily encumbered. A heavily encumbered character's speed is reduced to the value given below, if the character is not already slowed to that speed for some other reason.

Previous Speed	Current Speed
20 ft.	10 ft.
30 ft.	15 ft.
40 ft.	20 ft.

A heavily encumbered character performs as if his dexterity modifier were no higher than +1 – that is, a character with a dexterity bonus of +2 or higher does not get to apply his full bonus to dexterity-related actions (ranged attacks, ability checks, and skill checks). In addition, he takes a -6 encumbrance penalty on attack rolls and checks involving the following skills: balance, climb, escape artist, hide, jump, move silently, and tumble. This encumbrance penalty stacks with any armor penalty that may also apply. Finally, a heavily encumbered character's maximum running speed is his speed x3 instead of speed x4.

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

Lifting and Dragging: A character can lift up to his maximum load over his head.

A character can lift up to double his maximum load off of the ground, but he can only stagger around with it. While overloaded in this way, the character loses any dexterity bonus to defense and can only move 5 feet per round (as a full-round action). A character can generally push or drag around the ground up to five times his maximum load. Favorable conditions (smooth ground, dragging a slick object) can double these numbers, and bad circumstances (broken ground, pushing an object that snags) can reduce them to one-half or less.

Table 4-11: Carrying Capacity			
Strength	Light Load	Medium Load	Heavy Load
1	Up to 3 lb	4-6 lb	7-10 lb
2	Up to 6 lb	7-13 lb	14-20 lb
3	Up to 10 lb	11-20 lb	21-30 lb

4	Up to 13 lb	14-26 lb	27-40 lb
5	Up to 16 lb	17-33 lb	34-50 lb
6	Up to 20 lb	21-40 lb	41-60 lb
7	Up to 23 lb	24-46 lb	47-70 lb
8	Up to 26 lb	27-53 lb	54-80 lb
9	Up to 30 lb	31-60 lb	61-90 lb
10	Up to 33 lb	34-66 lb	67-100 lb
11	Up to 38 lb	39-76 lb	77-115 lb
12	Up to 43 lb	44-86 lb	87-130 lb
13	Up to 50 lb	51-100 lb	101-150 lb
14	Up to 58 lb	59-116 lb	117-175 lb
15	Up to 66 lb	67-133 lb	134-200 lb
16	Up to 76 lb	77-153 lb	154-230 lb
17	Up to 86 lb	87-173 lb	174-260 lb
18	Up to 100 lb	101-200 lb	201-300 lb
19	Up to 116 lb	117-233 lb	234-350 lb
20	Up to 133 lb	134-266 lb	267-400 lb
21	Up to 153 lb	154-306 lb	307-460 lb
22	Up to 173 lb	174-346 lb	347-520 lb
23	Up to 200 lb	201-400 lb	401-600 lb
24	Up to 233 lb	234-466 lb	467-700 lb
25	Up to 266 lb	267-533 lb	534-800 lb

Combat

In this section you will find all you need to know about the combat system used in Pendulum's Promise so that you can effectively rip your opponents apart limb by limb.

HOW COMBAT WORKS

Combat is cyclical; everybody acts in turn in a regular cycle of rounds. Combat follows this sequence:

1. Determine which characters are aware of their opponents at the start of the battle. If some, but not all, of the combatants are aware of their opponents, a surprise round happens before regular rounds of combat begin. The combatants who are aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take one action (either a standard action or a move action) during the surprise round. Combatants who were unaware do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.

2. Combatants who have not yet rolled initiative do so. All combatants are now ready to begin their first regular round of combat.

3. Combatants act in initiative order (highest to lowest).

4. When everyone has had a turn, the combatant with the highest initiative acts again, and steps 3 and 4 repeat until combat ends.

COMBAT STATISTICS

This section summarizes the statistics that determine success in combat, and then details how to use them.

ATTACK ROLL

An attack roll represents your attempt to strike your opponent on your turn in a round. When you make an attack roll, you roll a d20 and add your attack bonus. (Other modifiers may also apply to this roll.) If your result equals or beats the target's armor class, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on an attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit.

ATTACK BONUS

Your attack bonus with a melee weapon is:

Base attack bonus + strength modifier

With a ranged weapon, your attack bonus is:

Base attack bonus + dexterity modifier + range penalty

DAMAGE

When your attack succeeds, you deal damage. The type of weapon used determines the amount of damage you deal. Effects that modify weapon damage apply to unarmed strikes and the natural physical attack forms of creatures. Damage reduces a target's current hit points.

Minimum Damage: If penalties reduce the damage result to less than 1, a hit still deals 1 point of damage.

Strength bonus: When you hit with a melee or thrown weapon, add your strength modifier to the damage result.

Off-Hand Weapon: When you deal damage with a weapon in your off hand, you add only 1/2 your strength bonus.

Wielding a Weapon Two-Handed: When you deal damage with a weapon that you are wielding two-handed, you add 1-1/2 times your strength bonus. However, you don't get this higher strength bonus when using a light weapon with two hands.

Multiplying Damage: Sometimes you multiply damage by some factor, such as on a critical hit. Roll the damage (with all modifiers) multiple times and total the results. Note: When you multiply damage more than once, each multiplier works off of the original, unmultiplied damage.

Exception: Extra damage dice over and above a weapon's normal damage are never multiplied.

ARMOR CLASS

Your armor class (AC) represents how hard it is for opponents to land a solid, damaging blow on you. It's the attack roll result that an opponent needs to achieve to hit you. Your AC is equal to the following: 10 + armor bonus + dexterity modifier

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

Touch Attacks: Some attacks disregard armor. In these cases, the attacker makes a touch attack roll (either ranged or melee). When you are the target of a touch attack, your AC doesn't include any armor bonus. All other modifiers, such as your dexterity modifier and deflection bonus (if any) apply normally.

HIT POINTS

When your hit point total reaches 0, you're disabled. When it reaches −1, you're dying. When it gets to −10, you're dead.

SPEED

Your speed tells you how far you can move in a round and still do something, such as attack or use a power. Your speed depends mostly on your class and what armor you're wearing. Humans and Specters have a speed of 30 feet or 15 feet when wearing medium or heavy armor. Ascended have a speed of 40 feet or 20 feet in medium or heavy armor.

If you use two move actions in a round (sometimes called a "double move" action), you can move up to double your speed. If you spend the entire round to run all out, you can move up to quadruple your speed (or triple if you are in heavy armor).

SAVING THROWS

Generally, when you are subject to an unusual or power attack, you get a saving throw to avoid or reduce the effect. Like an attack roll, a saving throw is a d20 roll plus a bonus based on your class, level, and an ability score. Your saving throw modifier is: base save bonus + ability modifier

Saving Throw Types: The three different kinds of saving throws are fortitude, reflex, and will:

Fortitude: These saves measure your ability to stand up to physical punishment or attacks against your vitality and health. Apply your constitution modifier to your fortitude saving throws.

Reflex: These saves test your ability to dodge area attacks. Apply your dexterity modifier to your reflex saving throws.

Will: These saves reflect your resistance to mental influence as well as many power effects. Apply your wisdom modifier to your will saving throws.

Saving Throw Difficulty Class: The DC for a save is determined by the attack itself.

Automatic Failures and Successes: A natural 1 (the d20 comes up 1) on a saving throw is always a failure (and may cause damage to exposed items; see Items Surviving after a Saving Throw). A natural 20 (the d20 comes up 20) is always a success.

INITIATIVE

Initiative Checks: At the start of a battle, each combatant makes an initiative check. An initiative check is a dexterity check. Each character applies his or her dexterity modifier to the roll. Characters act in order, counting down from highest result to lowest. In every round that follows, the characters act in the same order (unless a character takes an action that results in his or her initiative changing; see Special Initiative Actions). If two or more combatants have the same initiative check result, the combatants who are tied act in order of total initiative modifier (highest first). If there is still a tie, the tied characters should roll again to determine which one of them goes before the other.

Inaction: Even if you can't take actions, you retain your initiative score for the duration of the encounter.

SURPRISE

When combat starts, if you are not aware of your opponents and they are aware of you, you're surprised.

The Surprise Round: If some but not all of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action during the surprise round. You can also take free actions during the surprise round. If no one or everyone is surprised, no surprise round occurs.
Unaware Combatants: Combatants who are unaware at the start of battle don't get to act in the surprise round.

THE COMBAT ROUND

Each round represents 6 seconds in the game world. A round presents an opportunity for each character involved in a combat situation to take an action. Each round's activity begins with the character with the highest initiative result and then proceeds, in order, from there. Each round of combat uses the same initiative order. When a character's turn comes up in the initiative sequence, that character performs his entire round's

worth of actions.

For almost all purposes, there is no relevance to the end of a round or the beginning of a round. A round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative count in the next round. Effects that last a certain number of rounds end just before the same initiative count that they began on.

ACTION TYPES

An action's type essentially tells you how long the action takes to perform (within the framework of the 6-second combat round) and how movement is treated. There are four types of actions: standard actions, move actions, full-round actions, and free actions. In a normal round, you can perform a standard action and a move action, or you can perform a full-round action. You can also perform one or more free actions. You can always take a move action in place of a standard action. In some situations (such as in a surprise round), you may be limited to taking only a single move action or standard action.

Standard Action: A standard action allows you to do something, most commonly to make an attack or use a power.

Move Action: A move action allows you to move your speed or perform an action that takes a similar amount of time. You can take a move action in place of a standard action. If you move no actual distance in a round (commonly because you have swapped your move for one or more equivalent actions), you can take one 5-foot step either before, during, or after the action.

Full-Round Action: A full-round action consumes all your effort during a round. The only movement you can take during a full-round action is a 5-foot step before, during, or after the action. You can also perform free actions (see below).

Free Action: Free actions consume a very small amount of time and effort. You can perform one or more free actions while taking another action normally. However, there are reasonable limits on what you can really do for free.

Table: Actions in Combat

Standard Action

Attack (melee)
Attack (ranged)
Attack (unarmed)
Aid another
Use a power
Concentrate to maintain an active power
Dismiss a power
Draw a hidden weapon (see sleight of hand skill)
Escape a grapple
Make a dying friend stable (see heal skill)
Total defense
Repel Evil
Use skill that takes 1 action

Move Action

Move
Draw a weapon
Load a weapon
Open or close a door
Move a heavy object
Pick up an item
Sheathe a weapon
Stand up from prone
Full-Round Action

Full attack

Escape from a net
Extinguish flames
Light a torch
Load a heavy machinegun
Run
Use skill that takes 1 round

Free Action

Cease concentration on a power
Drop an ite
Drop to the floor
Speak

STANDARD ACTIONS

Attack

Making an attack is a standard action.

Melee Attacks: With a normal melee weapon, you can strike any opponent within 5 feet. (Opponents within 5 feet are considered adjacent to you.) Some melee weapons have reach, as indicated in their descriptions. With a typical reach weapon, you can strike opponents 10 feet away, but you can't strike adjacent foes (those within 5 feet).

Unarmed Attacks: Striking for damage with punches, kicks, and head butts is much like attacking with a melee weapon.

Unarmed Strike Damage: An unarmed strike from a character deals 1d3 points of damage (plus your strength modifier, as normal). All damage from unarmed strikes is non-lethal damage. Unarmed strikes count as light weapons (for purposes of two-weapon attack penalties and so on).

Dealing Lethal Damage: You can specify that your unarmed strike will deal lethal damage before you make your attack roll, but you take a −4 penalty on your attack roll.

Ranged Attacks: With a ranged weapon, you can shoot or throw at any target that is within the weapon's maximum range and in line of sight. The maximum range for a thrown weapon is five range increments. For projectile weapons, it is ten range increments. Some ranged weapons have shorter maximum

ranges, as specified in their descriptions.

Attack Rolls: An attack roll represents your attempts to strike your opponent.

Your attack roll is 1d20 + your attack bonus with the weapon you're using. If the result is at least as high as the target's AC, you hit and deal damage.

Automatic Misses and Hits: A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit. A natural 20 is also a threat—a possible critical hit. Damage Rolls: If the attack roll result equals or exceeds the target's AC, the attack hits and you deal damage. Roll the appropriate damage for your weapon. Damage is deducted from the target's current hit points. Multiple Attacks: A character who can make more than one attack per round must use the full attack action (see Full-Round Actions, below) in order to get more than one attack.

Shooting or Throwing into a Melee: If you shoot or throw a ranged weapon at a target engaged in melee with a friendly character, you take a −4 penalty on your attack roll. Two characters are engaged in melee if they are enemies of each other and either threatens the other. If your target is at least 10 feet away from the nearest friendly character, you can avoid the −4 penalty, even if the creature you're aiming at is engaged in melee with a friendly character.

Fighting Defensively as a Standard Action: You can choose to fight defensively when attacking. If you do so, you take a −4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round. Critical Hits: When you make an attack roll and get a natural 20 (the d20 shows 20), you hit regardless of your target's armor class, and you have scored a threat. The hit might be a critical hit (or "crit"). To find out if it's a critical hit, you immediately make a critical roll—another attack roll with all of the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's AC, your original hit is a critical hit. (The critical roll just needs to hit to give you a crit. It doesn't need to come up 20 again.) If the critical roll is a miss, then your hit is just a regular hit.

A critical hit means that you roll your damage more than once, with all of your usual bonuses, and add the rolls together. Unless otherwise specified, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2.

Exception: Extra damage over and above a weapon's normal damage is not multiplied when you score a critical hit.

USE A POWER

Most powers require 1 standard action to use. You can use such a power either before or after you take a move action.

Note: You retain your dexterity bonus to AC while using a power.

Concentrating to Maintain a Power: Some powers require continued concentration to keep them going (especially Specter powers.) Concentrating to maintain a power is a standard action. If your concentration breaks (such as by taking damage), the power ends.

Touch Powers in Combat: Many powers have a range of touch. To use these powers, you must touch the subject, either in the same round or any time later. In the same round that you use the power, you may also touch (or attempt to touch) the target. You may take your move before using the power, after touching the target, or between using the power and touching the target. You can automatically touch one friend or use the power on yourself, but to touch an opponent, you must succeed on an attack roll.

Touch Attacks: Your opponent's AC against a touch attack does not include any armor bonus. His dexterity modifier and deflection bonus (if any) apply normally.

Holding the Charge: If you don't discharge the power in the round when you use it, you can hold the discharge of the power (hold the charge) indefinitely. You can continue to make touch attacks round after round. You can touch one friend as a standard action or up to six friends as a full-round action. If you touch anything or anyone while holding a charge, even unintentionally, the power discharges. If you use another power, the touch power dissipates. Alternatively, you may make a normal unarmed attack (or an attack with a natural weapon) while holding a charge. If the attack hits, you deal normal damage for your unarmed attack or natural weapon and the power discharges. If the attack misses, you are still holding the charge. Dismiss a Power: Dismissing an active power is a standard action.

Total Defense

You can defend yourself as a standard action. You get a +4 dodge bonus to your AC for 1 round. Your AC improves at the start of this action. You can't combine total defense with fighting defensively or with the benefit of the combat expertise feat (since both of those require you to declare an attack or full attack).

MOVE ACTIONS

With the exception of specific movement-related skills, most move actions don't require a check.

Move

The simplest move action is moving your speed. If you take this kind of move action during your turn, you can't also take a 5-foot step. Many nonstandard modes of movement are covered under this category, including climbing (up to one-quarter of your speed) and swimming (up to one-quarter of your speed).

Accelerated Climbing: You can climb one-half your speed as a move action by accepting a −5 penalty on your climb check.

Crawling: You can crawl 5 feet as a move action.

Draw or Sheathe a Weapon

Drawing a weapon so that you can use it in combat, or putting it away so that you have a free hand, requires a move action. If you have a base attack bonus of +1 or higher, you may draw a weapon as a free action combined with a regular move. If you have the two-weapon fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one. Drawing ammunition for use with a ranged weapon is a free action.

Stand Up

Standing up from a prone position requires a move action.

FULL-ROUND ACTIONS

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

Full Attack

If you get more than one attack per round because your base attack bonus is high enough, because you fight with two weapons or a double weapon, or for some special reason, you must use a full-round action to get your additional attacks. You do not need to specify the targets of your attacks ahead of time. You can see how the earlier attacks turn out before assigning the later ones. The only movement you can take during a full attack is a 5-foot step. You may take the step before, after, or between your attacks.

If you get multiple attacks because your base attack bonus is high enough, you must make the attacks in order from highest bonus to lowest. If you are using two weapons, you can strike with either weapon first. If you are using a double weapon, you can strike with either part of the weapon first.

Fighting Defensively as a Full-Round Action: You can choose to fight defensively when taking a full attack action. If you do so, you take a −4 penalty on all attacks in a round to gain a +2 dodge bonus to AC for the same round.

Run
You can run as a full-round action. (If you do, you do not also get a 5-foot step.) When you run, you can move up to four times your speed in a straight line (or three times your speed if you're in heavy armor). You lose any dexterity bonus to AC unless you have the run feat

You can run for a number of rounds equal to your constitution score, but after that, you must make a DC 10 constitution check to continue running. You must check again each round in which you continue to run, and the DC of this check increases by 1 for each check you have made. When you fail this check, you must stop running. A character who has run to his limit must rest for 1 minute (10 rounds) before running again. During a rest period, a character can move no faster than a normal move action.

You can't run across difficult terrain or if you can't see where you're going. A run represents a speed of about 12 miles per hour for an unen-

cumbered human.

FREE ACTIONS

Free actions don't take any time at all, though there may be limits to the number of free actions you can perform in a turn. Some common free actions are described below.

Speak

In general, speaking is a free action that you can perform even when it isn't your turn. Speaking more than a few sentences is generally beyond the limit of a free action.

Cease Concentration on Power

You can stop concentrating on an active power as a free action.

INJURY AND DEATH

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

LOSS OF HIT POINTS

The most common way that your character gets hurt is to take lethal damage and lose hit points.

What Hit Points Represent: Hit points mean two things in the game world: the ability to take physical punishment and keep going, and the ability to turn a serious blow into a less serious one.

Effects of Hit Point Damage: Damage doesn't slow you down until your current hit points reach 0 or lower. At 0 hit points, you're disabled. At from −1 to −9 hit points, you're dying. At −10 or lower, you're dead.

Massive Damage: If you ever sustain a single attack which deals 50 points of damage or more, and it doesn't kill you outright, you must make a DC 15 fortitude save. If this saving throw fails, you die regardless of your current hit points. If you take 50 points of damage or more from multiple attacks, no one of which dealt 50 or more points of damage itself, the massive damage rule does not apply.

DISABLED (0 HIT POINTS)

When your current hit points drop to exactly 0, you're disabled. You can only take a single move or standard action each turn (but not both, nor can you take full-round actions). You can take move actions without further injuring yourself, but if you perform any standard action (or any other strenuous action), you take 1 point of damage after completing the act. Unless your activity increased your hit points, you are now at −1 hit points, and you're dying.

Healing that raises your hit points above 0 makes you fully functional again, just as if you'd never been reduced to 0 or fewer hit points. You can also become disabled when recovering from dying. In this case, it's a step toward recovery, and you can have fewer than 0 hit points (see Stable Characters and Recovery, below).

DYING (–1 TO –9 HIT POINTS)

When your character's current hit points drop to between –1 and –9 inclusive, he's dying. A dying character immediately falls unconscious and can take no actions. A dying character loses 1 hit point every round. This continues until the character dies.

DEAD (–10 HIT POINTS OR LOWER)

When your character's current hit points drop to –10 or lower, or if he takes massive damage (see above), he's dead.

HEALING

After taking damage, you can recover hit points through natural healing or through supernatural healing. In any case, you can't regain hit points past your full normal hit point total.

Natural Healing: With a full night's rest (8 hours of sleep or more), you recover 1 hit point per character level. Any significant interruption during your rest prevents you from healing that night.

If you undergo complete bed rest for an entire day and night, you recover twice your character level in hit points.

Supernatural Healing: Various abilities and powers can restore hit points.
Healing Ability Damage: Ability damage is temporary, just as hit point damage is. Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score.

TEMPORARY HIT POINTS

Certain effects give a character temporary hit points. When a character gains temporary hit points, note his current hit point total. When the temporary hit points go away, the character's hit points drop to his current hit point total. If the character's hit points are below his current hit point total at that time, all of the temporary hit points have already been lost, and the character's hit point total does not drop further.

When temporary hit points are lost, they cannot be restored as real hit points can be, even by magic.

Increases in Constitution Score and Current Hit Points: An increase in a character's constitution score, even a temporary one, can give him more hit points (an effective hit point increase), but these are not temporary hit points. They can be restored and they are not lost first as temporary hit points are.

NON-LETHAL DAMAGE

Dealing Non-lethal Damage: Certain attacks deal non-lethal damage. Other effects, such as heat or being exhausted, also deal non-lethal damage. When you take non-lethal damage, keep a running total of how much you've accumulated. Do not deduct the non-lethal damage number from your current hit points. It is not "real" damage. Instead, when your non-lethal damage equals your current hit points, you're staggered, and when it exceeds your current hit points, you fall unconscious. It doesn't matter whether the non-lethal damage equals or exceeds your current hit points because the non-lethal damage has gone up or your current hit points have gone down.

Non-lethal Damage with a Weapon that Deals Lethal Damage: You can use a melee weapon that deals lethal damage to deal non-lethal damage instead, but you take a –4 penalty on your attack roll.

Lethal Damage with a Weapon that Deals Non-lethal Damage: You can use a weapon that deals non-lethal damage, including an unarmed strike, to deal lethal damage instead, but you take a –4 penalty on your attack roll.

Staggered and Unconscious: When your non-lethal damage equals your current hit points, you're staggered. You can only take a standard action or a move action in each round. You cease being staggered when your current hit points once again exceed your non-lethal damage. When your non-lethal damage exceeds your current hit points, you fall unconscious. While unconscious, you are helpless.

Healing Non-lethal Damage: You heal non-lethal damage at the rate of 1 hit point per hour per character level. When a power cures hit point damage, it also removes an equal amount of

Table: Attack Roll Modifiers		
Attacker is . . .	Melee	Ranged
Dazzled	–1	–1
Entangled	–21	–21
Invisible	+22	+22
On higher ground	+1	+0
Prone	–4	+0
Shaken or frightened	–2	–2
Squeezing through a space	–4	–4

1 An entangled character also takes a –4 penalty to dexterity, which may affect his attack roll.
2 The defender loses any dexterity bonus to AC. This bonus doesn't apply if the target is blinded.

non-lethal damage.

COMBAT MODIFIERS

FAVORABLE AND UNFAVORABLE CONDITIONS

COVER

Low Obstacles and Cover: A low obstacle (such as a wall no higher than half your height) provides cover, but only to creatures within 30 feet of it. The attacker can ignore the cover if he's closer to the obstacle than his target.

Cover and Reflex Saves: Cover grants you a +2 bonus on reflex saves against attacks that originate or burst out from a point on the other side of the cover from you. Note that spread effects can extend around corners and thus negate this cover bonus.

Soft Cover: Creatures, even your enemies, can provide you with cover against ranged attacks, giving you a +4 bonus to AC. However, such soft cover provides no bonus on reflex saves.

Total Cover: If you don't have line of effect to your target, he is considered to have total cover from you. You can't make an attack against a target that has total cover.

CONCEALMENT

This is any thing which hides you from view (such as deep foliage) but is not strong enough to stop an attack.

Concealment Miss Chance: Concealment gives the subject of a successful attack a 20% chance that the attacker missed because of the concealment. If the attacker hits, the defender must make a miss chance percentile roll to avoid being struck. Multiple concealment conditions do not stack.

Table: Armor Class Modifiers		
Defender is . . .	Melee	Ranged
Behind cover	+4	+4
Blinded	−21	−21
Concealed or invisible	— See Concealment —	
Cowering	−21	−21
Entangled	+02	+02
Grappling (but attacker is not)	+01	+01, 3
Helpless	−44	+04
(such as paralyzed, sleeping, or bound)		
Kneeling or sitting	−2	+2
Pinned	−44	+04
Prone	−4	+4
Squeezing through a space	−4	−4
Stunned	−21	−21

1 The defender loses any dexterity bonus to AC.
2 An entangled character takes a −4 penalty to dexterity.
3 Roll randomly to see which grappling combatant you strike. That defender loses any dexterity bonus to AC.
4 Treat the defender's dexterity as 0 (−5 modifier).

Concealment and Hide Checks: You can use concealment to make a hide check. Without concealment, you usually need cover to make a hide check.

Total Concealment: If you have line of effect to a target but not line of sight, he is considered to have total concealment from you. You can't attack an opponent that has total concealment, though you can attack

into an area that you think he occupies. A successful attack into an area occupied by an enemy with total concealment has a 50% miss chance (instead of the normal 20% miss chance for an opponent with concealment).

Ignoring Concealment: Concealment isn't always effective. A shadowy area or darkness doesn't provide any concealment against an opponent with dark vision.

HELPLESS DEFENDERS

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Regular Attack: A helpless character takes a −4 penalty to AC against melee attacks, but no penalty to AC against ranged attacks. A helpless defender can't use any dexterity bonus to AC. In fact, his dexterity score is treated as if it were 0 and his dexterity modifier to AC as if it were −5.

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a coup de grace to a helpless opponent. You can also use a gun, provided you are adjacent to the target. You automatically hit and score a critical hit. If the defender survives the damage, he must make a fortitude save (DC 10 + damage dealt) or die.

SPECIAL ATTACKS

AID ANOTHER

In melee combat, you can help a friend attack or defend by distracting or interfering with an opponent. If you're in position to make a melee attack on an opponent that is engaging a friend in melee combat, you can attempt to aid your friend as a standard action. You make an attack roll against AC 10. If you succeed, your friend gains either a +2 bonus on his next attack roll against that opponent or a +2 bonus to AC against that opponent's next attack (your choice), as long as that attack comes before the beginning of your next turn. Multiple characters can aid the same friend, and similar bonuses stack.

CHARGE

Charging is a special full-round action that allows you to move up to twice your speed and attack during the action. However, it carries tight restrictions on how you can move.

Movement During a Charge: You must move before your attack, not after. You must move at least 10 feet and may move up to double your speed directly toward the designated opponent.

You must have a clear path toward the opponent, and nothing can hinder your movement (such as difficult terrain or obstacles). If you don't have line of sight to the opponent at the start of your turn, you can't charge that opponent. You can't take a 5-foot step in the same round as a charge. If you are

Special Attack	Brief Description
Aid another	Grant an ally a +2 bonus on attacks or AC
Charge	Move up to twice your speed and attack with +2 bonus
Disarm	Knock a weapon from your opponent's hands
Feint	Negate your opponent's Dex bonus to AC
Grapple	with an opponent
Throw splash weapon	Throw container of dangerous liquid at target
Trip	Trip an opponent
Repel undead	Channel positive energy to repel evil
Two-weapon fighting	Fight with a weapon in each hand

Table: Special Attacks

able to take only a standard action or a move action on your turn, you can still charge, but you are only allowed to move up to your speed (instead of up to double your speed). You can't use this option unless you are restricted to taking only a standard action or move action on your turn.

Attacking on a Charge: After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and take a −2 penalty to your AC until the start of your next turn. Even if you have extra attacks, such as from having a high enough base attack bonus or from using multiple weapons, you only get to make one attack during a charge.

DISARM

As a melee attack, you may attempt to disarm your opponent. If you do so with a weapon, you knock the opponent's weapon out of his hands and to the ground. If you attempt the disarm while unarmed, you end up with the weapon in your hand. If you're attempting to disarm a melee weapon, follow the steps outlined here. If the item you are attempting to disarm isn't a melee weapon, the defender may still oppose you with an attack roll, but takes a penalty and can't attempt to disarm you in return if your attempt fails.

Step 1: The defender gets a free attack against you on top of any normal attacks he gets for that round. If this attack hits you, then your disarm attempt automatically fails.

Step 1: Opposed Rolls. You and the defender make opposed attack rolls with your respective weapons. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll, and the wielder of a light weapon takes a −4 penalty. (An unarmed strike is considered a light

weapon, so you always take a penalty when trying to disarm an opponent by using an unarmed strike.) If the combatants are of different sizes, the larger combatant gets a bonus on the attack roll of +4 per difference in size category. If the targeted item isn't a melee weapon, the defender takes a −4 penalty on the roll.

Step 2: Consequences. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender's weapon is on the ground in the defender's square. If you fail on the disarm attempt, the defender may immediately react and attempt to disarm you with the same sort of opposed melee attack roll. If he fails his disarm attempt, you do not subsequently get a free disarm attempt against him.

Grabbing Items

You can use a disarm action to snatch an item worn by the target. If you want to have the item in your hand, the disarm must be made as an unarmed attack. If the item is poorly secured or otherwise easy to snatch or cut away, the attacker gets a +4 bonus. Unlike on a normal disarm attempt, failing the attempt doesn't allow the defender to attempt to disarm you. This otherwise functions identically to a disarm attempt, as noted above. You can't snatch an item that is well secured unless you have pinned the wearer (see Grapple). Even then, the defender gains a +4 bonus on his roll to resist the attempt.

FEINT

Feinting is a standard action. To feint, make a bluff check opposed by a sense motive check by your target. The target may add his base attack bonus to this sense motive check. If your bluff check result exceeds your target's sense motive check result, the next melee attack you make against the target does not allow him to use his dexterity bonus to AC (if any). This attack must be made on or before your next turn. When feinting in this way against a non-humanoid, you take a −4 penalty. Against a creature of animal intelligence (1 or 2), you take a −8 penalty. Against a non-intelligent creature, it's impossible.

GRAPPLE

Grappling means wrestling and struggling hand-to-hand.

Grapple Checks

Repeatedly in a grapple, you need to make opposed grapple checks against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is: base attack bonus + strength modifier + special size modifier Special Size Modifier: The special size modifier for a grapple check is as follows: large +4, medium +0, small −4. Use this number in place of the normal size modifier you use when making an attack roll.

Starting a Grapple

To start a grapple, you need to grab and hold your target. Starting a grapple requires a successful melee attack roll. If you get multiple attacks, you can attempt to start a grapple multiple times (at successively lower base attack bonuses).

Step 1: The defender gets a free attack against you on top of any normal attacks he gets for that round. If this attack hits you, then your grapple attempt automatically fails.

Step 2: Grab. You make a melee touch attack to grab the target. If you fail to hit the target, the grapple attempt fails. If you succeed, proceed to Step 3.

Step 3: Hold. Make an opposed grapple check as a free action. If you succeed, you and your target are now grappling, and you deal damage to the target as if with an unarmed strike. If you lose, you fail to start the grapple. You automatically lose an attempt to hold if the target is two size categories larger than you are. In case of a tie, the combatant with the higher grapple check modifier wins. If this is a tie, roll again to break the tie.

Step 4: Maintain Grapple. To maintain the grapple for later rounds, you must move into the target's space. (This movement is free and doesn't count as part of your movement in the round.) If you can't move into your target's space, you can't maintain the grapple and must immediately let go of the target. To grapple again, you must begin at Step 1.

Grappling Consequences

While you're grappling, your ability to attack others and defend yourself is limited.

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

No Movement: You can't move normally while grappling. You may, however, make an opposed grapple check (see below) to move while grappling.

If You're Grappling

When you are grappling (regardless of who started the grapple), you can perform any of the following actions. Some of these actions take the place of an attack (rather than being a standard action or a move action). If your base attack bonus allows you multiple attacks, you can attempt one of these actions in place of each of your attacks, but at successively lower base attack bonuses.

Attack Your Opponent: You can make an attack with an unarmed strike, natural weapon, or light weapon against another character you are grappling. You take a –4 penalty on such attacks.

You can't attack with two weapons while grappling, even if both are light weapons.

Use a power: You can use a power while grappling or even while pinned (see below). You don't have to make a successful grapple check to use the power.

Damage Your Opponent: While grappling, you can deal damage to your opponent equivalent to an unarmed strike. Make an opposed grapple check in place of an attack. If you win, you deal non-lethal damage as normal for your unarmed strike. If you want to deal lethal damage, you take a –4 penalty on your grapple check.

Draw a Light Weapon: You can draw a light weapon as a move action with a successful grapple check.

Escape from Grapple: You can escape a grapple by winning an opposed grapple check in place of making an attack. You can make an escape artist check in place of your grapple check if you so desire, but this requires a standard action. If more than one opponent is grappling you, your grapple check result has to beat all of their individual check results to escape. (Opponents don't have to try to hold you if they don't want to.) If you escape, you finish the action by moving into any space adjacent to your opponent(s).

Move: You can move half your speed (bringing all others engaged in the grapple with you) by winning an opposed grapple check. This requires a standard action, and you must beat all the other individual check results to move the grapple. Note: You get a +4 bonus on your grapple check to move a pinned opponent, but only if no one else is involved in the grapple.

Pin Your Opponent: You can hold your opponent immobile for 1 round by winning an opposed grapple check (made in place of an attack). Once you have an opponent pinned, you have a few options available to you (see below).

Break Another's Pin: If you are grappling an opponent who has another character pinned, you can make an opposed grapple check in place of an attack. If you win, you break the hold that the opponent has over the other character. The character is still grappling, but is no longer pinned.

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

If You're Pinning an Opponent

You can attempt to damage your opponent with an opposed grapple check, you can attempt to use your opponent's weapon against him, or you can attempt to move the grapple (all described above). At your option, you can prevent a pinned opponent from speaking. You can use a disarm action to

remove or grab away a well secured object worn by a pinned opponent, but he gets a +4 bonus on his roll to resist your attempt (see Disarm). You may voluntarily release a pinned character as a free action; if you do so, you are no longer considered to be grappling that character (and vice versa). You can't draw or use a weapon (against the pinned character or any other character), escape another's grapple, pin another character, or break another's pin while you are pinning an opponent.

If You're Pinned by an Opponent

When an opponent has pinned you, you are held immobile (but not helpless) for 1 round. While you're pinned, you take a −4 penalty to your AC against opponents other than the one pinning you. At your opponent's option, you may also be unable to speak. On your turn, you can try to escape the pin by making an opposed grapple check in place of an attack. You can make an escape artist check in place of your grapple check if you want, but this requires a standard action. If you win, you escape the pin, but you're still grappling.

Joining a Grapple

If your target is already grappling someone else, you can use an attack to start a grapple, as above, except your grab automatically succeeds. You still have to make a successful opposed grapple check to become part of the grapple. If there are multiple opponents involved in the grapple, you pick one to make the opposed grapple check against.

Multiple Grapplers

Several combatants can be in a single grapple. Up to four combatants can grapple a single opponent in a given round. Creatures that are one size category smaller than you count for half, creatures that are one size category larger than you count double. When you are grappling with multiple opponents, you choose one opponent to make an opposed check against. The exception is an attempt to escape from the grapple; to successfully escape, your grapple check must beat the check results of each opponent.

THROW SPLASH WEAPON

A splash weapon (such as a grenade) is a ranged weapon that breaks on impact, splashing or scattering its contents over its target and nearby creatures or objects. To attack with a splash weapon, make a ranged touch attack against the target. Thrown weapons require no weapon proficiency, so you don't take the −4 non-proficiency penalty. A hit deals direct hit damage to the target and splash damage to all creatures within 5 or 10 feet of the target.

If you miss the target, roll 1d8. This determines the misdirection of the throw, with 1 being straight back at you and 2 through 8 counting clockwise around the target creature. Then, count a number of 5′ increments in the indicated direction equal to the range increment of the throw. After you determine where the weapon landed, it deals splash damage to all creatures in the adjacent area.

TRIP

You can try to trip an opponent as an unarmed melee attack. Making a Trip Attack: Make an unarmed melee touch attack against your target. If your attack succeeds, make a strength check opposed by the defender's dexterity or strength check (whichever ability score has the higher modifier). A combatant gets a +4 bonus for every size category he is larger than medium or a −4 penalty for every size category he is smaller than medium. If you win, you trip the defender. If you lose, the defender may immediately react and make a strength check opposed by your dexterity or strength check to try to trip you. Being Tripped (Prone): A tripped character is prone. Standing up is a move action.
Tripping with a Weapon: Some weapons can be used to make trip attacks. In this case, you make a melee touch attack with the weapon instead of an unarmed melee touch attack. If you are tripped during your own trip attempt, you can drop the weapon to avoid being tripped.

TWO-WEAPON FIGHTING

If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. You suffer a −6 penalty with your regular attack or attacks with your primary hand and a −10 penalty to the attack with your off hand when you fight this way. You can reduce these penalties in two ways:

oIf your off-hand weapon is light, the penalties are reduced by 2 each. (An unarmed strike is always considered light.)
oThe two-weapon fighting feat lessens the primary hand penalty by 2, and the off-hand penalty by 6.
Table: Two-Weapon Fighting Penalties summarizes the interaction of all these factors.

Table: Two-Weapon Fighting Penalties

Circumstances	Primary Hand	Off Hand
Normal penalties	−6	−10
Off-hand weapon is light	−4	−8
Two-weapon fighting feat	−4	−4
Off-hand weapon is light and Two-weapon fighting feat	−2	−2

Double Weapons: You can use a double weapon to make an extra attack with the off-hand end of the weapon as if you were fighting with two weapons. The penalties apply as if the off-hand end of the weapon were a light weapon.
Ranged Weapons: The same rules apply when you shoot or throw a weapon from each hand.

SPECIAL INITIATIVE ACTION

Here is a way to change when you act during combat by altering your place in the initiative order.

DELAY

By choosing to delay, you take no action and then act normally on whatever initiative count you decide to act. When you delay, you voluntarily reduce your own initiative result for the rest of the combat. When your new, lower initiative count

comes up later in the same round, you can act normally. You can specify this new initiative result or just wait until some time later in the round and act then, thus fixing your new initiative count at that point. You never get back the time you spend waiting to see what's going to happen. You can't, however, interrupt anyone else's action (as you can with a readied action).

Initiative Consequences of Delaying: Your initiative result becomes the count on which you took the delayed action. If you come to your next action and have not yet performed an action, you don't get to take a delayed action (though you can delay again). If you take a delayed action in the next round, before your regular turn comes up, your initiative count rises to that new point in the order of battle, and you do not get your regular action that round.

Conditions

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with strength 0 falls to the ground and is helpless. A character with dexterity 0 is paralyzed. A character with constitution 0 is dead. A character with intelligence, wisdom, or charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Blinded: The character cannot see. He takes a −2 penalty to armor class, loses his dexterity bonus to AC (if any), moves at half speed, and takes a −4 penalty on search checks and on most strength and dexterity-based skill checks. All checks and activities that rely on vision (such as reading and spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 x 10 feet, taking 1d4 points of non-lethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 x 10 feet and takes 2d6 points of non-lethal damage due to battering and buffering.

Confused: A confused character's actions are determined by rolling d% at the beginning of his turn: 01–10, attack user with melee or ranged weapons (or close with user if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from user at top possible speed; 71–100, attack nearest creature. A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a −2 penalty to armor class and loses his dexterity bonus (if any).

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a −1 penalty on attack rolls, search checks, and spot checks.

Dead: The character's hit points are reduced to −10, his constitution drops to 0, or he is killed outright by a power or effect. The character's spirit leaves his body. Dead characters cannot benefit from normal or power healing. A dead body decays normally unless preserved.

Deafened: A deafened character cannot hear. He takes a −4 penalty on initiative checks and automatically fails listen checks. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled: A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can he take full-round actions). He moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the GM deems strenuous, including some free actions) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, he is now in negative hit points and dying. A disabled character with negative hit points recovers hit points naturally if he is being helped. Otherwise, each day he has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, he loses 1 hit point. Once an unaided character starts recovering hit points naturally, he is no longer in danger of losing hit points (even if his current hit points are negative).

Dying: A dying character is unconscious and near death. He has −1 to −9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether he becomes stable. He has a 10% chance to become stable. If he does not, he loses 1 hit point. If a dying character reaches −10 hit points, he is dead.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as hit dice, he dies. Each negative level gives a creature the following penalties: −1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and −1 to effective level (for determining the strength, duration, DC, and other details of powers). In addition, a power user loses one power or power slot from the highest power level usable.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are

anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to dexterity.

Exhausted: An exhausted character moves at half speed and takes a –6 penalty to strength and dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or power effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as listen and spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a power, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the power as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a –2 penalty to strength and dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including powers, to flee; indeed, the creature must use such means if they are the only way to escape. Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He loses his dexterity bonus to AC (if any) against opponents he isn't grappling.

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks get no special bonus against helpless targets. As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a gun, provided he is adjacent to the target. The

attacker automatically hits and scores a critical hit. If the defender survives, he must make a fortitude save (DC 10 + damage dealt) or die.

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 x 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, use powers, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including powers, to flee; indeed, the creature must use such means if they are the only way to escape. Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective dexterity and strength scores of 0 and is helpless, but can take purely mental actions (such as psionics). A paralyzed swimmer can't swim and may drown.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a –4 penalty on melee attack rolls. A defender who is prone gains a +4 bonus to armor class against ranged attacks, but takes a –4 penalty to AC against melee attacks.

Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.
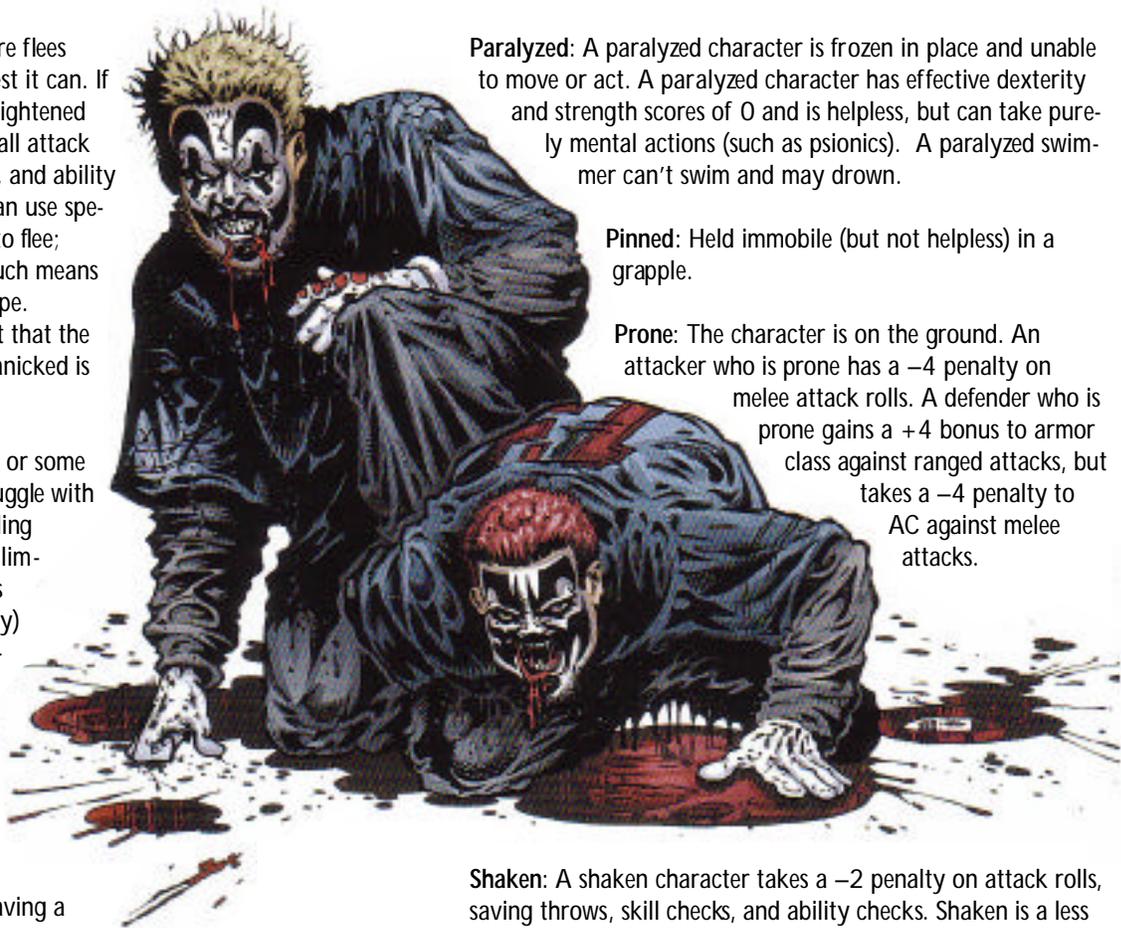
Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character, then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative). If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise, he loses 1 hit point.

Staggered: A character whose non-lethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can he take full-round actions). A character whose current hit points exceed his non-lethal damage is no longer staggered; a character whose non-lethal damage exceeds his hit points becomes unconscious.

Stunned: A stunned creature drops everything held, can't take actions, takes a −2 penalty to AC, and loses his dexterity bonus to AC (if any).

Repelled: Affected by a repel evil attempt. Repelled creatures flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

Unconscious: Knocked out and helpless. Unconsciousness can result from having current hit points between −1 and −9, or from non-lethal damage in excess of current hit points.

Special Conditions and Properties

ABILITY SCORE LOSS

Various attacks cause ability score loss. Points lost to ability damage return at the rate of 1 point per day (or double that if the character gets complete bed rest) to each damaged ability. While any loss is debilitating, losing all points in an ability score can be devastating.

o Strength 0 means that the character cannot move at all. He lies helpless on the ground.

o Dexterity 0 means that the character cannot move at all. He stands motionless, rigid, and helpless.

o Constitution 0 means that the character is dead.

o Intelligence 0 means that the character cannot think and is unconscious in a coma-like stupor, helpless.

o Wisdom 0 means that the character is withdrawn into a deep sleep filled with nightmares, helpless.

o Charisma 0 means that the character is withdrawn into a catatonic, coma-like stupor, helpless.

Keeping track of negative ability score points is never necessary. A character's ability score can't drop below 0.

Having a score of 0 in an ability is different from having no ability score

whatsoever.

Some powers impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the power's duration, and the ability score immediately returns to its former value. If a character's constitution score drops, then he loses 1 hit point per hit die for every point by which his constitution modifier drops. A hit point score can't be reduced by constitution damage or drain to less than 1 hit point per hit die.

CHARM AND COMPULSION

Many abilities and powers can cloud the minds of characters and creatures, leaving them unable to tell friend from foe—or worse yet, deceiving them into thinking that their former friends are now their worst enemies. Two general types of enchantments affect characters and creatures: charms and compulsions.

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Charms of this type include the various charm powers. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world.

o A charmed creature doesn't gain any ability to understand his new friend's language.

o A charmed character retains his original allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions.

o A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success (just as he would in a fight between two actual friends).

o A charmed character is entitled to an opposed charisma check against his master in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.

o A charmed character never obeys a command that is obviously suicidal or grievously harmful to him.

o If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new saving throw to break free of the influence altogether.

o A charmed character who is openly attacked by the creature who charmed him, or by that creature's apparent allies, is automatically freed of the power.

Compulsion is a different matter altogether. A compulsion over-

rides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend; a compulsion makes the subject obey. Regardless of whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

COLD IMMUNITY

A creature with cold immunity never takes cold damage. It has vulnerability to fire, which means it takes half plus as much (+50%) damage as normal from fire, regardless of whether a saving throw is allowed, or if the save is a success or failure.

DAMAGE REDUCTION

Some creatures have the supernatural ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable. The numerical part of a creature's damage reduction is the amount of hit points the creature ignores from normal attacks. This information is separated from the damage reduction number by a slash. Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack, such as injury type poison. Powers ignore damage reduction.

DARK VISION

Dark vision is the extraordinary ability to see with no light source at all. Dark vision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—ethereal creatures are still invisible to the Mortal Realm, and illusions are still visible as what they seem to be.

ENERGY DRAIN AND NEGATIVE LEVELS

Some horrible creatures possess a fearsome supernatural ability to drain levels from those they strike in combat. The creature making an energy drain attack draws a portion of its victim's life force from him. Most energy drain attacks require a successful melee attack roll—mere physical contact is not enough. Each successful energy drain attack bestows one or more negative levels on the opponent. A creature takes the following penalties for each negative level it has gained.

−1 on all skill checks and ability checks.
−1 on attack rolls and saving throws.
−5 hit points.
−1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).

If the victim uses powers, he loses access to one power as if he had used his highest-level, currently available power. (If he has more than one power at his highest level, he chooses which he loses.) In addition, when he next regains power slots, he gets one less power slot at his highest power level.

Negative levels remain for 24 hours or until removed with a power, such as restoration. After 24 hours, the afflicted creature must attempt a fortitude save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it

has gained. If the save fails, the negative level goes away, but the creature's level is also reduced by one. A character with negative levels at least equal to his current level, or drained below 1st level, is instantly slain.

ETHEREALNESS

Specters, phase spiders and certain other creatures can exist on the ethereal plane. While on the ethereal plane, a creature is called ethereal. Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures in the Mortal Realm. An ethereal creature can see and hear into the Mortal Realm in a 60-foot radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) Things in the Mortal Realm, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the Mortal Realm, except through the use of its powers. An ethereal creature, however, interacts with other ethereal creatures and objects the way mortal creatures interact with mortal creatures and objects.

Even if a creature in the Mortal Realm can see an ethereal creature, the ethereal creature is on another plane. Only powers can affect the ethereal creatures. If, on the other hand, both creatures are ethereal, they can affect each other normally. Ethereal creatures are affected by gravity as normal and most material objects don't block them (though they can't see while their eyes are within solid material). However they cannot pass through Mortal Realm objects that have been in place for more then a few weeks (such as most walls.) Ethereal creatures pass through and operate in water as easily as air but may not swim it water for it does not support their weight. Ethereal creatures are affected by falling damage.

FEAR

Powers and certain monsters can affect characters with fear. In most cases, the character makes a will saving throw to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked.

Shaken: Characters who are shaken take a −2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Frightened: Characters who are frightened are shaken, and in addition, they flee from the source of their fear as quickly as they can. They can choose the path of their flight.

Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight (though they are still shaken).

Panicked: Characters who are panicked are shaken, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing.
Becoming Even More Fearful: Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

FIRE IMMUNITY

A creature with fire immunity never takes fire damage. It has vulnerabili-

ty to cold, which means it takes half plus as much (+50%) damage as normal from cold, regardless of whether a saving throw is allowed, or if the save is a success or failure.

PARALYSIS

Some creatures and powers have the ability to paralyze their victims, immobilizing them through supernatural means. (Paralysis from toxins is discussed in the Poison section below.) A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as psionics.

POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful fortitude saving throw.
One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used. Although supernatural poisons are possible, poisonous effects are almost always extraordinary. Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

Contact: Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it. A chest or other object can be smeared with contact poison as part of a trap.

Ingested: Ingested poisons are virtually impossible to utilize in a combat situation. A bottle of poison could be administered to an unconscious creature, or someone can be duped into drinking or eating something poisoned.

Inhaled: Inhaled poisons are usually contained in fragile vials. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

Injury: This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it.

The characteristics of poisons are summarized on Table:

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Poisons. Terms on the table are defined below:

Type: The poison's method of delivery (contact, ingested, inhaled, or via an injury) and the fortitude save DC to avoid the poison's damage.

Initial Damage: The damage the character takes immediately upon failing his saving throw against this poison. Ability damage is temporary unless marked with an asterisk (*), in which case the loss is a permanent drain. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw. Unconsciousness lasts for 1d3 hours.

Price: The cost of one dose (one vial) of the poison. It is not possible to use or apply poison in any quantity smaller than one dose. The purchase and possession of poison is always illegal, and even in big cities it can be obtained only from specialized, less than reputable sources.
Perils of Using Poison

Table: Poisons			
Poison/Type	Init. Dmg.	Second. Dmg	Price
A/Contact DC 13	0	3d6 Con	$650
B/Contact DC 16	2d12 hp	1d6 Con	$300
C/Contact DC 16	1 Dex	2d4 Dex	$500
D/Contact DC 16	Dex	2d6 Dex	$750
E/Contact DC 20	3d6 Con	3d6 Con	$4,500
F/Contact DC 26	3d6 Str	0	$1,500
G/Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	$180
H/Ingested DC 13	1 Con	1d8 Con	$120
I/Ingested DC 14	1d4	2d6 Int	$125
J/Ingested DC 15	0	Unconsciousness	$90
K/Ingested DC 17	2d6 Str	1d6 Str	$250
L/Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	$300
M/Inhaled DC 15	1 Ch	1d6 Cha + 1 Cha*	$1,000
N/Inhaled DC 15	1d4 Wis	2d6 Wis	$1,500
O/Inhaled DC 18	1 Con*	3d6 Con	$2,100
P/Injury DC 11	1d6 Con	1d6 Con	$120
Q/Injury DC 11	1d2 Dex	1d2 Dex	$90
R/Injury DC 12	0	1d4 Con + 1d3 Wis	$100
S/Injury DC 13	Unconsciousness	Uncon/2d4 hours	$75
T/Injury DC 13	1 Con	1d2 Con	$100
U/Injury DC 14	1 Con	Unconsciousness	$120
V/Injury DC 14	1d4 Str	1d4 Str	$150
W/Injury DC 17	1 Str*	2d6 Str	$250
X/Injury DC 17	2d6 Con	2d6 Con	$3,000
Y/Injury DC 18	1d6 Str	1d6 Str	$200
Z/Injury DC 18	1d6 Dex	1d6 Dex	$210

A character has a 5% chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must make a DC 15 reflex save or accidentally poison himself with the weapon.

REGENERATION

A creature with regeneration has the extraordinary ability to regain hit points at an exceptional rate and can even re-grow or reattach severed body parts. At the beginning of each of the creature's rounds, it heals a certain number of hit points (defined in its description). A creature that has taken both non-lethal and lethal damage heals the non-lethal damage first. Regeneration does not restore hit points lost from starvation, thirst, or suffocation.

SCENT

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges. The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source.

A creature with the track feat and the scent ability can follow tracks by smell, making a wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. Water, particularly running water, ruins a trail. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base survival DC to track becomes 20 rather than 10.

POWER RESISTANCE

Power resistance is the extraordinary ability to avoid being affected by powers (including psionics). To affect a creature that has power resistance, a power user must make a user level check (1d20 + user level) at least equal to the creature's power resistance. (The defender's power resistance is like an armor class against supernatural attacks.) If the user fails the check, the power doesn't affect the creature. The possessor does not have to do anything special to use power resistance. The creature need not even be aware of the threat for its power resistance to operate.
A creature can voluntarily lower its power resistance. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's power resistance automatically returns unless the creature intentionally keeps it down. A creature's power resistance never interferes with its own powers.

When Power Resistance Applies

Targeted Powers: Power resistance applies if the power is targeted at the creature. Some individually targeted powers can be

directed at several creatures simultaneously. In such cases, a creature's power resistance applies only to the portion of the power actually targeted at that creature. If several different resistant creatures are subjected to such a power, each checks its power resistance separately.

Area Powers: Power resistance applies if the resistant creature is within the power's area. It protects the resistant creature without affecting the power itself.

TREMOR SENSE

A creature with tremor sense automatically senses the location of anything that is in contact with the ground and within range. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, they're considered moving; they don't have to move from place to place for a creature with tremor sense to detect them.

Environmental Dangers

Common environmental hazards are detailed below.

ACID EFFECTS

Corrosive acids deals 1d6 points of damage per round of exposure except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid (such as from a hurled vial) counts as a round of exposure. The fumes from most acids are inhaled poisons. Those who come close enough to a large body of acid to dunk a creature in it must make a DC 13 fortitude save or take 1 point of constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of constitution damage.

COLD DANGERS

Cold and exposure deal non-lethal damage to the victim. This non-lethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of non-lethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of non-lethal damage. A character who has the survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of non-lethal damage on each failed save. A character who has the survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage. A character who takes any non-lethal damage from cold or exposure is

beset by frostbite or hypothermia (treat him as fatigued). These penalties end when the character recovers the non-lethal damage he took from the cold and exposure. Extreme cold (below −20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a fortitude save (DC 15, +1 per previous check) or take 1d4 points of non-lethal damage.

Ice Effects: Characters walking on ice must spend 10' of movement to enter an area covered by ice, and the DC for balance and tumble checks increases by +5. Characters in prolonged contact with ice may run the risk of taking damage from severe cold (see above).

DARKNESS

Dark vision allows many characters and creatures to see perfectly well without any light at all, but characters with normal vision can be rendered completely blind by putting out the lights. In many cases, some characters or creatures might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

—Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a sneak attack).

—Blinded creatures are hampered in their movement and move at half speed.

—All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack them. For ranged attacks or powers against a foe whose location is not pinpointed, roll randomly to determine which creature in the direction he is facing is the target of the power.

—A blinded creature loses its dexterity adjustment to AC and takes a −2 penalty to AC.

—A blinded creature takes a −4 penalty on search checks and most strength and dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.

A creature blinded by darkness can make a listen check as a free action each round in order to locate foes (DC equal to opponents' move silently checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the location of an unseen creature. A listen check that beats the DC by 20 reveals the unseen creature (but the unseen creature still has total concealment from the blinded creature).

—A blinded creature can grope about to find unseen creatures. A character can make a touch attack with his hands or a weapon on close creatures using a standard action. If an unseen target is near, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage

but has pinpointed the unseen creature's current location. (If the unseen creature moves, its location is once again unknown.)

—If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the creature that struck him (until the unseen creature moves, of course). The only exception is if the unseen creature uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not his location).

—A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

FALLING

Falling Damage: The basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6.

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is non-lethal damage. A DC 15 jump check or DC 15 tumble check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to non-lethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumped, he takes 1d6 points of non-lethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful jump or tumble check, he takes only 1d6 points of non-lethal damage and 1d6 points of lethal damage from the plunge. Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to non-lethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the jump skill.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling does no damage. The next 20 feet do non-lethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment). Characters who deliberately dive into water take no damage on a successful DC 15 swim check or DC 15 tumble check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive.

FALLING OBJECTS

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen. For each 200 pounds of an object's weight, the object

deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Objects smaller than 200 pounds also deal damage when dropped, but they must fall farther to deal the same damage. Use Table: Damage from Falling Objects to see how far an object of a given weight must drop to deal 1d6 points of damage.

Table: Damage from Falling Objects	
Object Weight	Falling Distance
200–101 lb.	20 ft.
100–51 lb.	30 ft.
50–31 lb.	40 ft.
30–11 lb.	50 ft.
10–6 lb.	60 ft.
5–1 lb.	0 ft.

For each additional increment an object falls, it deals an additional 1d6 points of damage.

Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

HEAT DANGERS

Heat deals non-lethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, and so forth). Once rendered

unconscious through the accumulation of non-lethal damage, the character begins to take lethal damage at the same rate.

A character in very hot conditions (above 90° F) must make a fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of non-lethal damage. Characters wearing heavy clothing or armor of any sort take a —4 penalty on their saves. A character with the survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour). In severe heat (above 110° F), a character must make a fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of non-lethal damage. Characters wearing heavy clothing or armor of any sort take a —4 penalty on their saves. A character with the survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period). A character who takes any non-lethal damage from heat exposure now suffers from heatstroke and is fatigued.

These penalties end when the character recovers the non-lethal damage she took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of non-lethal damage.

Catching on Fire: Characters exposed to burning oil, bonfires, and supernatural fires might find their clothes, hair, or equipment on fire. Characters at risk of catching fire are allowed a DC 15 reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds on his saving throw, he's no longer on fire.) A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus. Those unlucky enough to have their clothes or equipment catch fire must make DC 15 reflex saves for each item. Flammable items that fail take the same amount of damage as the character.

Lava Effects: Lava or magma deals 2d6 points of damage per round of exposure, except in the case of total immersion (such as when a character falls into the crater of an active volcano), which deals 20d6 points of damage per round. Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round). An immunity or resistance to fire serves as an immunity to lava or magma.

SMOKE EFFECTS

A character who breathes heavy smoke must make a fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of non-lethal damage. Smoke obscures vision, giving concealment (20% miss chance) to characters within it.

STARVATION AND THIRST

Characters might find themselves without food or water and with no means to obtain them. In normal climates, medium-sized characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. In very hot climates, characters need two or three times as much water to avoid dehydration. A character can go without water for 1 day plus a number of hours equal to his constitution score. After this time, the character must make a constitution check each hour (DC 10, +1 for each previous check) or take 1d6 points of non-lethal damage.

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a constitution check each day (DC 10, +1 for each previous check) or take 1d6 points of non-lethal damage. Characters who have taken non-lethal damage from lack of food or water are fatigued. Non-lethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed— not even powers that restore hit points heals this damage.

SUFFOCATION

A character who has no air to breathe can hold his breath for 2 rounds per point of constitution. After this period of time, the character must make a DC 10 constitution check in order to continue holding his breath. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the character fails one of these constitution checks, he begins to suffocate. In the first round, he falls unconscious (0 hit points). In the following round, he drops to —1 hit points and is dying. In the third round, he suffocates.

Slow Suffocation: A medium-sized character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character takes 1d6 points of non-lethal damage every 15 minutes. Each additional medium-sized character or significant fire source (a torch, for example) proportionally reduces the time the air will last. A larger volume of air, of course, lasts for a longer time.

WATER DANGERS

Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming impossible. See the swim skill description.) By contrast, fast-moving water is much more dangerous. On a successful DC 15 swim check or a DC 15 strength check, it deals 1d3 points of non-lethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is

below the surface. A successful fortitude save (DC 15, +1 for each pre-vious check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of non-lethal damage from hypothermia per minute of exposure.

Drowning: Any character can hold his breath for a number of rounds equal to twice his constitution score. After this period of time, the char-acter must make a DC 10 constitution check every round in order to continue holding his breath. Each round, the DC increases by 1. When the character finally fails his constitution check, he begins to drown. In the first round, he falls unconscious (0 HP). In the following round, he drops to −1 hit points and is dying. In the third round, he drowns. It is possible to drown in substances other than water, such as sand, quick-sand, fine dust, and silos full of grain.

Breaking and Entering

When attempting to break an object, you have two choices: smash it with a weapon or break it with sheer strength.

Smashing an Object

Generally, you can smash an object only with a bludgeoning or slashing weapon.

Armor Class: Objects are easier to hit than creatures because they usual-ly don't move, but many are tough enough to shrug off some damage from each blow. An object's armor class is equal to 10 + its size modifier + its dexterity modifier. An inanimate object has not only a dexterity of 0 (−5 penalty to AC), but also an additional −2 penalty to its AC. Furthermore, if you take a full-round action to line up a shot, you get an automatic hit with a melee weapon and a +5 bonus on attack rolls with a ranged weapon.

Hardness: Each object has hardness—a number that represents how well it resists damage. Whenever an object takes damage, subtract its hard-ness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see Table: Common Armor, Weapon, and Hit Points; Table: Substance Hardness and Hit Points; and Table: Object Hardness and Hit Points).

Hit Points: An object's hit point total depends on what it is made of and how big it is (see Table: Common Armor, Weapon, and Hit Points; Table: Substance Hardness and Hit Points; and Table: Object Hardness and Hit Points). When an object's hit points reach 0, it's ruined. Very large objects have separate hit point totals for different sections.

Ranged Weapon Damage: Objects take half damage from ranged weapons. Divide the damage dealt by 2 before applying the object's hardness.

Ineffective Weapons: Certain weapons just can't effectively deal damage to certain objects.

Immunities: Objects are immune to non-lethal damage and to critical hits.

Vulnerability to Certain Attacks: Certain attacks are especially successful against some objects. In such cases, attacks deal double their normal damage and may ignore the object's hardness.

Breaking Items

When a character tries to break something with sudden force rather than by dealing damage, use a strength check (rather

Table: Common Armor, Weapon, and Hit Points

Weapon	Hardness	HP
Light blade	10	2
One-handed blade	10	5
Two-handed blade	10	10
Light metal-hafted weapon	10	10
One-handed metal-hafted weapon	10	20
Light hafted weapon	5	2
One-handed hafted weapon	5	5
Two-handed hafted weapon	5	10
Projectile weapon	5	5
Armor	special2	5_x armor bonus

Table: Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Simple wooden door	5	10	13
Small chest	5	1	17
Good wooden door	5	15	18
Treasure chest	5	15	23
Strong wooden door	5	20	23
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Handcuffs	10	10	26
Steel door (2 in. thick)	10	60	28

than an attack roll and damage roll) to see whether he or she succeeds. The DC depends more on the construction of the item than on the material. If an item has lost half or more of its hit points, the DC to break it drops by 2. Larger and smaller creatures get size bonuses and size penalties on strength checks to break open doors as follows: small −4, large +4. A crowbar or portable ram improves a character's chance of breaking open a door.

Table: DCs to Break or Burst Items

Strength Check to:	DC
Break down simple door	13
Break down good door	18
Break down strong door	23
Burst rope bonds	23
Bend iron bars	24
Break down barred door	25
Burst chain bonds	26
Break down Steel door	28

Creatures

READING THE ENTRIES

Each monster description is organized in the same general format, as outlined below.

STATISTICS BLOCK

This portion of a monster description contains basic game information on the creature.

Name

This is the name by which the creature is generally known. The descriptive text may provide other names.

Size and Type

This line describes the creature's size and in what plane it is generally found (ethereal plane, Nethervoid, Shangri-La, or the Mortal Realm.)

Hit Dice

This line gives the creature's number and type of hit dice, and lists any bonus hit points. A parenthetical note gives the average hit points for a creature of the indicated number of hit dice. A creature's hit dice total is also treated as its level for determining how powers affect the creature.

Initiative

This line gives the creature's modifier on initiative checks.

Speed

This line gives the creature's tactical speed on land (the amount of distance it can cover in one move action). If the creature has other modes of movement, these are given after (or in place of) the land speed.

Armor Class

The armor class line gives the creature's AC for normal combat.

Grapple

This number is the creature's grapple bonus, which is used when the creature makes a grapple attack or when someone tries to grapple the creature.

Attack

This line shows all the attacks the creature can make in a single round. The attack line provides the weapon used (natural or manufactured), attack bonus, and form of attack (melee or ranged). The attack bonus given includes modifications for size and strength (for melee attacks) or dexterity (for ranged attacks). If the creature uses natural attacks, the natural weapon given here is the creature's primary natural weapon. If the creature has several different weapons at its disposal, the alternatives are shown, with each different attack separated by the word "or." A creature can use one of its secondary natural weapons when making an attack action. The damage that each attack deals is noted parenthetically. Damage from an attack is always at least 1 point.

Special Attacks and Special Qualities

Many creatures have unusual abilities. A monster entry breaks these abilities into special attacks and special qualities. The latter category includes defenses, vulnerabilities, and other special abilities that are not modes of attack. Additional information (when needed) is provided in the creature's descriptive text.
When a special ability allows a saving throw, the kind of save, and the save DC is noted in the descriptive text. Most saving throws against special abilities have DCs calculated as follows: 10 + 1/2 the attacker's racial hit dice + the relevant ability modifier. The save DC is given in the creature's description along with the ability on which the DC is based.

Saves

This line gives the creature's fortitude, reflex, and will save modifiers.

Abilities

This line lists the creature's ability scores, in the customary order: Str, Dex, Con, Int, Wis, Cha.

Skills

This line gives the creature's skills, along with each skill's modifier (including adjustments for ability scores, armor check penalties, and any bonuses from feats or racial traits).

Feats

This line gives the creature's feats.

Challenge Rating

This shows the average level of a party of adventurers for which one creature would make an encounter of moderate difficulty.

Advancement

This creature entry usually describes only the most commonly encountered version of a creature. The advancement line shows how tough a creature can get, in terms of extra hit dice. (This is not an absolute limit, but exceptions are extremely rare.) Often, intelligent creatures advance by gaining a level in a character class instead of just gaining a new hit die.

Creatures (Mortal Realm)

Here are some of the creatures that players might encounter while in the Mortal Realm. For devils and demons that also operate in the Mortal Realm, refer to the Nethervoid section.

DOPPELGANGER

Medium (Mortal Realm)
Hit Dice: 4d8+4 (22 hp)
Initiative: +1
Speed: 30 ft.
Armor Class: 15 (+1 Dex, +4 natural), touch 11
Grapple: +5
Attack: Slam +5 melee (1d6+1)
Special Attacks: Detect thoughts
Special Qualities: Change shape, immunity to sleep and charm effects
Saves: Fort +4, Ref +5, Will +6
Abilities: Str 12, Dex 13, Con 12, Int 13, Wis 14, Cha 13
Skills: Bluff +10*, Diplomacy +3, Disguise +9* (+11 acting), Intimidate +3, Listen +6, Sense Motive +6, Spot +6
Feats: Dodge, Great Fortitude
Challenge Rating: 3

Doppelgangers are the evil offspring between a human mother and devil father. Some devils usually kill their sex partners after intercourse, and all demons kill their partners when they find out they are pregnant. Still, their are times when a devil child will slip through the cracks, creating a thing of pure evil. Doppelgangers are able to take on the shapes of those they

encounter and usually kill their own parents and take their form at an early age. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-

formed features. Their flesh is pale and hairless. Its large, bulging eyes are yellow with large pupils.

A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance. Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate normal humanoid society. They are interested only in themselves and regard all others as playthings to be manipulated and destroyed. Like their fathers, they have an insatiable appetite for the pleasures of the world and often mimic others' lovers to take full advantage of their powers.

Doppelgangers are usually mistaken for devils (because of their change shape ability) by those that know of such things and are usually taken very seriously because of this.

Combat

When in its natural form, a doppelganger strikes with its powerful fists. In the shape of a solider or some other armed person, it attacks with whatever weapon is appropriate. In such cases, it uses it's detect thoughts ability to employ the same tactics and strategies as the person it is impersonating.

Detect Thoughts: A doppelganger can continuously use detect thoughts as a power (user level 18th; will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is charisma-based.

Change Shape: A doppelganger can assume the shape of any small or medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A doppelganger reverts to its natural form when killed. A true seeing power or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on bluff and disguise checks. When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on bluff and disguise checks

JAKE AND JACK JECKEL

Small 4' (Dark Carnival Jokers Card)
Hit Dice: 8d8+24 (60 hp)
Initiative: +9
Speed: 40 ft.
Armor Class: 20 (+1 size, +5 Dex, +4 natural), touch 14
Grapple: +12
Attack: 2 fireballs 100' (3d6+2)
Special Attacks: Burn
Special Qualities: Damage reduction 5/–, dark vision, elemental traits, immunity to fire, vulnerability to cold, melt weapons
Saves: Fort +5, Ref +11, Will +2
Abilities: Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11
Skills: Listen +5, Spot +6
Feats: Dodge, Improved Initiative, Spring Attack, Weapon Finesse
Challenge Rating: 5
Advancement:
Only one of each

Jack and Jake Jeckel appear as supernatural four foot men who are made of pure fire. They are mischievous by nature and enjoy playing pranks on people whenever the opportunity presents itself. Jack tends to be more vile and evil in nature while Jake is his exact opposite, possessing qualities of honor and compassion. If these two are ever in the same room at once, then it's usually not long before the arguments commence.

Combat

Jake and Jack are fierce opponents who show no fear in combat but still take delight in tricking opponents however they can.

Elemental Traits: Those hit by Jack and Jake's fireball attack also must succeed on a reflex save (DC 17) or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is constitution-based. Creatures hitting Jack and Jake with natural weapons or unarmed attacks take fire damage as though hit by a fireball attack, and also catch on fire unless they succeed on a reflex save.

Melt Weapons: Any metal weapon that strikes Jack and Jake must succeed on a DC 12 fortitude save or melt away into slag. The save DC is constitution-based.

THE RIDDLEBOX (Spiritual)

Large 10' (Dark Carnival Jokers Card)
Hit Dice: 20d8+50 (140 hp)
Initiative: +14 (Dex)
Speed: Fly 120 ft. (perfect)
AC: 40 (–8 size, +14 Dex, +24 natural armor)
Grapple: +39
Attack: None
Special Attacks: None
Special Qualities: Oracle powers, power resistance 30, power drain, power immunity, advanced telepathic link, dark carnival trait
Saves: Fort +17, Ref +22, Will +22
Abilities: Str 27, Dex 38, Con 32, Int 35, Wis 31, Cha 36
Skills: Appraise +35, Bluff +24, Diplomacy +38, Escape Artist +37, Hide +30, Knowledge (all) +100, Listen +33, Move Silently +37, Search +35, Sense Motive +100, Spot +33
Feats: Dodge, Lightning Reflexes
Challenge Rating: 18

The Riddlebox has a constant connection with "The One," granting him supreme insight toward future and current events. Rarely does the Riddlebox choose to join in combat, instead he chooses knowledge and enlightenment as his main weapons of choice. Prophets who summon the Riddlebox do so because they seek information that will help them battle the forces of the Nethervoid. When the Riddlebox speaks, his voice is grave and resounding, causing all who listen to honor his words with the utmost reverence.

Powers: The Riddlebox can use any Oracle powers as a 30th level Oracle.

Power Drain: Once per round, the Riddlebox can cause a foe to lose one of its highest-level powers that they have not used yet. The victim chooses the power to lose.

Power Immunity: If the Riddlebox is affected by the power used by a particular power user, the Riddlebox thereafter becomes immune to any further powers used by that same power user.

Weapon Immunity: Because the Riddlebox is a spiritual creature, he is immune to physical weapons of all kinds; however a living creature can still physically attack the Riddlebox because of the spirit that is contained within their own physical form. In other words, the Riddlebox may be kicked and punched all day long, but bullets and swords will merely pass right through. Natural weapons will also work to this end.

Advanced Telepathic Link: The Riddlebox has an advanced telepathic link to all Juggalos in a 1000 mile radius and can tell their general location and in what condition they are in. He may also hold conversations with them for any length of time. He will sometimes use this ability to call all Juggalos in an area to come to his aid in dire situations.

Dark Carnival Traits: Not subject to poison, disease, sleep, paralysis, stunning, energy drain, ability drain, ability damage, critical hits; immune to mind-affecting effects; any effect requiring a fortitude save fire resistance 20; cold resistance 20; non detection; true seeing at will; blind sight 500 ft.; telepathy out to 1,000 ft.

RINGMASTER

Large 12' (Dark Carnival Jokers Card)
Hit Dice: 36d8+274 (562 hp)
Initiative:+7 (Dex)
Speed: 60 ft.
AC: 51 (–1 size, +7 Dex, +35 natural)
Grapple: +40
Attack: 2 claw rakes +35 (3d8+17) melee
Special Attacks: rend 4d8+25, whirlwind attack
Special Qualities: Power resistance 30, acid and electricity resistance 20, regeneration 5, scent, power-like abilities, dark vision, ethereal jaunt
Saves: Fort +16, Ref +9, Will +8
Abilities: Str 45, Dex 24, Con 33, Int 15, Wis 19, Cha 15

Skills: Climb +26, Hide +16, Jump +38, Listen +15, Move Silently +16, Spot +15
Feats: Alertness, Iron Will, Track
Challenge Rating: 25
Advancement: There is only one

The Ringmaster is a dark foreboding creature who hardly ever talks, but when he does, his voice causes fear to sink into even the bravest heart. He attacks with a ruthless efficiency able to tear even large hoards of opponents to pieces. He shows little compassion for anything, including Juggalos and other Jokers Cards; he will, however, come to their aid if he deems it worthy of his efforts. The Ringmaster is afraid of nothing, and his motives are, at the best of times, very questionable.

Combat

Rend: If the Ringmaster hits with two or more claw rake attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d8+25 points of damage.

Whirlwind Attack: Three times a day, the Ringmaster can go into a whirlwind attack that last for three rounds. During this time, the Ringmaster's body begins to spin like a tornado, while its head stays stationary. This attack gives the Ringmaster six attacks per round, instead of two, while it is activated. The Ringmaster may not use his rend attack while he uses this attack.

Regeneration: If the Ringmaster loses a body part, the lost portion re-grows in 1 minute. The Ringmaster can reattach the severed member instantly by holding it to the stump.

Power-Like Abilities: At will— dimension door, and shield user level 20th; save DC 8 + power level. The DC is charisma-based.

Ethereal Jaunt: The Ringmaster can shift from the ethereal plane to the Mortal Realm as part of any move action, and shift back again as a free action. When using this power, he must remain on the ethereal plane for 1 round before returning to the Mortal Realm.

Dark Carnival Traits: Not subject to poison, disease, sleep, paralysis, stunning, energy drain, ability drain, ability damage, critical hits; immune to mind-affecting effects; any effect requiring a fortitude save fire resistance 20; cold resistance 20; non-detection; true seeing at will; blind-sight 500 ft.; telepathy out to 1,000 ft.

SWARM

Swarms are dense masses of tiny creatures that would not be particularly dangerous in small groups, but can be terrible foes when gathered in sufficient numbers. For game purposes, a swarm is defined as a single creature with a space of 10 feet—gigantic hordes are actually composed of dozens of swarms in close proximity. A swarm has a single pool of hit dice and hit points, a single initiative modifier, a single speed, and a single armor class. It makes saving throws as a single creature.

Combat

In order to attack, a single swarm moves into an opponent's area and begins to crawl all over them.

Vulnerabilities of Swarms

Swarms are extremely difficult to fight with physical attacks, however, they have a few special vulnerabilities, as follows: A lit torch swung as an improvised weapon deals 1d3 points of fire damage per hit. A lit lantern can be used as a thrown weapon, dealing 1d4 points of fire damage to all creatures in squares adjacent to where it breaks.

BAT SWARM
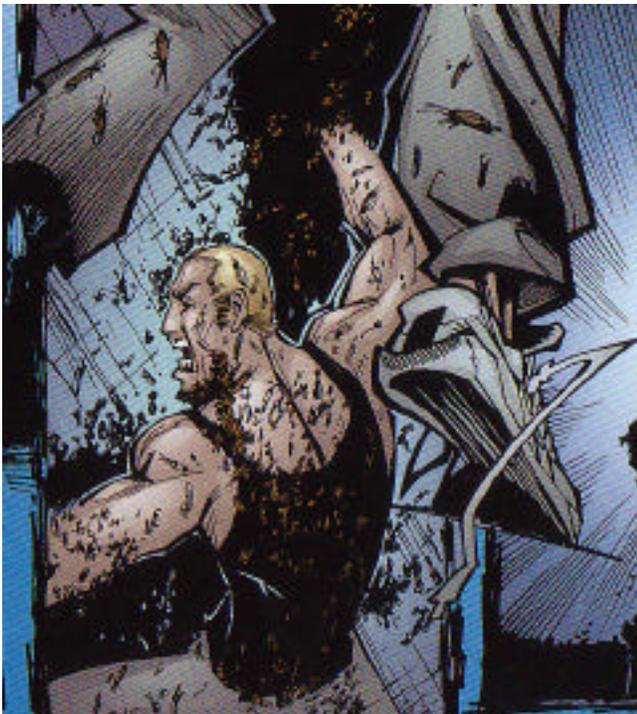
Tiny (Mortal Realm)
Hit Dice: 3d8 (13 hp)
Initiative: +2
Speed: 5 ft, fly 40 ft. (good)
Armor Class: 16 (+4 size, +2 Dex), touch 14
Grapple: —
Attack: Swarm (1d6)
Special Attacks: Distraction, wounding
Special Qualities: Blind sense 20 ft., half damage from slashing and piercing, dark vision, swarm traits
Saves: Fort +3, Ref +7, Will +3
Abilities: Str 3, Dex 15, Con 10, Int 2, Wis 14, Cha 4

Skills: Listen +11, Spot +11
Feats: Alertness, Lightning Reflexes
Challenge Rating: 2
Advancement: None
A bat swarm is nocturnal, and is never found aboveground in daylight.

Combat

A bat swarm seeks to surround and attack any warm-blooded prey it encounters. The swarm deals 1d6 points of damage to any creature whose area it occupies at the end of its move.
Distraction: Any living creature that begins its turn with a swarm in its area must succeed on a DC 11 fortitude save or be nauseated for 1 round. The save DC is constitution-based.
Wounding: Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 heal check or the application of a cure power.

Blind sense: A bat swarm notices and locates creatures within 20 feet. Opponents still have total concealment against the bat swarm (but swarm attacks ignore concealment).

Skills: A bat swarm has a +4 bonus on listen and spot checks. These bonuses are lost if its blind sense is negated.

RATSWARM

Tiny (Mortal realm)
Hit Dice: 4d8 (13 hp)
Initiative: +2
Speed: 15 ft, climb 15 ft.
Armor Class: 14 (+2 size, +2 Dex), touch 14
Grapple: —
Attack: Swarm (1d6 plus disease)
Special Attacks: Disease, distraction
Special Qualities: Half damage from slashing and piercing, dark vision, scent, swarm traits
Saves: Fort +4, Ref +6, Will +2
Abilities: Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills: Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10
Feats: Alertness, Weapon Finesse
Challenge Rating: 2
Advancement: None

Combat

A rat swarm seeks to surround and attack any warm-blooded prey it encounters. A swarm deals 1d6 points of damage to any creature whose area it occupies at the end of its move.

Disease: Filth fever—swarm attack, fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is constitution-based.

Distraction: Any living creature that begins its turn with a swarm in its area must succeed on a DC 12 fortitude save or be nause-

ated for 1 round. The save DC is constitution-based.

Skills: A rat swarm has a +4 bonus on hide and move silently checks, and a +8 bonus on balance, climb, and swim checks. A rat swarm can always choose to take 10 on all climb checks, even if rushed or threatened. A rat swarm uses its dexterity modifier instead of its strength modifier for climb and swim checks. A rat swarm has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

SPIDER SWARM

Tiny (Mortal Realm)
Hit Dice:2d8 (9 hp)
Initiative:+3
Speed: 20 ft, climb 20 ft.
Armor Class: 17 (+4 size, +3 Dex), touch 17
Grapple: —
Attack: Swarm (1d6 plus poison)
Special Attacks: Distraction, poison
Special Qualities: Dark vision 60 ft., swarm traits, tremor sense 30 ft., vermin traits
Saves: Fort +3, Ref +3, Will +0
Abilities: Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2
Skills: Climb +11, Listen +4, Spot +4
Challenge Rating: 1
Advancement: None

Combat

A spider swarm seeks to surround and attack any living prey it encounters. A swarm deals 1d6 points of damage to any creature whose area it occupies at the end of its move.

Distraction: Any living creature that begins its turn with a spider swarm in its area must succeed on a DC 11 fortitude save or be nauseated for 1 round. The save DC is constitution-based.

Poison: Injury, fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is constitution-based.

Skills: A spider swarm has a +4 bonus on hide and spot checks and a +8 bonus on climb checks. It uses its dexterity modifier instead of its strength modifier for climb checks. It can always choose to take 10 on a climb check, even if rushed or threatened.

THE WRAITH (Spiritual)

Large 12' (Dark Carnival Jokers Card)
Hit Dice: 66d12 (792 hp)
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 5 ft., fly 240 ft. (perfect)
AC: 51 (–1 size, +2 Dex, +40 natural)
Grapple: +53
Attack: 2 touches +49 (2d6 Con drain/19-20) melee touch, eye ray +30 (negative level damage/19-20) ranged touch
Special Attacks: Constitution drain, energy drain (2d4 negative levels, Fort DC 59), power-like abilities
Special Qualities: Dark Carnival traits, frightful presence, regeneration

20, power resistance 42, weapon immunity
Saves: Fort +22, Ref +26, Will +43
Abilities: Str 43, Dex 15, Con –, Int 28, Wis 22, Cha 42
Skills: Bluff +85, Concentration +85, Diplomacy +97, Hide -2, Jump +1, Intimidate +100, Knowledge (all) +58, Listen +77, Search +78, Sense Motive +75, powercraft +84, Spot +77
Feats: Alertness, Cleave, Dodge, Expertise, Great Cleave, Improved Critical (touch), Improved Critical (eye ray), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Run, Spring Attack, Weapon Focus (touch), Weapon Focus (eye ray)
Challenge Rating: 30
Advancement: There is only one

The Wraith is the most powerful of the Jokers Cards and the embodiment of death itself. It never speaks but you can always hear the sound of a thousand whispering voices emanating from its presence.

Frightful Presence: All who come within sight of The Wraith must make a will save (DC 35). Those who make their saves are shaken. Those who fail by 10 points or less are frightened. Those who fail by 11 to 20 points are panicked. Those who fail by 21 points or more are cowering. The DC is charisma-based.
Power-Like Abilities: At will— speak with dead, deeper darkness, spectral hand, and time stop user level 30th; save DC 26 + power level. The save DCs are charisma-based

Constitution Drain: When the Wraith hits a living opponent with a touch attack, the opponent takes 5 points of permanent constitution drain, or 10 points on a critical hit. The Wraith heals 20 points of damage, or 40 points on a critical hit, whenever it drains constitution, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. The attack allows a fortitude save (DC 59). The DC is charisma-based.

Energy Drain: When the Wraith hits with a ranged touch attack (a ray of darkness that it shoots from its eyes to a range of 400 feet), the resultant energy drain bestows four negative levels, or eight negative levels on a critical hit. For each negative level bestowed on an opponent, the Wraith heals 5 points of damage, or 10 on a critical hit, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. After 24 hours have passed, the afflicted opponent must attempt a fortitude save (DC 59) for each negative level. If successful, the negative level goes away with no harm to the creature; otherwise, the creature's level decreases by one. The DC is charisma-based.

Trap the Spirit: The Wraith can trap the spirits of up to eight living creatures per day. To use this power, it selects any target it can see within 300 feet. The target is allowed a fortitude saving throw (DC 26). If the target makes its saving throw, it gains four negative levels (this does not count as a use of trap the spirit). If the target fails its save, the spirit of the target is instantly drawn from its body and trapped within the Wraith. The spiritless body collapses in a mass of corruption and molders in a single round, reduced to dust. If left to its own devices, the Wraith slowly devours the soul over 24 hours—at the end of that time, the soul

is completely absorbed, and the victim is forever gone. If the Wraith is overcome before the spirit is eaten, this releases the soul, after which time it is free to seek the afterlife.

Weapon Immunity: Because the Wraith is a spiritual creature, he is immune to physical weapons of all kinds; however, a living creature can still physically attack the Wraith because of the spirit that is contained within their own physical form. In other words, the Wraith may be kicked and punched all day long, but bullets and swords will merely pass right through. Natural weapons will also work to this end.

Dark Carnival Traits: Not subject to poison, disease, sleep, paralysis, stunning, energy drain, ability drain, ability damage, critical hits; immune to mind-affecting effects; any effect requiring a fortitude save fire resistance 20; cold resistance 20; non-detection; true seeing at will; blind sight 500 ft.; telepathy out to 1,000 ft.

THE GREAT MILENKO (Spiritual)

Large 10′ (Dark Carnival Jokers Card)
Hit Dice:20d8+100 (190 hp)
Initiative:+14 (Dex)
Speed: Fly 120 ft. (perfect)
AC: 40 (−8 size, +14 Dex, +24 natural armor)
Grapple: +39
Attack: None
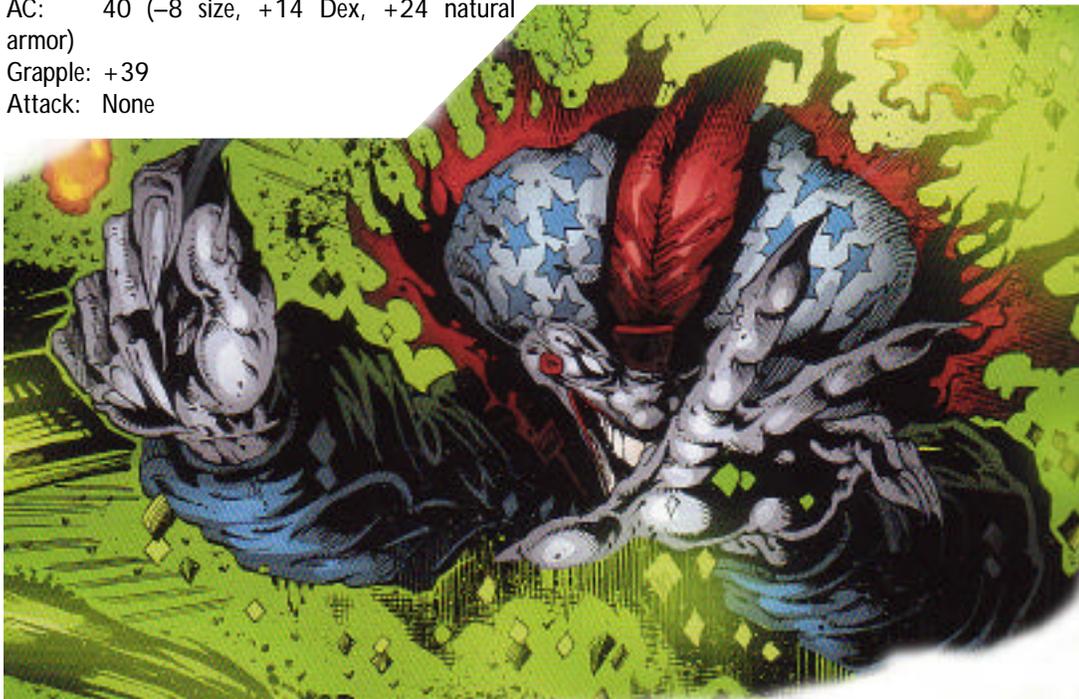
Special Attacks: None
Special Qualities: Powers, power resistance 30, worst nightmare, weapon immunity, ethereal jaunt, dark carnival traits
Saves: Fort +17, Ref +22, Will +22
Abilities: Str 27, Dex 38, Con 32, Int 35, Wis 31, Cha 36
Skills: Appraise +35, Bluff +24, Diplomacy +38, Escape Artist +37, Hide +30, Knowledge (all) +35, Listen +33, Move Silently +37, Search +35, Sense Motive +24, Spot +33
Feats: Dodge, Lightning Reflexes, Mobility
Challenge Rating: 22
Advancement: There is only one

The Milenko is a great sprit who has amazing psionic ability and illusionary powers. When facing opponents, he usually likes to stay on the ethereal plane, invisible to view from those in the Mortal Realm, and then he attacks using his many powers to distort reality. The Milenko's voice is grave and resounding when it chooses to speak, filling all who hear it with dread.

Powers: The Milenko can use any Oddity psionic powers as 20th-level Oddity, and can also use the following Specter powers as a 30th level Specter 3 times per day: deeper darkness, dimension door, major image, minor image, nightmare, passwall, ventriloquism, silent image.

Worst Nightmare: Each time a living creature first views the Milenko from a distance of 30 feet or less, the subject sees the true image of their own soul. This is not an illusion or phantasm. Even if simultaneously viewed by dozens of different creatures, the Milenko shows their true image to each one of them. Good-hearted creatures or those immune to fear or mind-affecting effects are immune to worst nightmare; all others must make a will save (DC 16) or become horrified by the sight which they know is the truth. Those effected then become humbled as they ponder their own spiritual fate and will not attack unless attacked for one hour.

Weapon Immunity: Because the Milenko is a spiritual creature, he is immune to physical weapons of any kind; however, a living creature can still physically attack the Milenko because of the spirit that is contained within their own physical form. In other words, the Milenko may be kicked and punched all day long, but bullets and swords will merely pass right through. Natural weapons will also work to this end.

Ethereal Jaunt: The Milenko can shift from the ethereal plane to the Mortal Realm as part of any move action, and shift back again as a free action. When using this power, he must remain on the ethereal plane for 1 round before returning to the Mortal Realm.

Dark Carnival Traits: Not subject to poison, disease, sleep, paralysis, stunning, energy drain, ability drain, ability damage, critical hits; immune to mind-affecting effects; any effect requiring a fortitude save fire resistance 20; cold resistance 20; non-detection; true seeing at will; blind sight 500 ft.; telepathy out to 1,000 ft.

Creatures (Animals)

This section provides statistics and basic information for many common kinds of mundane animals found in the Mortal Realm. These creatures generally operate on instinct, driven by simple

needs such as food and reproduction. Most animals, even predators, do not attack unless they or their young are threatened. All animals possess an intelligence score of 1 or 2 (no creature with an intelligence score of 3 or higher can be an animal).

APE

Large Animal
Hit Dice:4d8+11 (29 hp)
Initiative:+2
Speed: 30 ft, climb 30 ft.
Armor Class: 14 (–1 size, +2 Dex, +3 natural), touch 11
Grapple: +12
Attack: Claws +7 melee (1d6+5) and bite +2 melee (1d6+2)
Special Attacks: —
Special Qualities: Scent
Saves: Fort +6, Ref +6, Will +2
Abilities: Str 21, Dex 15, Con 14, Int 2, Wis 12, Cha 7
Skills: Climb +14, Listen +6, Spot +6
Feats: Alertness, Toughness
Environment: Warm forests
Challenge Rating: 2
Advancement: 5–8 HD (Large)

These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.

Skills: Apes have a +8 racial bonus on climb checks and can always choose to take 10 on climb checks, even if rushed or threatened.

BABOON

Medium Animal
Hit Dice: 1d8+1 (5 hp)
Initiative:+2
Speed: 40 ft., climb 30 ft.
Armor Class: 13 (+2 Dex, +1 natural), touch 12
Grapple: +2
Attack: Bite +2 melee (1d6+3)
Special Attacks: —
Special Qualities: Scent
Saves: Fort +3, Ref +4, Will +1
Abilities: Str 15, Dex 14, Con 12, Int 2, Wis 12, Cha 4
Skills: Climb +10, Listen +5, Spot +5
Feats: Alertness
Environment: Warm plains
Challenge Rating: _
Advancement: 2–3 HD (Medium)

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight. A typical baboon is the size of a big dog.
Males can be 2 to 4 feet long and weigh as much as 90 pounds.

Combat

Baboons usually attack in groups.
Skills: Baboons have a +8 racial bonus on climb checks and can always choose to take 10 on climb checks, even if rushed or threatened.

BADGER

 Small Animal
Hit Dice: 1d8+2 (6 hp)
Initiative:+3
Speed: 30 ft., burrow 10 ft.
Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14
Grapple: –5
Attack: 2 claws +4 melee (1d2–1) and bite –1 melee (1d3–1)
Special Attacks: Rage
Special Qualities: scent
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 8, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills: Escape Artist +7, Listen +3, Spot +3
Feats: Track, Weapon Finesse
Environment: Temperate forests
Challenge Rating: 1/2
Advancement: 2 HD (Small)

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds.

Combat

Badgers attack with their sharp claws and teeth.

Rage: A badger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to strength, +4 to constitution, and –2 to armor class. The creature cannot end its rage voluntarily.

Skills: A badger has a +4 racial bonus on escape artist checks.

BAT

 Diminutive Animal
Hit Dice: 1/4 d8 (1 hp)
Initiative: +2
Speed: 5 ft, fly 40 ft. (good)
Armor Class: 16 (+4 size, +2 Dex), touch 16
Grapple: −17
Attack: —
Special Attacks: —
Special Qualities: Blind sense 20 ft.
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
Skills: Hide +14, Listen +8*, Move Silently +6, Spot +8*
Feats: Alertness
Environment: Temperate deserts
Challenge Rating: 1/10
Advancement: —

Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

Combat

Blind sense: A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blind sense.

Skills: *A bat has a +4 racial bonus on spot and listen checks. These bonuses are lost if its blind sense is negated.

BEAR, BLACK

Medium Animal
Hit Dice:3d8+6 (19 hp)
Initiative:+1
Speed: 40 ft.
Armor Class: 13 (+1 Dex, +2 natural), touch 11
Grapple: +6
Attack: 2 claws +6 melee (1d4+4) and bite +1 melee (1d6+2)
Special Attacks: —
Special Qualities: Scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Climb +4, Listen +4, Spot +4, Swim +8
Feats: Endurance, Run
Environment: Temperate forests
Challenge Rating: 2
Advancement: 4–5 HD (Medium)

The black bear is a forest-dwelling omnivore that usually is not dangerous unless an interloper threatens its cubs or food supply. Black bears can be pure black, blond, or cinnamon in color and are rarely more than 5 feet long.

Combat

Black bears rip prey with their claws and teeth.

Skills: A black bear has a +4 racial bonus on swim checks.

BEAR, BROWN

Large Animal
Hit Dice: 6d8+24 (51 hp)
Initiative: +1
Speed: 40 ft.
Armor Class: 15 (−1 size, +1 Dex, +5 natural), touch 10
Grapple: +16
Attack: 2 claws +11 melee (1d8+8) and bite +6 melee (2d6+4)
Special Attacks: Improved grab
Special Qualities: Scent
Saves: Fort +9, Ref +6, Will +3
Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills: Listen +4, Spot +7, Swim +12
Feats: Endurance, Run, Track
Environment: Cold forests
Challenge Rating: 4
Advancement: 7–10 HD (Large)

These massive carnivores weigh more than 1,800 pounds and stand nearly 9 feet tall when they rear up on their hind legs. They are bad-tempered and territorial. The brown bear's statistics can be used for almost any big bear, including the grizzly.

Combat

A brown bear attacks mainly by tearing at opponents with its claws.

Improved Grab: To use this ability, a brown bear must hit with a claw attack. It can then attempt to start a grapple as a free action.

Skills: A brown bear has a +4 racial bonus on swim checks.

BEAR, POLAR

Large Animal
Hit Dice: 8d8+32 (68 hp)
Initiative:+1
Speed: 40 ft, swim 30 ft.
Armor Class: 15 (−1 size, +1 Dex, +5 natural), touch 10
Grapple: +18
Attack: 2 claws +13 melee (1d8+8) and bite +8 melee (2d6+4)
Special Attacks: Improved grab
Special Qualities: Scent
Saves: Fort +10, Ref +7, Will +3
Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
Skills: Hide −2*, Listen +5, Spot +7, Swim +16
Feats: Endurance, Run, Track
Environment: Cold plains
Challenge Rating: 4
Advancement: 9–12 HD (Large)
These long, lean carnivores are slightly taller than brown bears.

Combat

Polar bears fight just as brown bears do.

Improved Grab: To use this ability, a polar bear must hit with a claw attack. It can then attempt to start a grapple as a free action.

Skills: A polar bear has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A polar bear's white coat bestows a +12 racial bonus on hide checks in snowy areas.

BISON

Large Animal
Hit Dice: 5d8+15 (37 hp)
Initiative: +0
Speed: 40 ft.
Armor Class: 13 (−1 size, +4 natural), touch 9
Grapple: +13
Attack: Gore +8 melee (1d8+9)
Special Attacks: Stampede
Special Qualities: Scent
Saves: Fort +7, Ref +4, Will +1
Abilities: Str 22, Dex 10, Con 16, Int 2, Wis 11, Cha 4
Skills: Listen +7, Spot +5
Feats: Alertness, Endurance
Environment: Temperate plains
Challenge Rating: 2
Advancement: 6−7 HD (Large)

These herd animals can be aggressive when protecting young and during the mating season, but they generally prefer flight to fighting. A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds. The bison's statistics can be used for almost any large herd animal.

Combat

Stampede: A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of large or small size that gets in their way, dealing 1d12 points of damage for each five bison in the herd (reflex DC 18 half). The save DC is strength-based.

BOAR

Medium Animal
Hit Dice: 3d8+12 (25 hp)
Initiative: +0
Speed: 40 ft.
Armor Class: 16 (+6 natural), touch 10
Grapple: +4
Attack: Gore +4 melee (1d8+3)
Special Attacks: Ferocity
Special Qualities: Scent
Saves: Fort +6, Ref +3, Will +2
Abilities: Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4
Skills: Listen +7, Spot +5
Feats: Alertness, Toughness

Environment: Temperate forests
Challenge Rating: 2
Advancement: 4−5 HD (Medium)

Though not carnivores, these wild swine are bad-tempered and usually charge anyone who disturbs them. A boar is covered in coarse, grayish-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.

Ferocity: A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

CHEETAH

Medium Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +4
Speed: 50 ft.
Armor Class: 15 (+4 Dex, +1 natural), touch 14
Grapple: +5
Attack: Bite +6 melee (1d6+3) and 2 claws +1 melee (1d2+1)
Special Attacks: Trip
Special Qualities: Scent, sprint
Saves: Fort +5, Ref +7, Will +2
Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills: Hide +6, Listen +4, Move Silently +6, Spot +4
Feats: Alertness, Weapon Finesse
Environment: Warm plains
Challenge Rating: 2
Advancement: 4−5 HD (Medium)

Cheetahs are swift feline predators of the plains. A cheetah is 3 to 5 feet long and weighs 110 to 130 pounds.

Combat

Cheetahs make sudden sprints to bring down prey.

Trip: A cheetah that hits with a claw or bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack. If the attempt fails, the opponent cannot react to trip the cheetah.

Sprint: Once per hour, a cheetah can move ten times its normal speed (500 feet) when it makes a charge.

CROCODILE

Medium Animal
Hit Dice: 3d8+9 (22 hp)
Initiative: +1
Speed: 20 ft, swim 30 ft.
Armor Class: 15 (+1 Dex, +4 natural), touch 11
Base Attack/Grapple: +2/+6
Attack: Bite +6 melee (1d8+6) or tail slap +6 melee (1d12+6)
Special Attacks: Improved grab
Special Qualities: Hold breath
Saves: Fort +6, Ref +4, Will +2

Abilities: Str 19, Dex 12, Con 17, Int 1, Wis 12, Cha 2
Skills: Hide +7*, Listen +4, Spot +4, Swim +12
Feats: Alertness, Skill Focus (Hide)
Environment: Warm marshes
Challenge Rating: 2
Advancement: 4–5 HD (Medium)

Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach.

Combat

Improved Grab: To use this ability, a crocodile must hit with its bite attack. It can then attempt to start a grapple as a free action. If it wins the grapple check, the crocodile establishes a hold on the opponent with its mouth and drags it into deep water, attempting to pin it to the bottom.

Hold Breath: A crocodile can hold its breath for a number of rounds equal to 4 x its constitution score before it risks drowning.

Skills: A crocodile has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A crocodile gains a +4 racial bonus on hide checks when in the water. Further, a crocodile can lie in the water with only its eyes and nostrils showing, gaining a +10 cover bonus on hide checks.

CROCODILE, GIANT

Huge Animal
Hit Dice: 7d8+28 (59 hp)
Initiative: +1
Speed: 20 ft., swim 30 ft.
Armor Class: 16 (–2 size, +1 Dex, +7 natural), touch 9, flat-footed 15
Grapple: +21
Attack: Bite +11 melee (2d8+12) or tail slap +11 melee (1d12+12)
Special Attacks: Improved grab
Special Qualities: Hold breath
Saves: Fort +9, Ref +6, Will +3
Abilities: Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2
Skills: Hide +1*, Listen +5, Spot +5, Swim +16
Feats: Alertness, Endurance, Skill Focus (Hide)
Environment: Warm marshes
Challenge Rating: 4
Advancement: 8–14 HD (Huge)

These huge creatures usually live in salt water and can be more than 20 feet long.

Giant crocodiles fight and behave like their smaller cousins.

DOG

Small Animal
Hit Dice: 1d8+2 (6 hp)
Initiative: +3
Speed: 40 ft.

Armor Class: 15 (+1 size, +3 Dex, +1 natural), touch 14
Grapple: −3
Attack: Bite +2 melee (1d4+1)
Special Attacks: —
Special Qualities: Scent
Saves: Fort +4, Ref +5, Will +1
Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills: Jump +7, Listen +5, Spot +5, Survival +1*
Feats: Alertness, Track
Environment: Temperate plains
Challenge Rating: 1/3
Advancement   —

The statistics presented here describe a fairly small dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as coyotes, jackals, and African wild dogs.

Combat

Dogs generally hunt in packs, chasing and exhausting prey until they can drag it down.

Skills: Dogs have a +4 racial bonus on jump checks. *Dogs have a +4 racial bonus on survival checks when tracking by scent.

DOG, BIG

Medium Animal
Hit Dice:2d8+4 (13 hp)
Initiative:+2
Speed: 40 ft.
Armor Class: 16 (+2 Dex, +4 natural), touch 12
Grapple: +3
Attack: Bite +3 melee (1d6+3)
Special Attacks: —
Special Qualities: Scent
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills: Jump +8, Listen +5, Spot +5, Swim +3, Survival +1*
Feats: Alertness, Track
Environment: Temperate plains
Challenge Rating: 1
Advancement: —

This category includes working breeds such as collies, huskies, and St. Bernards.

Combat

If trained for combat, these animals can make trip attacks just as wolves do (see the Wolf entry).

Skills: Big dogs have a +4 racial bonus on jump checks. *Riding dogs have a +4 racial bonus on survival checks when tracking by scent.

DONKEY

Medium Animal
Hit Dice: 2d8+2 (11 hp)

Initiative: +1
Speed: 30 ft.
Armor Class: 13 (+1 Dex, +2 natural), touch 11
Grapple: +1
Attack: Bite +1 melee (1d2)
Special Attacks: —
Special Qualities: Scent
Saves: Fort +4, Ref +4, Will +0
Abilities: Str 10, Dex 13, Con 12, Int 2, Wis 11, Cha 4
Skills: Balance +3, Listen +3, Spot +2
Feats: Endurance
Environment: Temperate deserts
Challenge Rating: 1/6
Advancement: —

These long-eared, horselike creatures are surefooted and sturdy. The statistics presented here could also describe burros.

Carrying Capacity: A light load for a donkey is up to 50 pounds; a medium load, 51–100 pounds; and a heavy load, 101–150 pounds. A donkey can drag 750 pounds.

Combat

A donkey bites only when it has no way to escape.

Skills: Donkeys have a +2 racial bonus on balance checks.

ELEPHANT

Huge Animal
Hit Dice: 11d8+55 (104 hp)
Initiative: +0
Speed: 40 ft.
Armor Class: 15 (–2 size, +7 natural), touch 8
Grapple: +26
Attack: Slam +16 melee (2d6+10) and 2 stamps +11 melee (2d6+5); or gore +16 melee (2d8+15)
Special Attacks: Trample 2d8+15
Special Qualities: Scent
Saves: Fort +12, Ref +7, Will +6
Abilities: Str 30, Dex 10, Con 21, Int 2, Wis 13, Cha 7
Skills: Listen +12, Spot +10
Feats: Alertness, Endurance, Iron Will, Skill Focus (Listen)
Environment: Warm plains
Challenge Rating: 7
Advancement: 12–22 HD (Huge)

Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden. This entry describes an African elephant. Indian elephants are slightly smaller and weaker (strength 28), but more readily trained (wisdom 15). These statistics can also represent prehistoric creatures such as mammoths and mastodons.

Combat

Elephants tend to charge at threatening creatures.

Trample: Reflex half DC 25. The save DC is strength-based.

HORSE, HEAVY

Large Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +1
Speed: 50 ft.
Armor Class: 13 (–1 size, +1 Dex, +3 natural), touch 10
Grapple: +9
Attack: 2 hooves –1 melee (1d6+1*)
Special Attacks: —
Special Qualities: Scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 16, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Listen +4, Spot +4
Feats: Endurance, Run
Environment: Temperate plains
Challenge Rating: 1
Advancement: —

Horses are widely domesticated for riding and as beasts of burden. The statistics presented here describe large breeds of working horses such as Clydesdales. These animals are usually ready for heavy work by age three. A heavy horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a heavy horse is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds. A heavy horse can drag 3,000 pounds.

HORSE, LIGHT

Large Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +1
Speed: 60 ft.
Armor Class: 13 (–1 size, +1 Dex, +3 natural), touch 10
Grapple: +8
Attack: 2 hooves –2 melee (1d4+1*)
Special Attacks: —
Special Qualities: Scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 14, Dex 13, Con 15, Int 2, Wis 12, Cha 6
Skills: Listen +4, Spot +4
Feats: Endurance, Run
Environment: Temperate plains
Challenge Rating: 1
Advancement: —

The statistics presented here describe smaller breeds of working horses such as quarter horses and Arabians, as well as wild horses. These animals are usually ready for useful work by age two. A light horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a light horse is up to 150 pounds; a medium load, 151–300 pounds; and a heavy load, 301–450 pounds. A light horse can drag 2,250 pounds.

HYENA

Medium Animal
Hit Dice: 2d8+4 (13 hp)
Initiative: +2

Speed: 50 ft.
Armor Class: 14 (+2 Dex, +2 natural), touch 12
Grapple: +3
Attack: Bite +3 melee (1d6+3)
Special Attacks: Trip
Special Qualities: Scent
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 14, Dex 15, Con 15, Int 2, Wis 13, Cha 6
Skills: Hide +3*, Listen +6, Spot +4
Feats: Alertness
Environment: Warm deserts
Challenge Rating: 1
Advancement: 3 HD (Medium); 4–5 HD (Large)

Hyenas are pack hunters infamous for their cunning and their unnerving vocalizations. The statistics presented here are for a striped hyena, which is about 3 feet long and weighs about 120 pounds.

Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip: A hyena that hits with its bite attack can attempt to trip the opponent (+2 check modifier) as a free action. If the attempt fails, the opponent cannot react to trip the hyena.

Skills: *Hyenas have a +4 racial bonus on hide checks in areas of tall grass or heavy undergrowth.

LEOPARD

Medium Animal
Hit Dice: 3d8+6 (19 hp)
Initiative: +4
Speed: 40 ft, climb 20 ft.
Armor Class: 15 (+4 Dex, +1 natural), touch 14
Grapple: +5
Attack: Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1)
Special Attacks: Improved grab, pounce, rake 1d3+1
Special Qualities: Scent
Saves: Fort +5, Ref +7, Will +2
Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6
Skills: Balance +12, Climb +11, Hide +8*, Jump +11, Listen +6, Move Silently +8, Spot +6
Feats: Alertness, Weapon Finesse
Environment: Warm forests
Challenge Rating: 2
Advancement: 4–5 HD (Medium)

These jungle cats are about 4 feet long and weigh about 120 pounds. They usually hunt at night. The statistics presented here can describe any feline of similar size, such as jaguars, panthers, and mountain lions.

Combat

Improved Grab: To use this ability, a leopard must hit with its bite attack. It can then attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold and can rake.

Pounce: If a leopard charges a foe, it can make a full attack, including two rake attacks.

Rake: Attack bonus +6 melee, damage 1d3+1.

Skills: Leopards have a +8 racial bonus on jump checks and a +4 racial bonus on hide and move silently checks. Leopards have a +8 racial bonus on balance and climb checks. A leopard can always choose to take 10 on a climb check, even if rushed or threatened.

LION

Large Animal
Hit Dice: 5d8+10 (32 hp)
Initiative: +3
Speed: 40 ft
Armor Class: 15 (–1 size, +3 Dex, +3 natural), touch 12
Grapple: +12
Attack: 2 claws +7 melee (1d4+5) and bite +2 melee (1d8+2)
Special Attacks: Pounce, improved grab, rake 1d4+2
Special Qualities: Scent
Saves: Fort +6, Ref +7, Will +2
Abilities: Str 21, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills: Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5
Feats: Alertness, Run
Environment: Warm plains
Challenge Rating: 3
Advancement: 6–8 HD (Large)
The statistics presented here describe a male African lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.

Combat

Pounce: If a lion charges a foe, it can make a full attack, including two rake attacks.

Improved Grab: To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold and can rake.

Rake: Attack bonus +7 melee, damage 1d4+2.

Skills: Lions have a +4 racial bonus on balance, hide, and move silently checks. *In areas of tall grass or heavy undergrowth, the hide bonus improves to +12.

MANTA RAY

Large Animal (Aquatic)
Hit Dice: 4d8 (18 hp)
Initiative: +0
Speed: Swim 30 ft.
Armor Class: 12 (–1 size, +3 natural), touch 9
Grapple: +9
Attack: Ram –1 melee* (1d6+1)
Special Attacks: —
Special Qualities: Low-light vision
Saves: Fort +4, Ref +4, Will +2

Abilities: Str 15, Dex 11, Con 10, Int 1, Wis 12, Cha 2
Skills: Listen +7, Spot +6, Swim +10
Feats: Alertness, Endurance
Environment: Warm aquatic
Challenge Rating: 1
Advancement: 5–6 HD (Medium)

These fish are not aggressive and generally avoid contact with other creatures. They filter plankton and similar small organisms from the water through their gaping, toothless maws.

Combat

*If threatened, a manta ray uses its size and weight to ram opponents. This is treated as a secondary attack.

Skills: A manta ray has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

RAT

Tiny Animal
Hit Dice: 1/4 d8 (1 hp)
Initiative:+2
Speed: 15 ft, climb 15 ft., swim 15 ft.
Armor Class: 14 (+2 size, +2 Dex), touch 14
Grapple: −12
Attack: Bite +4 melee (1d3−4)
Special Attacks: —
Special Qualities: Scent
Saves: Fort +2, Ref +4, Will +1
Abilities: Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2
Skills: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10
Feats: Weapon Finesse
Environment: Any
Challenge Rating: 1/8
Advancement: —
These omnivorous rodents thrive almost anywhere.

Combat

Rats usually run away. They bite only as a last resort.

Skills: Rats have a +4 racial bonus on hide and move silently checks, and a +8 racial bonus on balance, climb, and swim checks. A rat can always choose to take 10 on climb checks, even if rushed or threatened. A rat uses its dexterity modifier instead of its strength modifier for climb and swim checks. A rat has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

RHINOCEROS

Large Animal
Hit Dice: 8d8+40 (76 hp)
Initiative:+0
Speed: 30 ft.

Armor Class: 16 (−1 size, +7 natural), touch 9
Grapple: +18
Attack: Gore +13 melee (2d6+12)
Special Attacks: Powerful charge
Special Qualities: -
Saves: Fort +11, Ref +6, Will +3
Abilities: Str 26, Dex 10, Con 21, Int 2, Wis 13, Cha 2
Skills: Listen +14, Spot +3
Feats: Alertness, Endurance, Improved Natural Attack (gore)
Environment: Warm plains
Challenge Rating: 4
Advancement: 9–12 HD (Large); 13–24 HD (Huge)

The rhinoceros is infamous for its bad temper and willingness to charge intruders. The statistics presented here are based on the African black rhino, which is 6 to 14 feet long, 3 to 6 feet high at the shoulder, and weighs up to 6,000 pounds. These statistics can describe any herbivore of similar size and similar natural weapons (antlers, horns, tusks, or the like).

Combat

When it is harassed or annoyed, a rhinoceros lowers its head and charges.

Powerful Charge: A rhinoceros deals 4d6+24 points of damage when it
SNAKE

Snakes usually are not aggressive and flee when confronted.
Skills: Snakes have a +4 racial bonus on hide, listen, and spot checks and a +8 racial bonus on balance and climb checks. A snake can always choose to take 10 on a climb check, even if rushed or threatened. Snakes use either their strength modifier or dexterity modifier for climb checks, whichever is higher. A snake has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

CONSTRICTOR SNAKE
 Medium Animal
Hit Dice: 3d8+6 (19 hp)
Initiative:+3
Speed: 20 ft, climb 20 ft., swim 20 ft.
Armor Class: 15 (+3 Dex, +2 natural), touch 13
Grapple: +5
Attack: Bite +5 melee (1d3+4)
Special Attacks: Constrict 1d3+4, improved grab
Special Qualities: Scent
Saves: Fort +4, Ref +6, Will +2
Abilities: Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills: Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11
Feats: Alertness, Toughness
Environment: Warm forests
Challenge Rating: 2
Advancement: 4–5 HD (Medium); 6–10 HD (Large)

Constrictor snakes usually are not aggressive and flee when con-

SHARK

	Shark, Medium	Shark, Large	Shark, Huge
	Medium Animal (Aquatic)	Large Animal (Aquatic)	Huge Animal (Aquatic)
Hit Dice:	3d8+3 (16 hp)	7d8+7 (38 hp)	10d8+20 (65 hp)
Initiative:	+2	+6	+6
Speed:	Swim 60 ft.	Swim 60 ft.	Swim 60 ft.
Armor Class:	15 (+2 Dex, +3 natural), touch 12	15 (−1 size, +2 Dex, +4 natural), touch 11	15 (−2 size, +2 Dex, +5 natural), touch 10
Grapple:	+3	+12	+20
Attack:	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
Special Attacks:	—	—	—
Special Qualities:	Blind sense, keen scent	Blind sense, keen scent	Blind sense, keen scent
Saves:	Fort +4, Ref +5, Will +2	Fort +8, Ref +7, Will +3	Fort +11, Ref +9, Will +4
Abilities:	Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2
Skills:	Listen +6, Spot +6, Swim +9	Listen +8, Spot +7, Swim +11	Listen +10, Spot +10, Swim +13
Feats:	Alertness, Weapon Finesse	Alertness, Great Fortitude, Improved Initiative	Alertness, Great Fortitude, Improved Initiative, Iron Will
Environment:	Cold aquatic	Cold aquatic	Cold aquatic
Challenge Rating:	1	2	4
Advancement:	4–6 HD (Medium)	8–9 HD (Large)	11–17 HD (Huge)

These carnivorous fish are aggressive and liable to make unprovoked attacks against anything that approaches them. Smaller sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey. Large sharks can reach around 15 feet in length and are a serious threat. Huge sharks are true monsters, like great whites, that can exceed 20 feet in length.

Combat

Sharks circle and observe potential prey, then dart in and bite with their powerful jaws.

Blind sense: A shark can locate creatures underwater within a 30-foot radius.

Keen Scent: A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark has a +8 racial bonus on any swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

fronted. They hunt for food but do not attempt to make a meal out of any creature that is too large to constrict.

Combat

Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.

Constrict: On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

Improved Grab: To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold and can constrict.

CONSTRICTOR SNAKE, GIANT

Huge Animal
Hit Dice: 11d8+14 (63 hp)
Initiative: +3
Speed: 20 ft, climb 20 ft., swim 20 ft.
Armor Class: 15 (−2 size, +3 Dex, +4 natural), touch 11
Grapple: +23

VIPER SNAKE

Snake, Tiny Viper
Tiny Animal
Hit Dice: 1/4 d8 (1 hp)
Initiative: +3
Speed: 15 ft, climb 15 ft., swim 15 ft.
Armor Class:17 (+2 size, +3 Dex, +2 natural), touch 15
Grapple: −11
Attack: Bite +5 melee (1 plus poison)
Special Attacks: Poison
Special Qualities: Scent
Saves: Fort +2, Ref +5, Will +1
Abilities: Str 4, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:
Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5

Feats: Weapon Finesse
Environment: Temperate marshes
Challenge Rating: 1/3
Advancement: —

Snake, Small Viper
Small Animal
1d8 (4 hp)
+3
20 ft, climb 20 ft., swim 20 ft.
17 (+1 size, +3 Dex, +3 natural), touch 14
−6
Bite +4 melee (1d2−2 plus poison)
Poison
Scent
Fort +2, Ref +5, Will +1
Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6
Weapon Finesse
Temperate marshes
1/2
—

Snake, Medium Viper
Medium Animal
Hit Dice: 2d8 (9 hp)
Initiative: +3
Speed: 20 ft, climb 20 ft., swim 20 ft.
Armor Class: 16 (+3 Dex, +3 natural), touch 13

Grapple: +0
Attack: Bite +4 melee (1d4−1 plus poison)
Special Attacks: Poison
Special Qualities: Scent
Saves: Fort +3, Ref +6, Will +1
Abilities:
Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills:
Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7

Feats: Weapon Finesse Improved Initiative,
Environment: Temperate marshes
Challenge Rating: 1
Advancement: —

Snake, Large Viper
Large Animal
3d8 (13 hp)
+7
20 ft, climb 20 ft., swim 20 ft.
15 (−1 size, +3 Dex, +3 natural), touch 12

+6
Bite +4 melee (1d4 plus poison)
Poison
Scent
Fort +3, Ref +6, Will +2

Str 10, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8
Weapon Finesse,IImproved Initiative, Run,
Temperate marshes
2
—

Snake, Huge Viper
Huge Animal
6d8+6 (33 hp)
+6
20 ft, climb 20 ft., swim 20 ft.
15 (−2 size, +2 Dex, +5 natural), touch 10

+15
Bite +6 melee (1d6+4 plus poison)
Poison
Scent
Fort +6, Ref +7, Will +3

Str 16, Dex 15, Con 13, Int 1, Wis 12, Cha 2

Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11
Weapon Focus (bite)
Temperate marshes
3
7−18 HD (Huge)

These creatures range widely in size. They are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat.

Combat

Viper snakes rely on their venomous bite to kill prey and defend themselves.
Poison: A viper snake has a poisonous bite that deals initial and secondary damage of 1d6 Con. The save DC varies by the snake's size, as shown on the table below. The save DCs are constitution-based.

Tiny Fort DC: 10 **Small** Fort DC:10 **Medium** Fort DC: 11 **Large** Fort DC:11 **Huge** Fort DC:14

Attack: Bite +13 melee (1d8+10)
Special Attacks: Constrict 1d8+10, improved grab
Special Qualities: Scent
Saves: Fort +8, Ref +10, Will +4
Abilities: Str 25, Dex 17, Con 13, Int 1, Wis 12, Cha 2
Skills: Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16
Feats: Alertness, Endurance, Skill Focus (Hide), Toughness
Environment: Warm forests
Challenge Rating: 5
Advancement: 12–16 HD (Huge); 17–33 HD (Gargantuan)

Giant constrictor snakes are more aggressive than their smaller cousins, principally because they need a great amount of food to survive.

TIGER

Large Animal
Hit Dice:6d8+18 (45 hp)
Initiative:+2
Speed: 40 ft.
Armor Class: 14 (–1 size, +2 Dex, +3 natural), touch 11
Grapple: +14
Attack: 2 claws +9 melee (1d8+6) and bite +4 melee (2d6+3)
Special Attacks: Improved grab, pounce, rake 1d8+3
Special Qualities: Scent
Saves: Fort +8, Ref +7, Will +3
Abilities: Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6
Skills: Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11
Feats: Alertness, Improved Natural Weapon (bite), and Improved Natural Weapon (claw).
Environment: Warm forests
Challenge Rating: 4
Advancement: 7–12 HD (Large); 13–18 HD (Huge)

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

Combat

Improved Grab: To use this ability, a tiger must hit with a claw or bite attack. It can then attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold and can rake.

Pounce: If a tiger charges a foe, it can make a full attack, including two rake attacks.

Rake: Attack bonus +9 melee, damage 1d8+3.

Skills: Tigers have a +4 racial bonus on balance, hide, and move silently checks. *In areas of tall grass or heavy undergrowth, the hide bonus improves to +8.

WOLF

Medium Animal
Hit Dice:2d8+4 (13 hp)
Initiative:+2
Speed: 50 ft.

Armor Class: 14 (+2 Dex, +2 natural), touch 12
Grapple: +2
Attack: Bite +3 melee (1d6+1)
Special Attacks: Trip
Special Qualities: Scent
Saves: Fort +5, Ref +5, Will +1
Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6
Skills: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*
Feats: Track, Weapon Focus (bite)
Environment: Temperate forests
Challenge Rating: 1
Advancement: 3 HD (Medium); 4–6 HD (Large)
Wolves are pack hunters known for their persistence and cunning.

Combat

A favorite tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.

Trip: A wolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves have a +4 racial bonus on survival checks when tracking by scent.

WOLVERINE

Medium Animal
Hit Dice: 3d8+15 (28 hp)
Initiative:+2
Speed: 30 ft, burrow 10 ft., climb 10 ft.
Armor Class: 14 (+2 Dex, +2 natural), touch 12
Grapple: +4
Attack: 2 claws +4 melee (1d4+2) and bite –1 melee (1d6+1)
Special Attacks: Rage
Special Qualities: Scent
Saves: Fort +7, Ref +5, Will +2
Abilities: Str 14, Dex 15, Con 19, Int 2, Wis 12, Cha 10
Skills: Climb +10, Listen +6, Spot +6
Feats: Alertness, Toughness, TrackB
Environment: Cold forests
Challenge Rating: 2
Advancement: 4–5 HD (Large)
These creatures are similar to badgers but are bigger, stronger, and even more ferocious.

Combat

Rage: A wolverine that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 to strength, +4 to constitution, and −2 to armor class. The creature cannot end its rage voluntarily.

Skills: Wolverines have a +8 racial bonus on climb checks and

can always choose to take 10 on climb checks, even if rushed or threatened.

Creatures (Ethereal)

This section provides statistics and basic information for all creatures that exist on the ethereal plane. These creatures can only affect other creatures that are ethereal (such as Specters) and appear invisible to the Mortal Realm. A few ethereal creatures (as described below) can manifest themselves in the Mortal Realm and are considered ghosts by any human who witnesses one. Any ethereal creature that dies in the ethereal plane passes on into non-existence as their form dissipates into thin air.

ALLIP

Medium (ethereal)
Hit Dice:4d12 (26 hp)
Initiative:+5
Speed: Fly 30 ft. (perfect)
Armor Class: 15 (+1 Dex, +4 deflection), touch 15
Grapple: —
Attack: Incorporeal touch +3 melee (1d4 Wisdom drain)
Special Attacks: Babble, madness, wisdom drain
Special Qualities: Dark vision 60 ft., ethereal traits
Saves: Fort +1, Ref +4, Will +4
Abilities: Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18
Skills: Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks)
Feats: Improved Initiative, Lightning Reflexes
Challenge Rating: 3
Advancement: 5–12 HD (Medium)

An allip is the ghostly remains of someone driven to suicide by a madness that afflicted it in life. It craves only revenge and unrelentingly pursues those who tormented it in life and pushed it over the brink.

An allip cannot speak intelligibly.

Combat

An allip is unable to cause physical harm to those in the Mortal Realm, although it doesn't appear to know that. It keeps flailing away at enemies, yet it inflicts no wounds.

Babble: An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 will save or be affected as though by a hypnotism spell for 2d4 rounds. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is charisma-based.

Madness: Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of wisdom damage.

Wisdom Drain: An allip causes 1d4 points of wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

DEVOURER

Large (ethereal)
Hit Dice: 12d12 (78 hp)
Initiative:+4
Speed: 40 ft.
Armor Class: 24 (−1 size, +15 natural), touch 9
Grapple: +19
Attack: 2 claws +15 melee (1d6+9)
Special Attacks: Energy drain, trap essence, power-like abilities
Special Qualities: Dark vision, power deflection, power resistance 21, ethereal traits
Saves: Fort +4, Ref +4, Will +11
Abilities: Str 28, Dex 10, Con —, Int 16, Wis 16, Cha 17
Skills: Climb +24, Concentration +18, Diplomacy +5, Jump +24, Listen +18, Move Silently +15, Search +10, Sense Motive +11, Spot +18, Survival +3 (+5 following tracks)
Feats: Blind-Fight, Combat Casting, Expertise, Improved Initiative, Weapon Focus (claw)
Challenge Rating: 11
Advancement: 13–24 HD (Large); 25–36 HD (Huge)

Devourers lurk on the ethereal plane, stalking both natives and travelers with equal sadistic glee. A devourer is about 9 feet tall and weighs 500 pounds.

Combat

Even if it had no special abilities, a devourer would be a terrible opponent, for its bony claws can flay enemies alive.

Energy Drain: Living creatures hit by a devourer's claw attack or spectral hand ability gain one negative level. The DC is 19 for the fortitude save to remove a negative level. The save DC is charisma-based.

Trap Essence: The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll but deals no damage. The save DC is charisma-based or the victim is trapped. A trapped creature's essence is trapped within the devourer's ribs, and the tiny figure takes on that victim's features. The trapped essence can only be saved by destroying the devourer. A devourer can hold only one essence at a time.

The trapped essence provides a devourer with enough power to use five power-like abilities for each hit die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence gains one negative level for every five times the devourer uses one of its power-like abilities. When the essence's number of negative levels equals the creature's total hit dice or level, the essence is destroyed. If an essence is freed, the restored creature must succeed on a DC 19 fortitude save for each negative level or lose that level permanently.

Power-Like Abilities: At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4+3 levels (enough fuel for thirty to seventy-five uses). Once per round, a

devourer can use one of the following abilities: confusion (DC 17), ghoul touch (DC 15), ray of enfeeblement (DC 14), spectral hand, suggestion (DC 16), true seeing. User level 18th. The save DCs are charisma-based.

Power Deflection: The trapped essence provides a measure of magical protection. If any of the following powers are cast at the devourer and overcome its power resistance, they affect the imprisoned essence instead: repel evil, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, quest, holy word, hypnosis, suggestion, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the power. Some of these effects might eliminate the trapped essence, depriving the devourer of its power-like abilities until it can consume another victim.

ETHEREAL FILCHER

Medium (ethereal)
Hit Dice: 5d8 (22 hp)
Initiative: +8
Speed: 30 ft.
Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Grapple: +3
Attack: Bite +3 melee (1d4)
Special Attacks: —
Special Qualities: Dark vision 60 ft., detect magic, ethereal jaunt, ethereal traits
Saves: Fort +1, Ref +5, Will +5
Abilities: Str 10, Dex 18, Con 11, Int 7, Wis 12, Cha 10
Skills: Listen +9, Sleight of Hand +12, Spot +9
Feats: Dodge, Improved Initiative
Challenge Rating: 3
Advancement: 6–7 HD (Medium); 8–15 HD (Large)

Ethereal filchers are bizarre-looking creatures with a penchant for snatching trinkets from passersby. Their ability to move quickly between the ethereal plane and the Mortal Realm makes them spectacular pickpockets. Ethereal filchers do not speak.

Combat

An ethereal filcher prowls about, using its ethereal jaunt ability to move about unseen. Upon locating a likely mark, it shifts to the material plane, attempting to catch its victim unaware. The creature attempts to seize an item, then retreats quickly back to the ethereal plane. It is not above delivering a bite to distract its target. Once it secures a trinket, it scurries back to its lair to admire its prize. When badly wounded, a filcher escapes rather than continuing the fight. Any number of simple ruses can blunt a filcher's attack.

Ethereal Jaunt: An ethereal filcher can shift from the ethereal plane to the Mortal Realm as part of any move action, and shift back again as a free action. When using this power, it must remain on the ethereal plane for 1 round before returning to the Mortal Realm. They also possess the ability to take physical objects into the ethereal plane by turning them ethereal. Once an object is turned ethereal, it may never be reverted back to its physical form.

Skills: Ethereal filchers have a +8 racial bonus on sleight of hand checks, and a +4 racial bonus on listen and spot checks.

ETHEREAL MARAUDER

Medium (ethereal)
Hit Dice: 2d10 (11 hp)
Initiative: +5
Speed: 40 ft.
Armor Class: 14 (+1 Dex, +3 natural), touch 11
Base Attack/Grapple: +2/+4
Attack: Bite +4 melee (1d6+3)
Special Attacks:—
Special Qualities: Dark vision, ethereal traits
Saves: Fort +3, Ref +4, Will +1
Abilities: Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10
Skills: Listen +5, Move Silently +5, Spot +4
Feats: Improved Initiative
Challenge Rating: 3
Advancement: 3–4 HD (Medium); 5–6 HD (Large)

Ethereal marauders are beasts who live and hunt in packs on the ethereal plane. An ethereal marauder's coloration ranges from bright blue to deep violet. An ethereal marauder stands about 4 feet tall, but its overall length is about 7 feet. It weighs about 200 pounds. Ethereal marauders speak no known languages. Survivors of their attacks claim that they emit an eerie, high whine that varies in pitch depending on the creature's speed and health.

Combat

Once a marauder locates prey, it attempts to sneak up from behind and then attack. They have been known to hunt in groups and will sometimes use tactics to distract their opponents. When badly hurt or wounded, a marauder will attempt to escape

Skills: Ethereal marauders have a +2 racial bonus on listen, move silently, and spot checks.

PHASE SPIDER

Large (ethereal)
Hit Dice:5d10+15 (42 hp)
Initiative: +7
Speed: 40 ft, fly 20ft
Armor Class: 15 (–1 size, +3 Dex, +3 natural), touch 12, flat-footed 12
Grapple: +12
Attack: Bite +7 melee (1d6+4 plus poison)
Special Attacks: Poison
Special Qualitiy: Dark vision, ethereal traits
Saves: Fort +7, Ref +7, Will +2
Abilities: Str 17, Dex 17, Con 16, Int 7, Wis 13, Cha 10
Skills: Move Silently +11, Spot +4
Feats: Ability Focus (poison), Improved Initiative
Challenge Rating: 5
Advancement: 6–8 HD (Large); 9–15 HD (Huge)
Phase spiders are aggressive predators that can move quickly in the ethereal plane to attack opponents. A typical phase spider's body is 8 feet long. It weighs about 700 pounds. Phase spiders cannot speak.

Combat

Phase spiders dwell and hunt on the ethereal plane. They attempt to drop down on unsuspecting victims for a surprise attack.

Poison: Injury, fortitude DC 17, initial and secondary damage 1d8 Con. The save DC is constitution-based.

MR. ROTTEN TREATS

Medium (ethereal)
Hit Dice: 7d12 (45 hp)
Initiative: +7
Speed: 40 ft., fly 80 ft. (perfect)
Armor Class: 15 (+3 Dex, +2 deflection), touch 15
Grapple: —
Attack: Incorporeal touch +6 melee (1d8 plus energy drain)
Special Attacks: Energy drain, create spawn
Special Qualities: Dark vision, ethereal traits, +2 turn resistance, sunlight powerlessness, unnatural aura
Saves: Fort +2, Ref +5, Will +7
Abilities: Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15
Skills: Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks)
Feats: Alertness, Blind-Fight, Improved Initiative
Challenge Rating: 7
Advancement: 8–14 HD (Medium)

Mr. Rotten Treats looks like a hideous reflection of a normal man whose features are all twisted out of shape. His name comes from the fact that his teeth are all broken and rotten. He constantly searches the ethereal void looking for ethereal beings to suck the life from. There are many Mr. Rotten Treats, but it is rumored that they are all merely weaker life-force reflections in the ethereal world of the true Mr. Rotten Treats who resides sokewhere in the Nethervoid.

Combat

In close combat, Mr. Rotten Treats attacks with his numbing, life-draining touch.

Energy Drain: Ethereal creatures hit by Mr. Rotten Treats' incorporeal touch attack gain two negative levels. The DC is 15 for the fortitude save to remove a negative level. The save DC is charisma-based. For each such negative level bestowed, Mr. Rotten Treats gains 5 temporary hit points.

Unnatural Aura: Animals in the Mortal Realm, whether wild or domesticated, can sense the unnatural presence of a Mr. Rotten Treats at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Sunlight Powerlessness: Mr. Rotten Treats is powerless in natural sunlight (not merely a daylight power) that filters in from the Mortal Realm during the daylight hours. A Mr. Rotten Treats caught in sunlight cannot attack and can take only a single move or action in a round.

Soul reapers are ethereal creatures born of evil and darkness. In some cases, the grim silhouettes of soul reapers appear outfitted with weapons.

This appearance does not affect the creature's combat abilities but only reflects the shape it had in life. A soul reaper is about as tall as a human, while a dread soul reaper is roughly the size of a 10′ tall human. Soul reapers can speak.

Combat

Both the soul reaper and the dread soul reaper share the following abilities:

Unnatural Aura: Animals, whether wild or domesticated, can sense the unnatural presence of a soul reaper in the Mortal Realm at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness: Soul reapers are utterly powerless in natural sunlight (not merely a daylight power) and flee from it.

SOUL REAPER

Constitution Drain: Ethereal creatures hit by a soul reaper's incorporeal touch attack must succeed on a DC 14 fortitude save or take 1d6 points of constitution drain. The save DC is charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn: Any ethereal creature slain by a soul reaper becomes a soul reaper in 1d4 rounds. Spawn are under the command of the soul reaper that created them and remain enslaved until their death. They do not possess any of the abilities they had in life.

DREAD SOUL REAPER

The oldest and most malevolent soul reaper lurks in the depths of the ethereal plane, waiting to strike in the darkness of night. They can sense the approach of ethereal creatures, and hunger for them. Despite its size, the dread soul reaper possesses unearthly quickness and makes use of its spring attack feat and natural reach to strike with deadly effect and melt back into the shadows.

Life Sense: A dread soul reaper notices and locates ethereal creatures within 60 feet. It also senses the strength of their life force automatically.
Constitution Drain: Living creatures hit by a dread soul reaper's incorporeal touch attack must succeed on a DC 25 fortitude save or take 1d8 points of constitution drain. The save DC is charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn: Any ethereal creature slain by a dread soul reaper becomes a soul reaper in 1d4 rounds. Spawn are under the command of the dread soul reaper that created them and remain enslaved until their death. They do not possess any of the abilities they had in life.

Creatures (Nethervoid)

The Nethervoid is a cold, windy place that has endless subterranean levels connected by tunnels that lead to vast underground cities. It is a prison where all the spirits who have been deemed evil are kept imprisoned for eternity. Light cannot exist here at all (except for Oracle light based powers), and because of this, all creatures have dark vision, allowing them to see as if in daylight while in pure darkness. The wind that flows through the tunnels of the Nethervoid can be quite deadly in intensity, and many creatures have developed means to cling to the walls when strong winds surface. Mortal creatures here are hated and usually find the minions of the void to be most harsh to their presence. Beyond all of this, there are other dark and foul creatures that exist in the void of whose true origins are unknown.

ANKHEG (Physical)

Large (Nethervoid)
Hit Dice:3d10+12 (28 hp)
Initiative:+0
Speed: 30 ft, burrow 20 ft.
Armor Class: 18 (–1 size, +9 natural), touch 9
Grapple: +12
Attack: Bite +7 melee (2d6+7 plus 1d4 acid)
Special Attacks: Improved grab, spit acid
Special Qualities: Dark vision, tremor sense 60 ft.
Saves: Fort +6, Ref +3, Will +2
Abilities: Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6
Skills: Climb +8, Listen +6, Spot +3
Feats: Alertness, Toughness
Challenge Rating: 3
Advancement: 4 HD (Large); 5–9 HD (Huge)

The ankheg is a burrowing monster with a taste for fresh meat. An ankheg has six legs, and some specimens are yellow rather than brown. It is about 10 feet long and weighs about 800 pounds.
An ankheg burrows with legs and mandibles. A burrowing ankheg usually does not make a usable tunnel, but can construct a tunnel; it burrows at half speed when it does so. It often digs a winding tunnel up to 40 feet below the surface in the rich soil of forests or farmlands. The tunnel is 5 feet tall and wide, and from 60 to 150 feet long 10).

Combat

An ankheg usually lies 5 to 10 feet below the surface until its antennae detect the approach of prey. It then burrows up to attack. (Treat this as a charge, even though the ankheg does not need to move 10 feet before attacking.) Clusters of ankhegs can share the same territory but never cooperate.

Improved Grab: To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid: 30-ft. line, once every 6 hours; damage 4d4 acid, reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is constitution-based. The ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

BANDALOG DEATH BEAST (Physical)

Large 10' (Nethervoid)
Hit Dice: 36d10 (190 hp)
Initiative:+7 (Dex)
Speed: 50 ft
AC: 27 (+7 Dex, +10 natural)
Grapple: +30
Attack: Six crab like pinchers +21 (1d6+6/20 (plus 1d6 on critical))
Special Attacks: Rend 2d6+9, sonic blast
Special Qualities: Abomination traits, magic immunity, construct traits, fast healing 10, power resistance 17, and damage reduction 5
Skills: Climb +33, Jump +35
Feats: Blind-Fight, Cleave, Great Cleave, Improved Critical (blade), Improved Initiative, Power Attack, Weapon Focus (blade)
Saves: Fort +12, Ref +19, Will +17
Abilities: Str 25, Dex 25, Con —, Int 10, Wis 20, Cha 20
Challenge Rating: 13
Advancement: 39–48 HD

The bandalog death beast is one of the most hideous creatures in the Nethervoid. It looms over ten feet tall with a lizard-like hide that is blue with maize tiger stripes. Its face resembles that of a panda bear, except for its snake like tongue. Standing upright, it has six arms, each ending in a crab-like pincher that constantly make clicking noises when it is about to attack. Bandalog death beasts prefer to be alone and seldom provoke attacks on those who do not disturb them. They are extremely intelligent but infinitely evil and will only negotiate if they have something to gain. No one knows where they have come from, but many believe they are a product of another dimension entirely. Some of these creatures have even been know to possess items of incredible power, though no one has ever lived long enough to tell exactly what they do.

Combat

Sonic Blast: As a standard action, a bandalog death beast can emit a 60-foot cone of sonic energy that deals 10d6 points of sonic damage to all creatures that fail a reflex save (DC 19); those that succeed take half damage. The save DC is constitution-based

Rend: If the anaxim hits with three or more crab like pinchers on an opponent, it slices particularly well. This attack automatically deals an additional 2d6+9 points of damage.

Abomination Traits: Immune to petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; non-detection; true seeing at will; blind sight 500 ft.; telepathy out to 1,000 ft.

Construct Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, sleep, paralysis, stunning, disease, death effects, and any

effect that requires a fortitude save unless it also works on objects. Cannot heal damage (though regeneration and fast healing still apply, if present). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less. Dark vision.

CHOKER (Physical)

Small (Nethervoid)
Hit Dice:3d8+3 (16 hp)
Initiative:+6
Speed: 20 ft, climb 10 ft.
Armor Class: 17 (+1 size, +2 Dex, +4 natural), touch 13
Grapple: +5
Attack: 2 tentacles +6 melee (1d3+3)
Special Attacks: Improved grab, constrict 1d3+3
Special Qualities: Dark vision., quickness
Saves: Fort +2, Ref +5, Will +4
Abilities: Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7
Skills: Climb +13, Hide +10, Move Silently +6
Feats: Improved InitiativeB, Lightning Reflexes, Stealthy
Challenge Rating: 2
Advancement: 4–6 HD (Small); 7–12 HD (Medium)

These vicious little predators lurk underground, grabbing whatever prey happens by. Its hands and feet have spiny pads that help the choker grip almost any surface. The creature weighs about 35 pounds.

Combat

A choker likes to perch near the ceiling, often at intersections and reach down to attack its prey. A choker attacks creatures of almost any size, but prefers lone prey of its size or larger. If one is very hungry, it may attack a group, but it waits to grab the last creature in line.

Constrict: A choker deals 1d3+3 points of damage with a successful grapple check against a large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak.

Improved Grab: To use this ability, a choker must hit a large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action. If it wins the grapple check, it establishes a hold and can constrict.

Quickness: Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills: A choker has a +8 racial bonus on climb checks and can always choose to take 10 on climb checks, even if rushed or threatened.

DEMON (Physical)

Medium (Nethervoid or Mortal Realm)
Hit Dice: 7d8+35 (66 hp)
Initiative:+1
Speed: 30 ft.
Armor Class: 19 (+1 Dex, +8 natural), touch 11
Grapple: +12
Attack: 2 claws +12 melee (1d6+5) and bite +7 melee (1d6+2)
Special Attacks: Sneak attack +2d6, spell-like abilities

Special Qualities: Damage reduction 10/cold iron or good, dark vision, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 14
Saves: Fort +10, Ref +6, Will +6
Abilities: Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16
Skills: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks)
Feats: Cleave, Multi-attack, Power Attack
Challenge Rating: 6
Advancement: 8–14 HD (Large); 15–21 HD (Huge)

Demons are newly fallen evil spirits who have been cast into the Nethervoid in physical form so that they may suffer a painful existence. A demon's body, though ravaged by the elements of the void, quickly begins to develop immunities in order to survive. Demons, though they look similar to humans, have features that make then stand out as monstrous. Their gray skin is usually heavily scarred with cuts and bruises. Their eyes are yellowish and their fingers end in claws. The older a demon is, the less human they become.

Some demons have escaped into the Mortal Realm or are working for a devil in some devious plot to corrupt the Mortal Realm. Since demons have trouble passing as humans (without a disguise or heavy clothing), they are usually employed by devils as the main muscle in their organization. By using demons to assassinate their enemies, devils can usually insure that their target will be eliminated.

When a demon dies, he becomes a shadow spirit forever locked away in the Nethervoid. It is because of this that they highly value their bodies and will run if hard pressed. If killed in the Mortal Realm, their spirit will immediately be pulled into the Nethervoid once again.

Demon Traits: Demons possess the following traits.

—Immunity to electricity and poison.

—Resistance to acid 10, cold 10, and fire 10.

Combat

Demons are sneaky and sly. They attack the most powerful foe first, hoping to eliminate the true threats quickly and then toy with the rest. When ambushing their opponents, they make excellent use of the combination of multiple attacks and sneak attacks. Demons, apart from their natural weapons, also commonly employ all types of modern weaponry as well.

Sneak Attack: A demon can make a sneak attack, dealing an extra 2d6 points of damage whenever a foe is denied his or her dexterity bonus.
Skills: Demons have a +8 racial bonus on hide, listen, move silently, and search checks.

DEVIL (Physical)

Large 15' tall (Nethervoid or Mortal Realm)
Hit Dice: 15d8+105 (172 hp)
Initiative: +7
Speed: 50 ft
Armor Class: 35 (–1 size, +7 Dex, +19 natural) touch 16
Grapple: +29
Attack: 2 claws +24 melee (2d6+10) and bite + 22 melee (2d8+5)
Special Attacks: Fear aura, infernal wound, power-like abilities, stun, summon devil
Special Qualities: Damage reduction 10, dark vision, immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, power resistance 28, telepathic link 1000 miles. Shape shifting
Saves: Fort +16, Ref +16, Will +15
Abilities: Str 31, Dex 25, Con 25, Int 14, Wis 18, Cha 22
Skills: Bluff +24, Climb +28, Concentration +24, Diplomacy +10, Disguise +6 (+8 acting), Hide +21, Intimidate +26, Listen +22, Move Silently +23, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks)
Feats: Cleave, Iron Will, Multi-attack, Power Attack, Weapon Focus (Rifle)
Challenge Rating: 16
Advancement: 16–20 HD (Large); 21–45 HD (Huge)

Devils are the oldest, wisest, and evilest of those trapped in the Nethervoid. They are the ones who fought against "The One" in the Battle of the Monolith and are among the only known existing beings to ever witness the true appearance of "The One." For their evil ways, they have been cast down into the Nethervoid for all eternity in physical form. Never knowing the release of their body over the course of thousands of years has led to unimaginable pain. Their broken bodies have grown and mutated around their suffering, leaving them horrible monsters to look upon.

They are driven on by one thought only; to destroy all those in the Mortal Realm and Shangri-La so that their lust for vengeance can be fulfilled. Since finding the pathways into the Mortal Realm, most of the devils use their powers to walk upon the earth in human guise so that they may go about their fiendish scheme of corrupting the Earth towards evil. They were bestowed these shape shifting abilities along with all other powers after witnessing "The One." Apparently, there was a spiritual connection made and a transfer of energy, though no one (except "The One" perhaps) can truly explain it.

Devils enjoy the pleasures of the flesh with a relish, and work to achieve supreme power in the material world. Sex, drugs, and fine foods are their daily intake as they spiral in an ecstasy of self indulgence. Their appetites are only matched by their anger that is quick to rise to explosive effect. A few devils have been known to take a less chaotic approach to enjoying their escape from their prison, but they are rare and few between. Finally, not all devils wish for the overthrow of Shangri-La and are content with their freedom in the Mortal Realm, and this has lead to countless warfare amongst their own kind.

A devil that is destroyed in the Mortal Realm is cast back to the Nethervoid in a puff of shadow and there must spend a year for each point of damage below -10, recovering from its painful wounds. A devil can never truly die and thus is its curse.

Spell-Like Abilities: At will— cloud kill (DC 21) as Specter's power, death ray 4d6+10 / 200' range (DC 21) user level 15th. The save DC are charisma-based.

Telepathic Link: The devil has a telepathic link to all devils and demons in a 1000 mile radius and can tell their general location and in what condition they are in. It is not uncommon for devils to send in demons to investigate when one of their demons suddenly dies.

Shapeshift: Some devils can assume any form they desire as small as a human child or as large as an elephant. This ability takes an action round to use. A devil cannot use any of its natural attacks or death ray while in a disguised form. It may, however, still use cloud kill and its incredible strength or modern weapons to engage in combat while in disguised form.

Special Game Note: Not all devils can shape shift. Those who do not possess the shape shifting power, however, will have another power in its place that will be equally as impressive. Devils have been known to possess abilities that range from fire breathing to turning into shadow. One never knows quite what to expect when confronting these evil creatures that rule the Nethervoid.

Fear Aura: A devil can radiate a 10-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 23 will save or be affected as though by a fear spell (user level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is charisma-based.
Stun: Whenever a devil hits with a death ray, the opponent must succeed on a DC 27 fortitude save or be stunned for 1d4 rounds. The save DC is strength-based.

Infernal Wound: The damage a devil deals with its bite attack causes a persistent wound. An injured creature loses 3 additional hit points each round. The wound does not heal naturally and can only be healed by a healing power.

Summon Demon: Once per day, a horned devil can attempt to summon 2d10 demons or 1d6 shadow demons with a 50% chance of success right from the Nethervoid.

Regeneration: A horned devil heals 5 points of damage each round as an automatic effect.

Devil Traits: Devils possess the following traits.

—Immunity to fire and poison.

—Resistance to acid 10 and cold 10.

—Dark vision

FROST WORM (Physical)

Huge (Nethervoid)
Hit Dice: 14d10+70 (147 hp)
Initiative: +4
Speed: 30 ft, burrow 10 ft.
Armor Class: 18 (–2 size, +10 natural), touch 8
Grapple: +30
Attack: Bite +21 melee (2d8+12 plus 1d8 cold)

Special Attacks: Trill, cold, breath weapon
Special Qualities: Dark vision, immunity to cold, vulnerability to fire
Saves: Fort +14, Ref +9, Will +6
Abilities: Str 26, Dex 10, Con 20, Int 2, Wis 11, Cha 11
Skills: Hide +3*, Listen +5, Spot +5
Feats: Alertness, Improved Initiative, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite)
Challenge Rating: 12
Advancement: 15–21 HD (Huge); 22–42 HD (Gargantuan)

A frost worn can burrow through stone. When moving through such hard materials, it leaves behind a usable tunnel about 5 feet in diameter. A frost worm is about 40 feet long, 5 feet in diameter, and weighs about 8,000 pounds.

Combat

Frost worms lurk under the ground, waiting for prey to come near. They begin an attack with a trill and then set upon helpless prey with their bite.

Trill: A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 17 will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's user level is 14th. The save DC is charisma-based.

Cold: A frost worm's body generates intense cold, causing opponents to take an extra 1d4 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon: 30-foot cone, once per hour, damage 15d6 cold, reflex DC 22 half. Opponents held motionless by the frost worm's trill get no saving throw. The save DC is constitution-based.

Skills: A frost worm, due to its coloration and its affinity for burying itself in rock, has a +10 racial bonus on hide checks in its native environment.

KILLNOIR (Physical)

Gargantuan (Nethervoid)
Hit Dice: 25d12+300 (462 hp)
Initiative: +4
Speed: 30 ft, burrow 60 ft.
Armor Class: 35 (–4 size, +29 natural), touch 6
Grapple: +45
Attack: Bite +29 melee (4d6+21/19–20) and sting +24 melee (2d8+11/19–20 plus poison)
Special Attacks: Desecrating aura, energy drain, power-like abilities, poison, summon demons, swallow whole
Special Qualities: Aversion to daylight, damage reduction 15, dark vision, immunity to cold, power resistance 31, advanced telepathic Link 1000 miles, tremor sense 60 ft., infernal wound, stench
Saves: Fort +12, Ref +10, Will +23
Abilities: Str 48, Dex 10, Con —, Int 20, Wis 20, Cha 18
Skills: Concentration +32, Diplomacy +6, Hide +16, Knowledge (arcane) +33, Listen +33, Move Silently +28, Search +33, Sense Motive +23, Powercraft +35, Spot +33, Survival +5 (+7 following tracks)
Feats: Blind-Fight, Great Fortitude, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Iron Will, Power Attack,
Challenge Rating: 18
Advancement: There is only one

This horrible creature is what Killnoir has transformed into after he was defeated by the Prophets known as the Insane Clown Posse. It is indescribable in words of what this gigantic horrific mass of blubbery flesh looks like. It rests in the deepest pit of the Nethervoid, far from any civilized life. It is still giving orders (by telepathic link) to those demons still loyal to his cause. This creature which really has no name anymore is insane with hatred beyond the normal realms of reason. It rests in the darkness able to burrow through rock, hates all life spiritual or otherwise, and is quick to kill those that dare enter into its folds. In the recesses of its evil mind, it thinks that it is "The One," and that Shangri-La is the Nethervoid he seeks to destroy.

Killnoir is a powerful devil composed of equal parts darkness and absolute evil. Killnoir can speak and understand all forms of communication; however, he communicates with others by telepathy. He takes up a 40 foot by 60 foot area and weighs in access of 55,000 pounds. Tentacles and maws petrude from his slimy torso at various spots.

Combat

Killnoir is a terrible creature with unique powers and abilities. He does not like to be disturbed and kills anyone who comes close to his lair. He attacks by burrowing through the ground and emerging to strike.

Killnoir Abilities

Aversion to Daylight: If exposed to any light, Killnoir takes a –2 penalty on all attack rolls, saving throws, and skill checks.

Advanced Telepathic Link: Killnoir has an advanced telepathic link to all devils and demons in a 1000 mile radius and can tell their general location and in what condition they are in. He may also hold conversations with them for any length of time.

Desecrating Aura: Killnoir gives off a 20-foot radius emanation of utter desecration, imbuing its surroundings with negative energy. All Nethervoid creatures within 20 feet of Killnoir gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. Charisma checks made to repel evil within this area take a –6 penalty. Killnoir's desecrating aura cannot be removed by any means.

Stench: All creatures with a sense of smell who come within 300 feet of Killnoir must make a fortitude save (DC 15) or be nauseated (unable to attack use powers, or do anything else requiring attention, except for a single move or move-equivalent action per round). Those who succeed on their saves take a –4 circumstance penalty on all attack rolls, saving throws, and skill checks

for the next 2d6+4 minutes. The DC is constitution-based.

Improved Grab: To use this ability, Killnoir must hit with his bite attack. He can then attempt to start a grapple as a free action. If he wins the grapple check, he establishes a hold and he can try to swallow the opponent in the following round.

Poison: Sting attack injury, fortitude DC 22, initial and secondary damage 2d6 Str. The save DC is constitution-based.

Infernal Wound: The damage Killnoir deals with his bite or sting attack causes a persistent wound. An injured creature loses 5 additional hit points each round. The wound does not heal naturally and can only be healed by a healing power.

Power-Like Abilities: At will—contagion (DC 18), deeper darkness, greater dispel power, holy blight (DC 18); 3/day— confusion (DC 18), hold monster (DC 19); 1/day—power word kill (DC 21), mass hold monster (DC 23). User level 25th. The save DCs are charisma-based.

Summon Demon: Killnoir can summon demons once per day: 9–16 demons or 3–6 shadow demons. The demons arrive in 1d10 rounds and serve for 1 hour after which they are destroyed.

Swallow Whole: Killnoir can try to swallow a grabbed opponent of huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 12 points of acid damage per round from Killnoir's gizzard and is subject to the Killnoir's energy drain. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the gizzard (AC 21). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. Killnoir's interior can hold 2 huge, 8 large, or 32 medium opponents.

Energy Drain: Living creatures inside Killnoir's gizzard gain one negative level each round. The DC is 26 for the fortitude save to remove a negative level. The save DC is charisma-based. For each such negative level bestowed, Killnoir gains 5 temporary hit points.

SHADOW MASTIFF (Spiritual)

Medium (Nethervoid)
Hit Dice: 4d8+12 (30 hp)
Initiative: +5
Speed: 50 ft.
Armor Class: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Grapple: +7
Attack: Bite +7 melee (1d6+4)
Special Attacks: Bay, trip
Special Qualities: Dark vision, shadow blend, scent, weapon immunity
Saves: Fort +7, Ref +5, Will +5
Abilities: Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13
Skills: Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*
Feats: Dodge, Improved Initiative, TrackB
Challenge Rating: 6
Advancement: 5–6 HD (Medium); 7–12 HD (Large)

This spiritual creature has the body of a large dog, with a smooth black coat and a mouth full of sharp teeth.
A shadow mastiff is slightly more than 2 feet high at the shoulder and weighs about 200 pounds. Shadow mastiffs are the spirits of dogs who have killed human children while they were living. The spirits have been cast into the Nethervoid as punishment. Shadow mastiffs cannot speak.

Combat

Shadow mastiffs have been rejected by the rest of the denizens of the Nethervoid and they are destroyed on sight. Because of this, they usually sulk in packs in the lonely tunnels of the void searching for anything that has strayed too far from civilization. They prefer fighting in shadows or dark conditions, which gives them a great advantage. If a magical light source negates the shadows around them, shadow mastiffs are cunning enough to either move out of the light or to back off and break up the opposition with their baying.

Bay: When a shadow mastiff howls or barks, all creatures except Nethervoid inhabitants within a 300-foot spread must succeed on a DC 13 will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is charisma-based.

Trip: A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack. If the attempt fails, the opponent cannot react to trip the shadow mastiff.
Shadow Blend: In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a light power, does not negate this ability. A daylight power, however, will.

Weapon Immunity: Because shadow mastiffs are spiritual creatures, they are immune to physical weapons of any kind; however, a living creature can still physically attack a shadow mastiff because of the spirit that is contained within their physical form. In other words, shadow mastiffs may be kicked and punched all day long, but bullets and swords will merely pass right through. Natural weapons will also work to this end.
Skills: *A shadow mastiff has a +4 bonus on survival checks when tracking by scent.

 SHADOW SPIRIT (Spiritual)

These are the dark spirits that make up the majority of the masses that exist in the Nethervoid. When a demon's physical form is destroyed, they then become a shadow spirit to live out the rest of eternity in darkness. Shadow spirits never leave the Nethervoid, because the lights of the Mortal Realm are too much for them to bear; they make do as best they can in the Nethervoid, plotting and scheming against their own kind to acquire more power for themselves.

Unless a character has dark vision, a shadow spirit can be difficult to see in lighted areas that cast a lot of shadows, and impossible to see in a darkened area. A shadow spirit is 5 to 6 feet tall and is weightless. If a shadow spirit is killed in combat, its corporeal form dissipates for 1d4 years, while it experiences extreme pain before forming back together. A spirit reformed in

this way then must hide for 1d4 months due to system shock before they can slowly begin to act again in normal Nethervoid society.

Combat

Strength Damage: The touch of a shadow spirit deals 1d6 points of strength damage to a living foe. A creature reduced to strength 0 by a shadow dies. This is a negative energy effect.

Create Spawn: Any humanoid reduced to strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds if their spirit was destined for the Nethervoid; otherwise, their spirit ascends to Shangri-La. Once a shadow has acquired enough shadow spawns, they slowly evolve into a greater shadow spirit as they feed on their shadow spawns' negative energy.

Light Revulsion: Shadow spirits take 1 point of damage for each round that they are subject to light of any kind, and 2 points a round if they are subjected to direct sunlight.

Weapon Immunity: Because shadow spirits are spiritual creatures, they are immune to physical weapons of any kind; however, a living creature can still physically attack a shadow spirit because of the spirit that is contained within their physical form. In other words, shadow spirits may be kicked and punched all day long, but bullets and swords will merely pass right through. Natural weapons will also work to this end.

Skills: Shadows have a +2 bonus on listen and spot checks and a +4 bonus on search checks. A shadow gains a +4 racial bonus on hide checks in areas of shadowy illumination. In brightly lit areas, it takes a −4 penalty on hide checks.

Creatures (Shangri-La)

This section details some of the spiritual life that one might encounter while in Shangri-La. These creatures are considered spirits and as such are not affected by physical damage of any kind. They can, however, be targeted with all powers, hand to hand or ethereal-based attacks. Most of the creatures mentioned here live a life very much like that in the Mortal Realm and view mortals in Shangri-La as mortals would view a spirit walking around on earth.

DARK ANGEL (Physical)

Large Spirit (Shangri-La)
Hit Dice: 22d8+160 (259 hp)
Initiative: +9
Speed: 50 ft, fly 150 ft. (good)
Armor Class: 35 (−1 size, +5 Dex, +21 natural), touch 14
Grapple: +35
Attack: +5 shadow great sword +35/+30/+25/+20 melee (3d6+18/19−20) or slam +30 melee (2d8+13)
Special Attacks: Power-like abilities, power
Special Qualities: Damage reduction 15, dark vision 60 ft. immunity to acid, cold, and petrification, protective aura, regeneration 15, power resistance 32, tongues, regeneration
Saves: Fort +18 (+22 against poison), Ref +18, Will +20
Abilities: Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25
Skills: Concentration +30, Craft or Knowledge (all) +33, Diplomacy +34, Escape Artist +30, Hide +26, Listen +32, Move Silently +30,
Search +31, Sense Motive +32, Powercraft +31, Spot +32, Survival +7 (+9 following tracks)
Feats: Cleave, Dodge, Great Cleave, Improved Initiative, Power Attack, Track
Challenge Rating: 23
Advancement: 23–33 HD (Large); 34–66 HD (Huge)

Dark angels are a race of celestial beings that live in Shangri-La. All dark angels appear as strikingly beautiful men or women who have snow white skin and jet black eyes. They always float a few feet above the ground and never wear clothes of any kind, although the swirling shadows and darkness that surround their forms make it hard to discern any finer details of their appearances. They have a sinister presence, bringing a feeling of fear and awe wherever the go.

Dark angels are the enforcers in Shangri-La, always searching for those who show signs of betrayal toward "The One." Those that are found guilty of such a crime are cast into non-existence by the terrible swords that they wield. These horrible devices are made of pure darkness and seem to suck into oblivion the existence of those spirits attacked. Since their presence in Shangri-La, the civil wars have all but died, for very few are foolish enough to oppose such magnificent creatures.

Dark Angel Traits: All dark angels possess the following traits:

—Dark vision.

—Resistance to electricity 10 and fire 10.

— +4 racial bonus on saves against poison.

—**Protective Aura**: Against attacks made or effects created by Nethervoid creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 feet of the dark angel. Otherwise, it functions as a lesser globe of invulnerability, both with a radius of 20 feet (user level equals dark angel's HD).

—**Tongues**: All dark angels can speak with any creature that has a language. This ability is always active.

Combat

Any living or spiritual creature that is killed by the dark angel's shadow sword is cast into oblivion, passing on into non-existence, never to be seen again.

Regeneration: A dark angel automatically heals 15 points of damage each round.

Power-Like Abilities: At will—aid, commune, greater dispel power, holy smite (DC 21), imprisonment (DC 26), lesser restoration (DC 19), power word stun, remove disease (DC 20), remove fear (DC 18), resist energy, speak with dead (DC 20), waves of fatigue; 3/day— earthquake (DC 25), heal (DC 23), mass charm monster (DC 25), waves of exhaustion; 1/day— greater restoration (DC 24), power word blind, power word kill, power word stun, wish. User level 20th. The save DCs are charis-

ma-based. The following abilities are always active on a dark angel's person as powers (user level 20th): detect evil, discern lies (DC 21), and true seeing.

Powers: Dark angels can use divine power as 20th-level Oracles. Numbers in parentheses denote how many times a day they can use certain powers. The save DCs are wisdom-based: create water, guidance (2), resistance (2); 1st—bless (2), cause fear, divine favor (2), entropic shield, obscuring mist*, shield of faith; 2nd— bear's endurance (2), bull's strength (2), consecrate, eagle's splendor, spiritual weapon; 3rd—daylight, prayer (2), protection from energy 4th— dismissal (2), divine power, neutralize poison (2); 5th—break enchantment, dispel evil, righteous might (2) 6th—banishment, mass cure moderate wounds, word of recall; 7th— destruction, holy word, regenerate; 8th— holy aura, mass cure critical wounds (2), 9th— etherealness, mass heal, miracle.

SPIRIT (Spiritual)

Medium (Shangri-La)

Hit Dice :	3d8 (12 hp)
Initiative :	+4
Speed :	30 ft.
Armor Class :	15 (+1 size, +4 natural), touch 11
Grapple :	–8
Attack :	2 light rays +2 ranged touch (1d8)
Special Attacks :	Power-like abilities
Special Qualities :	Aura of light, dark vision 60 ft, weapon immunity, tongues, regeneration 5
Saves :	Fort +2 (+6 against poison), Ref +2, Will +2
Abilities :	Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10
Skills :	Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4
Feats :	Improved Initiative
Challenge Rating :	3
Advancement :	2–5 HD (Medium)

Spirits comprise the masses that are living in Shangri-La. They go about their normal lives much as mortals do; work, play, date, have sex, and so on. However, being spirits has its benefits that make life infinitely easier (such as no pain, hunger, diseases, or need for sleep), making it a paradise by certain human standards. When a female spirit becomes impregnated, she immediately gives birth to a baby (there is no pregnancy stage) and the new spirit travels immediately to the Mortal Realm to fill the body of a new born child. Spirits emanate a strong light from their beings which makes it hard for non-spirits to look at them.

Spirit Traits: A spirit possesses the following traits:

—Dark vision.

—**Tongues**: All spirits can speak with any creature that has a language. This ability is always active.

Combat

A spirit has little reason to get within melee range. It usually comes close enough to bring the enemy within its aura of light, and then it blasts away with its light rays. Spirits all prefer to concentrate on a single opponent, seeking to reduce enemy numbers quickly.

Aura of Light: A righteous light surrounds spirits. Any hostile creature within a 20-foot radius of a spirit must succeed on a will save (DC12) to resist its effects. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours. A creature that has resisted the effect cannot be affected again by the same spirit's aura for 24 hours.

Light Ray: A spirit's light rays have a range of 30 feet. This attack overcomes damage reduction of any type.

Weapon Immunity: Because spirits are spiritual creatures, they are immune to physical weapons of all kinds; however, a living creature can still physically attack a spirit because of the spirit that is contained within their physical form. In other words, spirits may be kicked and punched all day long, but bullets and swords will merely pass right through. Natural weapons will also work to this end.

Regeneration: All spirits regenerate 5 points of damage per round because of their close proximity to "The One."

Power-Like Abilities: At will—aid, and bless.

CHARACTER NAME _____ PLAYER _____

CLASS _____ CHARACTER LEVEL _____ STARTING OCCUPATION _____

AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____

CHARACTER RECORD SHEET

ABILITIES

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

HP hit points — TOTAL ____ CURRENT HP ____

DEFENSE ____ = 10 + [EQUIPMENT BONUS] + [DEX MODIFIER] + [MISC BONUS] + [ARMOR PENALTY]   TOTAL

INITIATIVE modifier ____ = ____ + ____   TOTAL [DEX MODIFIER] [MISC MODIFIER]

BASE ATTACK bonus ____

SPEED ____

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MISC MODIFIER
FORTITUDE (CONSTITUTION)		=		+		+	
REFLEX (DEXTERITY)		=		+		+	
WILL (WISDOM)		=		+		+	

REPUTATION ____

ACTION POINTS ____

WEALTH BONUS ____

ATTACKS

	TOTAL		BASE ATTACK BONUS		STR MODIFIER		SIZE MODIFIER		MISC MODIFIER
MELEE attack bonus		=		+		+		+	
RANGED attack bonus		=		+		+		+	

BASE ATTACK BONUS — DEX MODIFIER — SIZE MODIFIER — MISC MODIFIER

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM

ARMOR/PROTECTIVE ITEM	TYPE	EQUIPMENT BONUS	PROFICIENT? Yes No

ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Balance	Dex	____ = ____ + ____ +			
Bluff	Cha	____ = ____ + ____ +			
Climb	Str	____ = ____ + ____ +			
Computer Use	Int	____ = ____ + ____ +			
Craft (_____)	Int	____ = ____ + ____ +			
Craft (_____)	Int	____ = ____ + ____ +			
Craft (_____)	Int	____ = ____ + ____ +			
Decipher Script ■	Int	____ = ____ + ____ +			
Demolitions ■	Int	____ = ____ + ____ +			
Diplomacy	Cha	____ = ____ + ____ +			
Disable Device ■	Int	____ = ____ + ____ +			
Disguise	Cha	____ = ____ + ____ +			
Drive	Dex	____ = ____ + ____ +			
Escape Artist	Dex*	____ = ____ + ____ +			
Forgery	Int	____ = ____ + ____ +			
Gamble	Wis	____ = ____ + ____ +			
Gather Information	Cha	____ = ____ + ____ +			
Handle Animal ■	Cha	____ = ____ + ____ +			
Hide	Dex*	____ = ____ + ____ +			
Intimidate	Cha	____ = ____ + ____ +			
Investigate ■	Int	____ = ____ + ____ +			
Jump	Str*	____ = ____ + ____ +			
Knowledge (_____)	Int	____ = ____ + ____ +			
Knowledge (_____)	Int	____ = ____ + ____ +			
Knowledge (_____)	Int	____ = ____ + ____ +			
List	Wis	____ = ____ + ____ +			
Move Silently	Dex*	____ = ____ + ____ +			
Navigate	Int	____ = ____ + ____ +			
Perform (_____)	Cha	____ = ____ + ____ +			
Perform (_____)	Cha	____ = ____ + ____ +			
Perform (_____)	Cha	____ = ____ + ____ +			
Pilot ■	Dex	____ = ____ + ____ +			
Profession	Wis	____ = ____ + ____ +			
Read/Write Lang. (_____)	…	____ = ____ + ____ +			
Read/Write Lang. (_____)	…	____ = ____ + ____ +			
Read/Write Lang. (_____)	…	____ = ____ + ____ +			
Repair ■	Int	____ = ____ + ____ +			
Research	Int	____ = ____ + ____ +			
Ride	Dex	____ = ____ + ____ +			
Search	Int	____ = ____ + ____ +			
Sense Motive	Wis	____ = ____ + ____ +			
Sleight of Hand ■	Dex	____ = ____ + ____ +			
Speak Language (_____)	…	____ = ____ + ____ +			
Speak Language (_____)	…	____ = ____ + ____ +			
Speak Language (_____)	…	____ = ____ + ____ +			
Spot	Wis	____ = ____ + ____ +			
Survival	Wis	____ = ____ + ____ +			
Swim	Str*	____ = ____ + ____ +			
Treat Injury	Wis	____ = ____ + ____ +			
Tumble ■	Dex*	____ = ____ + ____ +			
_____		____ = ____ + ____ +			
_____		____ = ____ + ____ +			
_____		____ = ____ + ____ +			
_____		____ = ____ + ____ +			

CROSS-CLASS

Skills marked with ■ can't be used untrained. "ARMOR PENALTY," if any applies

EXPERIENCE POINTS

GEAR

ITEM	WT	ITEM	WT
		TOTAL WEIGT CARRIED	

PERSONALITY

LANGUAGES

LANGUAGE	READ/WRITE?	LANGUAGE	READ/WRITE?

POWERS

FEATS

- ☐ Acrobatic
- ☐ Aircraft Operation
- ☐ Alertness
- ☐ Animal Affinity
- ☐ Archaic Weapon Proficiency
- ☐ Armor Proficiency (Light)
  - ☐ Armor Proficiency (Medium)
    - ☐ Armor Proficiency (Heavy)
- ☐ Athletic
- ☐ Attentive
- ☐ Blind-Fight
- ☐ Brawl
  - ☐ Improved Brawl
  - ☐ Knockout Punch
    - ☐ Improved Knockout Punch
  - ☐ Streetfighting
- ☐ Builder
- ☐ Cautious
- ☐ Combat Expertise
  - ☐ Improved Disarm
  - ☐ Improved Trip
  - ☐ Whirlwind Attack
- ☐ Combat Martial Arts
  - ☐ Improved Combat Martial Arts
    - ☐ Advanced Combat Martial Arts
    - ☐ Stunning Fist
    - ☐ Deflect Arrows
      - ☐ Snatch Arrows
- ☐ Confident
- ☐ Creative
- ☐ Deceptive
- ☐ Defensive Martial Arts
  - ☐ Combat Throw
    - ☐ Improved Combat Throw
  - ☐ Elusive Target
  - ☐ Unbalanced Opponent
- ☐ Deft Hands
- ☐ Dodge
- ☐ Drive-By Attack
- ☐ Educated
- ☐ Endurance
  - ☐ Diehard
- ☐ Exotic Melee Weapon Proficiency
- ☐ Extra Repel Evil
- ☐ Far Shot
  - ☐ Dead Aim
- ☐ Focused
- ☐ Frightful Presence
- ☐ Gear Head

- ☐ Great Fortitude
- ☐ Guide
- ☐ Improved Critical
- ☐ Improved Grapple
- ☐ Improved Repel Evil
- ☐ Investigator
- ☐ Iron Will
- ☐ Lightning Reflexes
- ☐ Medical Expert
- ☐ Meticulous
- ☐ Negotiator
- ☐ Nimble
- ☐ Personal Firearms Proficiency
  - ☐ Advanced Firearms Proficiency
    - ☐ Burst Fire
    - ☐ Exotic Firearms Proficiency
- ☐ Point Blank Shot
  - ☐ Double Tap
  - ☐ Precise Shot
- ☐ Power Attack
  - ☐ Cleave
    - ☐ Great Cleave
- ☐ Quick Draw
- ☐ Quick Reload
- ☐ Run
- ☐ Simple Weapons Proficiency
- ☐ Stealthy
- ☐ Studious
- ☐ Surface Vehicle Operation
- ☐ Surgery
- ☐ Toughness
- ☐ Track
- ☐ Trustworthy
- ☐ Two Weapon Fighting
  - ☐ Improved Two-Weapon Fighting
    - ☐ Advanced Two-Weapon Fighting
- ☐ Vehicle Expert
  - ☐ Force Stop
  - ☐ Vehicle Dodge
- ☐ Weapon Finesse
- ☐ Weapon Focus
  - ☐ Greater Weapon Focus
  - ☐ Weapon Sepcialization
    - ☐ Greater Weapon Specialization
- ☐ Windfall
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

SPECIAL PROPERTIES