

DxD20 Game Master's Guide

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Chapter I: The Art and Science of Gamemastering

Welcome, intrepid adventurer! If you are reading this, then you are likely considering the role of Gamemaster for a scenario using the Dice & Capital Dice (DxD20) system. By using these guidelines, you will be able to provide your players with a challenging scenario wherein their heroes can ultimately prevail and save the day! As long you understand that the objective of the game (not the scenario) is to have fun, and you adjudicate in a fair and consistent manner, the odds are good you and your friends are going to have a great time.

Dice & Capital Dice, aka DxD20, is a role-playing game that allows a group of players to realistically adjudicate an imaginary scenario of almost any genre. One player, known as the Gamemaster or GM, generates the scenario, whilst the other players generate characters (generally referred to as the “player characters”, or PCs) to try and succeed in the objectives of the GM’s scenario.

Using the DxD20 ruleset, you as GM can weigh a player’s desired actions in terms of their character’s capabilities, able to determine the outcome and consequences of the player characters’ actions. The GM also controls the rest of the universe, acting out the non-player characters (NPCs) that the PCs may run into during their travels. As such, the GM becomes a jack-of-all-trades; part-referee, part-actor, part-director, part-storyteller, and part-writer. Thankfully, it’s not as hard as it might sound, and done properly it’s great fun!

A scenario, also referred to as an “adventure”, is the stage upon which the GM sets the player characters (PCs). A scenario can either be something preconceived by someone else (sometimes referred to as a “module”), or it is something you as the GM can invent as your imagination pleases. A scenario offers a plotline for the PCs to pursue, can take one session (typically 3-4 hours) or several sessions.

When the same group of players plays a succession of scenarios aka “adventures” with (mostly) the same characters following an extended plotline, you have a “campaign”. Thus, any game session of DxD20 is either intended as a “one-shot” scenario, or as a series of interrelated scenarios taking the players and their characters through a campaign. Depending on how often a group can meet to play, a campaign can last anywhere from a few months to a few years in real-time duration. To put it in perspective, this author has created a “homebrew” world out of multiple campaigns spanning thousands of in-game years and over 15 years of real time!

Who Wants to GM?

As one might expect based on the appellation, the “Game Master” (GM) is responsible for making the game of DxD20 happen. Of course, every GM needs one or more players too, but the GM’s responsibility is significantly more than any one player’s, given that the GM is responsible for creating a universe! Such a task is much less daunting than it sounds, but it still requires some forethought and planning. That being said, the reading of this book assumes that you as the GM have already read (most of) the DxD20 Hero’s Handbook, with at least a theoretical understanding of the mechanics of the game.

The hats you’ll be called on to wear, in no particular order, include setting the stage for your player characters (PCs), acting out the Non-Player Characters (NPCs) that your group encounters, directing the action and PCs’ interactions within the scenario, adjudicating the actions of the PCs in determining the difficulty of any actions the PCs attempt, storytelling to bring the scenario to life, and, if you’re creating your own adventures, writing out your “homebrew” scenario(s). With these components in mind, you are ready to GM.

This laundry list of hats the GM gets to wear can sound like an unrewarding obligation, as opposed to being a player, playing a character you might want to play. As a lifelong GM myself, allow me to also speak of the joys of GMing.

First off, the power (muahahaha!)! Seriously though, this is meant to facilitate game play; your word is final in all matters, to adjudicate and help facilitate play where there might otherwise be a logjam or irreconcilable difference of opinion on a ruling. Do your best to be fair, but keep things moving.

Secondly, the creative license; I love GMing for allowing me to generate any character I want and use them in creating and fleshing out my world. Any plot idea I see in a movie that is intriguing and suitable for a group dynamic can be reskinned and used as a scenario in my campaign (Quick sidenote: to “re-skin” something is to make the outer layer appear different but in terms of games-mechanics is something already formulated). Some movies and books are epic in their scope and look like they would be great fun to play, but with a single central protagonist they typically aren’t suited for group-based scenarios. Of course, a creative GM can find ways to overcome such seeming limitations...

Thirdly, the versatility; technically speaking, almost any idea for a scenario, character, or monster that can be conceived of can be “brought to life” through the DxD20 ruleset. Again, it’s just a matter of reskinning what might already exist in the rules to accommodate whatever’s happening in your scenario. For example, a “neutron rifle” can easily be treated as a laser rifle or a plasma rifle, depending on the group’s envisioning of such a weapon.

Of course, as some famous super-heroes have been known to say, “with great power comes great responsibility”, and the first secret of GMing is this: the GM “wins” when everyone has fun, and part of that fun includes being fair in the application of the rules. Being a “killer GM” who throws impossible encounters at their player characters and is constantly killing off the PCs with overpowered enemies will drive your players away, because dying is usually not much fun.

At the same time, if you don’t apply the rules in a fair and consistent manner by being too liberal or casual with rulings, then it becomes more of a storytelling exercise with your friends, and less of a game with odds that challenge and test one’s character within the statistical framework of the DxD20 game. Some systems tend more towards an interpretive model on the GM’s part, but DxD20 has defined rules for most situations, taking the guesswork out of it.

The Art of GMing

Whether your intention is to GM a one-shot scenario or an ongoing campaign, your methods will be largely the same. First off, you must have a scenario in mind. Thanks to the universalized ruleset of DxD20, this can be almost any scenario you can conceive of; from magic to psionics to super-powers, from medieval fantasy and steampunk machines to massive mecha and starships, these rules can offer you the mechanics to adjudicate your scenario with fairness, believability, and nuance.

One of the easiest analogies to use when considering GMing is the idea of directing an improvised play or movie. The GM is like the director, directing the supporting actors (the NPCs) while guiding the main actors, as the players play their characters in an open-ended storyline. How open-ended the storyline is rests in the hands of you as the GM; you can create a scenario that leads the characters through the story (for example the party are subordinates in a military unit and are expected to follow orders, or are trapped and have only one or a few options), or you can create a scenario that’s more of a “sandbox” in nature, where things are happening around the characters, and perhaps even directly to the characters, but how they might react is entirely up to them. In either case, you need to create a convincing scenario that your players will be intrigued by and excited to play.

Creating a Scenario

The scenario is where the adventure takes place. It is where the plot unfolds, on a stage of the GM’s design, centered around characters that the players generate. Creating a scenario entails several components: formulating the plot, setting the stage, and knowing the characters (but not always in that order).

The plot is the reason for the adventurers to be going on the adventure. It is the driving force to push the PCs to accomplish a goal, defined as either gaining a positive effect and/or avoiding a negative one. The more PCs the plot directly affects, the better chance the PCs will follow the plotline. Without giving the plot away, you can give the players a sense of what type of scenario it is. Here are a few examples of a brief scenario description;

- “your characters are members of a 1943 World War II unit, separated from their regiment when they were ambushed while moving through the Black Forest of Germany, and now, lost in the deep woods, they find that there is more to fear in the old forest than enemy troops”;
- “it’s a medieval fantasy scenario where there is both magic and psionics, and one nation has discovered gunpowder, using it to conquer the rest of the world, and your characters live in one of the nations being invaded”;
- “in this dystopian psi-fi future world, cybernetics dominate, but a person has to be able to buy their way into a new skin each time the current one dies of old age or misfortune, and your characters are currently down on their financial luck, when a lucrative but dangerous black-market offer presents itself...”

The players will use this brief introduction of your scenario to help determine what character they play, ideally both in terms of being a useful character for the scenario with valid reason for being there, and in terms of being a fun character for the player to play.

Types of Scenarios

Simply put, there are as many scenarios as the imagination can conceive! However, there are really only three basic scenario types; being(s)-vs-being(s), being(s)-vs-nature, and being-vs-themself. As a being-vs-themself scenario is usually more introspective and solo in nature, most scenarios played in DxD20 will be being-vs-being and/or being-vs-nature. There are several scenario archetypes that can be used in exploring these fundamental scenarios, either used singularly or in combination (i.e. An assault/rescue).

Assault: The classic military unit or adventuring party runs an offensive against a defended territory. A dungeon crawl is an extended assault, while a decapitation strike on an enemy leader might be a one-shot scenario. Depending on the Tech Level, assault missions can include vehicles, mecha, and possibly even starfighters and starships! Obviously, an assault mission is combat-based, so expect lots of dice rolling and familiarize yourself with the enemy’s stats before you start rolling for initiative.

Exploration: Into the great unknown, the party is traveling to a remote destination where they will likely be on their own. They’ll want to plan to be self-sufficient, meaning a well-balanced party, including a medic for healing and/or a techsmith for repairs. Exploration usually involves a combat or two, but this is just as easily a scenario where the party faces purely environmental factors (i.e. starvation, thirst, suffocation, exposure, extreme weather, extreme locales like cliff faces or underwater/underground, etc).

Horror: These scenarios are usually one-shot scenarios, as there is typically expected to be a PC kill count, with a significant possibility for a Total Party Kill, aka the dreaded TPK! Some horror campaigns are based on Lovecraftian themes of godlike beings from beyond the stars that want to consume humanity and the PCs must avert such a disaster, while others consist of undead plagues that threaten the existence of the race, where the PCs are struggling to survive. These scenarios typically involve one-sided combats where the horror is fully expected to win, so it’s usually more a matter of surviving long enough in a fight to flee.

What is the secret to creating a sustainable horror story? Isolation. Set the stage such that there’s nowhere for PCs to run (i.e., lost in a forest, locked in a mansion, trapped underground or in a remote location, marooned on a [star]ship, etc.) and they will be forced to confront the horror. Just make sure the isolation aspect of your scenario is plausible, or else PCs may feel like they are being railroaded.

Mystery: The most roleplaying-oriented of the scenario types, the mystery can theoretically go without resolving a single combat. Instead, this type of scenario is largely mental skills-based, as characters conduct their investigation to solve the mystery. This could be a high-stakes political intrigue scenario where the “mystery” involves the machinations of other powers, or your classic murder-mystery. Of course, any mystery where someone risks punishment for the crime being revealed means the culprit will go to ever-more-desperate means to escape the verdict, which usually culminates in some sort of attempt on the PCs’ lives to hide the truth.

Rescue: This type of scenario involves saving or recovering one or more objects, people and/or items. It may involve combat (i.e., a hostage situation), or it may be purely environmental factors that necessitate the rescue (i.e., extreme weather or remote locale). Another skills-heavy scenario, the rescue scenario typically relies on the physical-based skills, usually also requiring Survival and/or Treat Injury.

There are lots of great resources available on the internet as well. One resource that this author found helpful was S. John Ross' "Big List of RPG Plots" (<http://www.cumberlandgames.com>), delineating over 30 scenario ideas ready to be fleshed out. With the common twists and themes offered, there are hundreds of variations waiting to happen in your world!

Whatever scenario you design or run, always remember; the game is about the players having fun. Within whatever limitations your Six Levels and your own homebrew rules allow, the players have chosen to play these particular characters in the hopes of using their special abilities in epic fashion. You should always try to design or choose scenarios based on the capabilities of your PCs, or you should guide them in their choices of character generation based on what you know about your world. This way, you can make a point of challenging your PCs both in what they are best at and what they are worst at, so that they can have moments where they shine, and moments where they are in trouble!

The Six Levels of the Scenario

To help you set the stage of your scenario mechanics-wise, in terms of what DxD20 rules you'll be using (i.e., "it's a gritty low-magic medieval world", or "it's a heroic super-powered modern world", or "it's a psychic cyberpunk futuristic world"), DxD20 offers a set of Six Levels, ranked 0 to 9, which will help you determine which rules from the DxD20 ruleset apply to your scenario.

The Six Levels, in alphabetical order, are the Arcane Level for magic, the Divine Level for godly influence, the Heroic Level for metagame agency (i.e. "heroism" or "luck"), the Mutation Level for super-powers, the Psionic Level for psychic powers, and the Tech level for how advanced the available technology is.

A Level 0 rating means that the dimension in question doesn't exist in your scenario;

- Arcane Level 0 means no magical spells, items, or classes;
- Divine Level 0 means no divine power, deities, or related classes;
- Heroic Level 0 means no Hero classes, Action Points, or Fate Points;
- Mutation Level 0 means no Mutation Points and no super-powers;
- Psionic Level 0 means no psionic powers, items, or classes;
- and Tech Level 0 means no technology, the equivalent of the Stone Age.

A Level 1 rating means that the dimension exists in a low-powered fashion;

- Arcane Level 1 means mid-powered magic spells (up to 5th level) are available;
- Divine Level 1 means mid-powered divine spells (up to 5th level) are available;
- Heroic Level 1 means Hero classes and basic Action Point uses are available;
- Mutation Level 1 means Mutation Points are available for mid-level powers (up 10 MP/power);
- Psionic Level 1 means mid-powered psionic powers (up to 5th level) are available;
- and Tech Level 1 is the equivalent of the Bronze/Iron Age in available technology.

A Level 5 rating means that the dimension exists in a high-powered fashion;

- Arcane Level 5 means hi-powered magic spells (up to 9th level) are available;
- Divine Level 5 means hi-powered divine spells (up to 9th level) are available;
- Heroic Level 5 means that Hero characters have access to Action Points and Fate Points;
- Mutation Level 5 means that Mutation Points are available for hi-powered supernatural abilities;
- Psionic Level 5 means that hi-powered psionic powers (up to 9th level) are available;
- and Tech Level 5 is equivalent to the end of the 20th century in terms of technology. (For sake of reference, our world in 2020/21 CE is the end of Tech Level 5 / beginning of Tech Level 6.)

A Level 9 rating means that the dimension exists in a near-ubiquitous fashion;

- Arcane Level 9 means arcane magic is common, with magic items used for everyday purposes;
- Divine Level 9 means divine magic is common, with divine items used for everyday purposes;
- Heroic Level 9 means Heroes are capable of amazing moments using multiple Action / Fate Points;
- Mutation Level 9 means Mutations and supernatural abilities are common amongst the populace;
- Psionic Level 9 means psionics are common, with psionic items used for everyday purposes;
- Tech Level 9 is the Transparent Age, where technology is synonymous with magic in terms of what it is capable of.

By determining the Six Levels of your scenario, you can quickly and easily convey to your players which DxD20 rules are valid (see the section on the Six Levels for more information). Now your players know exactly which character classes are legal for your scenario, and they can choose to play something accordingly.

The 0th Level: Game Complexity

DxD20 is based on the “classic” ruleset of Dungeons & Dragons 3.5 / Pathfinder 1st ed. fame, the Open Gaming License (OGL) 1.05a. It includes rules from the D&D Player’s Handbook, the D&D Expanded Psionics Handbook, the D&D Dungeon Master’s Guide, the D&D Monster Manual, the d20 Menace Manual, the d20 Modern, the d20 Future, and the d20 Urban Arcana rulebooks, all published by Wizards of the Coast.

These rules have all been centralized, synthesized, and expanded upon, developed into one all-encompassing ruleset, the Dice & Capital Dice (DxD20) system. As given in the DxD20 ruleset (i.e. Hero’s Handbook, GM’s Guide, Foe Folio), they are known as the “classic” ruleset, not especially difficult but sufficiently detailed to require a bit of research to run the game (and believe me, your players will try things you never expected, so be forewarned!).

However, DxD20 also offers a different way to use the ruleset, one of which focuses more on the mechanics for gritty realistic combat resolution. This alternative system is known as the the “T/Actical” combat system of enhanced rules resolution, wherein armor takes damage, and is more often used in hi-tech scenarios where power armor, mecha, and/or starships are used.

At the beginning of each scenario, you as the GM have the choice as to which level of complexity you want to use for your game; Classic, or T/Actical rules. The Classic rules are those as described in the DxD20 Hero’s Handbook, including Defense Bonus and Reputation modifiers for every class, as well as the use of Parry and Dodge rules in combat. As such, DxD20 is backwards-compatible with all D&D 3.5 supplements, requiring only minimal conversion for any such supplement to use with the DxD20 rules.

Any character class used must be converted with the addition of Defense Bonus modifiers and Reputation modifiers, as well as a calculation for their Parry and Dodge modifiers, while classes with spellcasting capabilities will have the option of converting to the power point system or to continue using the spell slot system. Otherwise, the Classic version of the DxD20 rules is completely adaptable to any D&D 3.5 / d20 Modern / d20 Future supplement.

Classic rules and T/Actical rules are very similar, except T/Actical rules deal with armor and shields significantly differently, and thus there are additional rules in adjudicating to-hit rolls and resolving damage to protective equipment versus the character wearing it. The T/Actical rules use the differential in Touch Armor Class (TAC) versus total Armor Class (simply AC) to determine whether a successful attack hit the character directly or hit their armor/shield first. In certain types of armor, namely environmentally-sealed armor and by proxy most types of power armor, the incoming attack always hits the armor first, as the character is covered head-to-toe in the armor. This means the player tracks the armor’s HP, applying its hardness to any incurred damage. It’s a bit more paperwork, but more descriptive and realistic in terms of what’s happening to characters on the battlefield.

Using the Six Levels to Determine Your GM Level

The Six Levels of your scenario help you inform your players as to which DxD20 rules are relevant. The higher the rating for each of the Six Levels, the more options and thus more rules you'll have to at least be aware of, if not know. So, the higher the collective rating of the Six Levels you choose for the scenario, the higher level GM you should be in your familiarity with the rules.

What are the "Six Levels" of the GM? They are six dimensions upon which the rules are determined, based on the type of scenario created by the GM. In alphabetical order, **the Six Levels are the Arcane Level** (the amount of magic in your world), **the Divine Level** (the amount of divine influence in the world), **the Heroic Level** (the amount and possible uses of Action Points in giving players agency over the dice in being exceptional or avoiding catastrophe), **the Mutation Level** (the amount and possible uses of Mutation Points in giving PCs access to supernatural abilities / "super-powers"), **the Psionic Level** (the amount of psychic power in your world), **and the Tech Level** (ranging from the Stone Age at the beginning of history to the Transparent Age at the end of evolution).

The "classic" D&D medieval fantasy scenario has Arcane Level 5 / Divine Level 5 / Heroic Level 0 / Mutation Level 0 / Psionic Level 0 / Tech Level 1 scenario. The d20 Modern scenario is Arcane Level 0 / Divine Level 0 / Heroic Level 1 / Mutation Level 0 / Psionic Level 0 / Tech Level 5 scenario. Thus, a GM running a classic fantasy scenario would be considered an 11th-level GM, while a GM running a modern hero scenario is considered a 6th-level GM.

Given here is a summary of the Six Levels of various typical scenario types. As you'll notice, some scenarios have more than two Level 5 or higher ratings, and as such the GM should be aware of the extra breadth of knowledge required to effectively run such a scenario.

Table: Classic Scenarios and Equivalent Scenario Levels

Scenario	Arcane	Divine	Heroic	Mutation	Psionic	Tech
Classic D&D	5	5	0	0	0	1-2
Expanded D&D	5	5	0	0	5	1-2
d20 Modern	0	0	1	0	0	5
d20 Future	0	0	1	1	0	6+
Urban Arcana	1	1	1	0	1	5+
Steampunk	*	*	*	*	*	3-4
Cyberpunk	*	*	*	*	*	6+
Fated	*	*	5	*	*	*
Grimdark	*	*	0	*	*	*
Super-Powers	*	*	*	5	*	*
Hi-Powered	5+	5+	5+	5+	5+	5+
Low-Powered	1	1	1	1	1	1+
Universe City	5	5	9	9	5	7

Classic D&D: This scenario covers the traditional D&D scenario offering hi-powered (9th-lvl) arcane and divine magic, and most supplements intended for D&D 3.5 would be based on these Six Levels.

Expanded D&D: This scenario is as Classic D&D, except it also includes hi-powered (up to 9th-lvl) psionics.

d20 Modern: This is a current era scenario with computers and satellite technology, but no magic (arcane or divine), no psionics, and no mutations / super-powers.

d20 Future: This is a futuristic scenario where cybernetics, mecha, robots and/or starships are available.

Urban Arcana: This scenario is as the d20 Modern (or d20 Future) scenario, except it includes low-powered (up to 5th-level) arcane, divine, and psionic power.

Steampunk: The era of mechanical innovation born out of the Age of Reason, the steampunk scenario is punctuated with the use of gunpowder in warfare, and electricity as the new force to be conquered after fire.

Cyberpunk: The era of fusion power and artificial intelligence, the cyberpunk scenario includes cybernetics, mecha, robots, and starships.

Fated: A scenario of high heroics, Hero characters have access to Heroic Action Points and Fate Points.

Grimdark: The opposite of a Fated scenario is a Grimdark scenario, wherein misfortune is random and unforgiving, which does not allow for Hero class levels nor for most Action Point uses.

Super-Powers: This scenario allows characters to acquire Mutation Points (typically through the Supernatural Mutation feat) and spend them to purchase spells or powers as supernatural abilities aka “super-powers”.

Hi-Powered: A scenario where all of the DxD20 rules are in play, the Hi-Powered world will be highlighted in the upcoming DxD20 Universe City Sourcebook, stay tuned!

Low-Powered: This scenario offers a low-powered version of the DxD20 rules; spells and powers up to 5th-level and basic Action Point uses, but no super-powers for Mutation Points, only Advantages.

Universe City: An intergalactic interplanar nexus ruled by the Diamond Dragon, stay tuned for forthcoming works!

Player Characters and Non-Player Characters

With your plotline determined and your stage set, it's time to introduce the characters. In most cases, the scenario's plotline is introduced to the PCs by an NPC, a non-player character. In that sense, you know that you're likely going to need to play at least one NPC. You don't need to generate a full character sheet for every NPC, but you should at least have the name and a one-sentence description of the NPC handy for memory and continuity.

If you have reason to believe that an NPC is going to be doing more than just exposition for your scenario (i.e., participating in combat, either helping or fighting the party), then you should generate some semblance of the character. In this case, the name, along with the character's class level(s), combat stats (i.e., Hit Points, Armor Class, Base Attack, etc.), and any notable or exceptional feats, skills, spells/powers, and/or items.

Otherwise, your NPCs should only be developed as much as is necessary to facilitate the scenario, and you should focus your efforts on working with the players to generate their characters. As you're the GM, the decision is entirely yours as to which classes to allow; this means that you can give recommendations as to which classes would best support the party's objective(s), as well as mandated class requirements as your scenario calls for it, if any (i.e. the scenario starts as an investigation, meaning someone should take 1 or more levels in the Investigator advanced class). However, in most cases, the Six Levels you've chosen for your scenario will lay out enough restrictions such that you should be able to give your players (relatively) free rein in choosing what type of character they want to play.

In one-shot scenarios, it is common for the GM to give the players a selection of pre-generated characters to choose from. Most players don't mind this for a one-shot scenario, but if you're intending to run a “campaign”, a consecutive run of related scenarios with the same characters (or at least the ones that survive!), then your players will likely want to be able to choose their own character class(es). Even if your campaign is going to be episodic in nature, with a series of standalone adventures as opposed to some overarching plotline, players will probably be inclined to design their own characters.

Now that your plot is laid out, your stage set, and your characters created, you're ready to consider the dice mechanics, the “science”, of how you're going to challenge your players' characters as they try to survive and succeed in your scenario.

The Science of GMing

One of the biggest fears regarding GMing is the (lack of) knowledge of the rules as it relates to running a fun and fair game. As GM, you have a group of people looking to you for the adjudication and play of the game. Ideally the group members are all friends and thus you won't be expected to be perfect. However, with at least a basic grasp of the concept of what's going on and how the difficulty of proposed actions is determined, then you should be able to facilitate the game.

The player tells the GM what they want their player character (PC) to do. If the action proposed is not impossible but also not certain, then you as the GM give the desired action a Difficulty Class (DC), a target number that the character has to achieve with a d20 roll plus (or minus) any relevant modifiers in order to successfully perform their action. This d20 roll represents the chance between 1% and 99% of performing the desired action; if it's 0% or 100% chance, then there's no need to roll, as success is either impossible or certain, respectively.

Understanding that the d20 represents the odds of succeeding in 5% increments (100% divided by 20 sides equals 5% per side), you should also understand that every +/- 1 a character enjoys or suffers in making a given d20 roll is a 5% increase or decrease in the character's odds of success. Many modifiers have been anticipated by the DxD20 ruleset and are typically codified under the appropriate section (Combat or Skills generally).

Determining Difficulty Class (DC)

As mentioned in the DxD20 Hero's Handbook, the typical Difficulty Class (DC) ratings are scaled in increments of 5 on the d20 roll;

- **DC 0 is a "very easy"** action and can be assumed as an automatic success unless a character is suffering from some sort of penalty;
- **DC 5 is "easy"**, so a result of 5 or higher means even a character with no modifiers will succeed on the d20 roll 80% of the time (5+ on d20);
- **DC 10 is "average"**, and thus the unmodified d20 roll succeeds 55% of the time (10+ on d20), and more than half the time one might assume the action succeeds;
- **DC 15 is "tough"**, and thus only characters who have a total modifier of +5 (or better) are considered "competent" in the skill and will succeed more than half the time (i.e., the character with a +5 modifier must roll a 10 or better on the d20 to succeed), while a character with no modifiers will only succeed 30% (15+ on d20) of the time;
- **DC 20 is "challenging"**, and thus only characters who have a total modifier of +10 (or better) are considered "expert" in the skill and will succeed more than half the time (i.e., the character with a +10 modifier must roll a 10 or better on the d20 to succeed), while a character with no modifiers will only succeed 5% of the time (rolling a natural 20 on d20);
- **DC 25 is "formidable"**, meaning that it's impossible for characters with no modifiers (i.e., can't roll 25 on a d20), requiring at least a +5 modifier to have a 5% chance;
- **DC 30 is "heroic"**, and thus requiring at least a +10 modifier to have a 5% chance of success (note that a Hero character might possibly accomplish a DC 30 check at 1st level with an Action Point!);
- **DC 40 is "nearly impossible"**, requiring at least a +20 modifier to have a 5% chance of success. Note that higher DCs are possible, simply making the task more "nearly impossible". Technically speaking there is no maximum DC, but in terms of running levels 1-20 characters DC 40 is at the upper end of the typical scale.

With this general scale of difficulty in mind, you can quickly determine the difficulty of a proposed action and give it a DC for purposes of dice resolution. Most skills have some modifiers associated with them based on typical circumstances, and many of these are laid out in the skill's description. However, as mentioned above, some circumstances are not expected or are unusual, and thus the Circumstance modifier is available to the GM, which can be applied as the GM sees fit (see below).

On Bonuses and Penalties

The basic concept of a bonus versus a penalty is straightforward; a bonus is something that helps the character succeed, while a penalty is something that hinders the character from succeeding. You must decide if a declared action is automatic (effectively DC 0, 100% chance of success), easy (DC 5, 80% chance of success), average (DC 10, 55% chance of success), tough (DC 15, 30% chance of success), challenging (DC 20, 5% chance of success), heroic (DC 30, 0% for beginners, low chance for trained), nearly impossible (DC 40+, 0% for trained, low

chance for expert), or impossible (DC infinite, 0% for anyone). Always keep this in mind when players are trying to debate why there should always be a chance just because something allows a dice roll; if it is impossible, it is technically DC infinity, and the roll automatically fails. Even something that normally automatically succeeds can fail if it is deemed impossible to be able to occur in the present circumstances according to you.

Otherwise, any situation that lies between “automatic” and “impossible” falls within the realm of possibility for the PCs. With the use of such supernatural factors as mutant powers, arcane and divine magic, and/or psionics, along with what technology can offer, PCs gain access to a wide array of possible bonuses (and penalties). Here is a chart of the various bonuses that may influence a character’s capabilities, with a short description of what each bonus entails.

Bonus/Modifier Type	Applies to Touch AC?	Stacks with Itself?
Alchemical Bonus	N/A	No
Armor Bonus	No	No
Circumstance Modifier	Possibly	Yes
Competence Modifier	Yes	No*
Deflection Bonus	Yes	No
Dodge Bonus	Yes	Yes
Enhancement Bonus	No	No
Equipment Bonus	No	Possibly
Insight Bonus	Yes	No
Luck Modifier	Yes	No
Morale Modifier	No	No
Natural Armor Bonus	No	No
Profane Modifier	Yes	No
Racial Bonus	No	No
Resistance Bonus	N/A	No
Sacred Modifier	Yes	No
Shield Bonus	No	No
Size Modifier	Yes	No
Untyped Bonus	Yes	Yes

* In the case of the Expert basic class “Superior Competence” class feature, Competence modifiers earned through class abilities do stack.

Note on Stacking Bonuses: In most cases, modifiers to a given check or roll stack (combine for a cumulative effect) if they come from different sources and have different types (or no type at all), but do not stack if they have the same type or come from the same source (such as the same spell cast twice in succession). If the modifiers to a particular roll do not stack, only the best bonus and worst penalty applies. Dodge bonuses, circumstance bonuses, and untyped bonuses, however, do stack with one another unless otherwise specified.

Modifier Types

Ability Modifier: The bonus or penalty associated with a particular ability score. Ability modifiers apply to die rolls for character actions involving the corresponding abilities.

Alchemical Bonus: An alchemical bonus is granted by the use of a nonmagical, alchemical substance such as antitoxin. Alchemical bonuses do not apply to AC.

Armor Bonus: An armor bonus is a special type of equipment bonus that applies to Armor Class and is granted by armor or by a spell or magical effect that mimics armor. Armor bonuses stack with all other bonuses to Armor Class (even with natural armor bonuses) except other armor bonuses. An armor bonus doesn't apply against touch attacks, except for armor bonuses granted by force effects (such as the Mage Armor spell) which apply against incorporeal touch attacks, such as that of a shadow.

Circumstance Modifier: A circumstance bonus (or penalty) arises from specific conditional factors impacting the success of the task at hand. Circumstance bonuses stack with all other bonuses, including other circumstance bonuses, unless they arise from essentially the same source.



Competence Modifier: A competence bonus (or penalty) affects a character's performance of a particular task, as in the case of the bardic ability to inspire competence. Such a bonus may apply on attack rolls, saving throws, dodges, parries, skill checks, caster level checks, or any other checks to which a bonus relating to level or skill ranks would normally apply. It does not apply on ability checks, damage rolls, initiative checks, or other rolls that aren't related to a character's level or skill ranks. Multiple competence bonuses do not stack (except in the case of the Expert basic class; see class description for details); only the highest competence bonus applies.

Deflection Bonus: A deflection bonus affects Armor Class and is granted by a spell or power effect that makes attacks veer off harmlessly. Deflection bonuses stack with all other bonuses to AC except other deflection bonuses. A deflection bonus applies against touch attacks.

Dodge Bonus: A dodge bonus improves Armor Class and Dodge modifiers (and sometimes Reflex saves), resulting from physical skill at avoiding blows and other ill effects. Any situation or effect (except wearing armor) that negates a character's Dexterity bonus also negates any dodge bonuses the character may have. Dodge bonuses stack with all other bonuses to AC, even other dodge bonuses. Dodge bonuses apply against touch attacks.

Enhancement Bonus: An enhancement bonus represents an increase in the sturdiness and/or effectiveness of armor or natural armor, or the effectiveness of a weapon, or a general bonus to an ability score. Multiple enhancement bonuses on the same object (in the case of armor and weapons), creature (in the case of natural armor), or ability score do not stack. Only the highest enhancement bonus applies. Since enhancement bonuses to armor or natural armor effectively increase the armor or natural armor's bonus to AC, they do not apply against touch attacks.

Equipment Bonus: The bonus incurred from the use of a piece of equipment, usually mastercrafted in nature. Depending on the nature of the equipment, multiple equipment bonuses may or may not stack (such as the equipment bonus from armor and shield; GM's adjudication).

Insight Bonus: An insight bonus improves performance of a given activity by granting the character an almost precognitive knowledge of what might occur. Multiple insight bonuses on the same character or object do not stack. Only the highest insight bonus applies.

Luck Modifier: A luck modifier represents good (or bad) fortune. Multiple luck bonuses on the same character or object do not stack. Only the highest luck bonus applies.

Morale Modifier: A morale bonus represents the effects of greater hope, courage, and determination (or hopelessness, cowardice, and despair in the case of a morale penalty). Multiple morale bonuses on the same character do not stack. Only the highest morale bonus applies. Nonintelligent creatures (creatures with an Intelligence of 0 or no Intelligence at all) cannot benefit from morale bonuses.

Natural Armor Bonus: A natural armor bonus improves Armor Class and gives a natural Hardness, resulting from a creature's naturally tough hide. Natural armor bonuses stack with all other bonuses to Armor Class (even with armor bonuses) except other natural armor bonuses. Some magical effects (such as the Barkskin spell) grant an enhancement bonus to the creature's existing natural armor bonus, which has the effect of increasing the natural armor's overall bonus to Armor Class. A natural armor bonus does not apply against touch attacks.

Profane Modifier: A profane bonus (or penalty) stems from the power of evil. Multiple profane bonuses on the same character or object do not stack. Only the highest profane bonus applies.

Racial Bonus: A bonus granted because of the culture a particular creature was brought up in or because of innate characteristics of that type of creature. If a creature's race changes (for instance, if it dies and is reincarnated), it loses all racial bonuses it had in its previous form, so in that sense, racial bonuses do not stack.

Resistance Bonus: A resistance bonus affects saving throws, providing extra protection against harm. Multiple resistance bonuses on the same character or object do not stack. Only the highest resistance bonus applies.

Sacred Modifier: A sacred bonus (or penalty) stems from the power of good. Multiple sacred bonuses on the same character or object do not stack. Only the highest sacred bonus applies.

Shield Bonus: A shield bonus is a special type of equipment bonus that improves Armor Class and is granted by a shield or by a spell or magic effect that mimics a shield. Shield bonuses stack with all other bonuses to AC except other shield bonuses. A magic shield typically grants an enhancement bonus to the shield's shield bonus, which has the effect of increasing the shield's overall bonus to AC. A shield bonus granted by a spell or magic item typically takes the form of an invisible, tangible field of force that protects the recipient. A shield bonus doesn't apply against touch attacks.

Size Modifier: A size bonus or penalty is derived from a creature's size category. Size modifiers of different kinds apply to Armor Class, attack rolls, Hide checks, grapple checks, and various other checks.

With that primer on how bonuses and penalties work in DxD20, you should have a better idea of what kind of modifiers you can expect to encounter throughout the game, and how they stack with one another.

The GM's Prerogative: The Circumstance Modifier

The GM's single most useful tool in the adjudication of game mechanics is the Circumstance modifier. Quite simply, with the Circumstance modifier the GM can ensure that every situation is balanced based on the circumstances. This is the "common sense" modifier, whenever the ruleset falls short and/or leads to a counterintuitive or illogical result.

For example, the Climb skill lists a +5 Difficulty Class modifier for attempting to climb a "slippery surface". However, as GM, you may deem that, because the "slippery surface" is actually slippery with a naturally-lubricating substance like oil, there is an additional Circumstance modifier (typically +1 to +5, depending on how slippery you deem the lubricating substance is), owing to the special circumstances of the lubricant making the surface especially slippery.

As another example, a player is playing their character rudely, banking on their Diplomacy modifier to win over even the most "unfriendly" NPC (with a Diplomacy DC check of 35 required to make an Unfriendly NPC become Helpful, as per the Diplomacy skill description). Depending on the rudeness, you would be justified to apply anywhere from a +1 to +20 (or more!) Circumstance modifier to the DC, as the player is making it exceedingly difficult to justify converting the unfriendly NPC to a helpful one based on their character's conduct.

The Circumstance modifier should be used as is deemed necessary, which is to say, wherever the ruleset falls short, and always scaled to the nature of the circumstance. Something minor is +/-1 (which equals a 5% difference in success or failure), while something significant might be +/-4 (a 20% difference in success or failure), and a circumstance rendering an action very easy or next-to-impossible would be more than +/-4 (25% or more difference in success or failure).

Using the scale of Difficulty Classes given above, from "very easy" DC 0 actions to "near impossible" DC 40+ actions, and using any Circumstance modifiers as you see fit, you can give a difficulty for any attempted action. In general, most checks worth making will fall between DC 10 (average) and DC 30 (heroic), and in many cases, if time and tension aren't factors, characters may have the option of "taking 10" or "taking 20" on the roll to expedite dice-rolling.

Take 10 or Take 20

Depending on the skill or situation, characters may be able to "Take 10" or "Take 20" on a skill check. Each skill's description tells whether it's possible to take 10 and/or take 20 on the d20 roll. By taking 10, it's assumed that the character is giving a typical effort, is not under duress or pressure, and there are no negative repercussions to failure (i.e., failure to disarm a trap with an insufficient Disable Device check may trigger the trap!). In game mechanic terms, the player is prepared to assume that they would roll a 10, the average result, on the d20 (a 55% chance) and the GM is prepared to grant that assumption.

Similarly, in certain cases a character may take 20 on a skill or ability check. If they are prepared to take twenty (20) times the normal amount of time to achieve the result, it can be assumed that the character is being especially thorough, taking their time to ensure the best odds of success. Again, the character must have 20x the normal timeframe available to take 20 on a skill or ability check, they cannot be under duress at any point during that 20x timeframe or they must start over with another attempt to take 20, and there can be no negative repercussions for failing the check. In game mechanic terms, the character is effectively making 20 checks over that 20x timeframe and assuming the statistical probability of generating at least one result of a natural 20 in that time, and the GM is prepared to grant that assumption.

For example, if a character has a +5 modifier to the skill / ability required for the skill / ability check in question, then they can achieve a result of 15, a result of “competent”, when they take 10 on the check. If the DC is 15 and you as the GM deem that taking 10 is possible given the circumstances, then the character can just assume they’ve succeeded at the check; the character, with a +5 modifier, is considered “competent” in that skill, capable of getting a result of 15 with taking 10, and play continues without need of rolling the d20.

Likewise, a character with a +10 modifier is considered an “expert” capable of succeeding at a challenging skill / ability check (DC 20) simply by taking 10 on their d20 roll. An expert is capable of a “heroic” result when they can get a result of 30 on the check, either by rolling a natural 20 or taking 20 (where permitted).

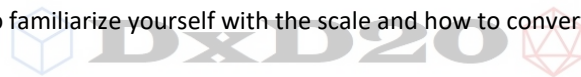
The Scale of Your Game

In most scenarios Tech Level 5 (the modern era) or less, almost everything happens on the human scale (i.e., Medium-size creatures). On this scale, damage is resolved in pips of dice referred to as Hit Points (HP), with most Medium-size Humanoid creatures having 1d8 HP to start, unless otherwise noted based on character class.

In scenarios dealing with larger and/or more heavily-armored vehicles such as power armor, tanks, and/or mecha, then damage is typically resolved in units of “dice” (d), which are units of 5 HP each. Thus, a Medium-size Humanoid creature would have 1d, while a tank with 100 HP would have 20d for mid-scale “terrestrial” combat.

In scenarios dealing with the largest vehicles such as Gargantuan-size+ mecha and starships, damage is resolved in units of “capital dice” (D), which are units of 20 HP each. Using the same example of tank as that given above, the 100 HP tank would be considered to have 5D in capital-scale combat, while a super-heavy Colossal star carrier could have over 1,000D (20,000HP)! Damage involving capital dice is sometimes referred to as stellar-scale combat.

If you’re running a scenario that consistently offers heavier equipment like power armor, mecha, and/or starships, then you’ll want to familiarize yourself with the scale and how to convert weapons and damage from one scale to another.



$$20 \text{ HP} = 4d = 1D$$

If your scenario uses differently scales of damage frequently, you may want to refer to Hit Points as “pips”, units of 5 HP as “dice”, and units of 20 HP as “capital dice” of damage. For more details on scale and weapon damage conversions, see the [Mecha](#) and [Starships](#) section in Chapter V: Weaponized Technology.

Adjudicating and the 1-Minute Appeal

Hopefully the explanation given above as to how the d20 roll is interpreted gives you some idea how you might adjudicate the PC’s declared actions in terms of the appropriate d20 check to see whether they succeed, and then be able to translate the d20 result back into gameplay. Given the scale of different DCs above, you set a threshold for success; if you deem it’s a tough difficulty, then make it a DC 15 to succeed, and if it’s challenging, then make it a DC 20, and so on. You’re the GM, and in that sense, you’re creating the world for your player characters, so you can’t really be “wrong”.

And if you botch a call, like any human referee, you live and you learn from it. Always be willing to admit when you’re wrong (it’s usually easy enough to retcon in the moment), but if it ends up being an “immovable object / irresistible force” scenario where no obvious resolution is forthcoming, you need to make a ruling on the matter at hand, keep the game going, and earmark the issue for further consideration after the session.

Don’t let a session stall excessively for the sake of rules lawyering, but rather keep it moving for the sake of good gameplay; the 1-minute appeal gives a player 1 minute to put forth their case to dispute a ruling, and then whatever the GM deems stands. It can always be revisited afterward on the time of the vested players, rather than spend everyone’s time getting mired in various interpretations of the rules. Remember, you are the GM, the

gamemaster, the “master” of the rulings and it is up to you to be fair yet keep the objective of the game in mind, which is to have fun.

In a game where Fate Points are used (Heroic Level 5 or higher scenario), it can be an easy matter to rule temporarily in the player’s favor to keep the game moving forward, with the caveat that it will be further considered after the session. If the ruling later comes back otherwise, then you can opt that the player pays a Fate Point for the “fortuitous” bad call.

Challenge Ratings for Encounters

A key aspect of your game is the playability factor; it’s important to make sure every encounter isn’t too hard or too easy, or else your players are apt to lose interest, as they are either breezing through everything or constantly failing / dying! Always try to keep it challenging, wherein one or more characters’ lives could be in danger. Here is a look at the average and high-end modifiers for player characters based on level; with these general numbers in mind, you can sculpt encounters to the average numbers or to the high-end numbers for a real challenge.

Table: Average and Above-Average Modifiers by Character Level

Level	HP	BA	AC	DB	Parry	Dodge	Fort	Ref	Will
1 (Average)	6	+0	13	+1	+1	+2	+1	+1	+1
1 (Above)	10	+1	14	+1	+2	+4	+3	+3	+3
5 (Average)	30	+3	16	+2	+5	+6	+4	+4	+4
5 (Above)	50	+5	18	+3	+8	+9	+6	+6	+6
10 (Average)	60	+7	19	+4	+11	+11	+7	+7	+7
10 (Above)	100	+9	22	+5	+14	+14	+9	+9	+9
15 (Average)	90	+11	22	+6	+17	+16	+10	+10	+10
15 (Above)	150	+13	26	+7	+20	+19	+12	+12	+12
20 (Average)	120	+15	25	+8	+23	+21	+13	+13	+13
20 (Above)	200	+17	30	+9	+26	+24	+15	+15	+15

Keep in mind that these numbers are just approximations based on bonuses from character class levels, with no consideration for attribute bonuses or enhancements from class-specific abilities, worn or wielded items, supernatural abilities, spells, and/or powers. These are just to give you a quick idea as to the kinds of numbers you can expect to face off against in challenging your PCs. Indeed, if you wished, you could use these numbers as averages for any spontaneously-generated NPCs if needed.

Degrees of Success: Interpreting Die Rolls into Gameplay

Just as a die roll can inform you as to whether an action succeeded or not, the die roll can also give you an idea as to how hard or easy it was for the character. If a character just makes the DC of the check with their die roll result, equaling the DC, then you can describe it as “just barely succeeding” in the game. Conversely, a result that beats the DC by 5 might be considered another degree of success (as it almost always does with Knowledge and Perform skill checks, for example), and thus it might be described as “easily completed”. Of course, if a check fails and it has a possible negative consequence, you’ll instead describe the fallout of their failure.

In the case of Knowledge skill checks, results beating the initial DC by increments of 5 reveal more information. For example, the party’s resident specialist in Knowledge (religion) is asked about the background of a re-emerging cult, and you deem that a DC 20 check means the character has at least heard of the cult, revealing one relevant fact or rumor about it. A result of 25 on a DC 20 check may mean the character knows another piece of information about the cult, while a result of 30 would offer even more details on the cult.

The Action Point, the bonus d6 that is available to your characters if you’re playing a Heroic Level 1 or higher scenario, is representative of that extra gear we always see hero-type characters capable of when it matters

most, the internal reserve seemingly born of pure will alone that allows the hero to save the day. They are what make a Hero theoretically capable of a Heroic (DC 30) result as soon as 1st level! You should always put a little extra effort into detailing the consequences of an expended Action Point; after all, if the player is spending the Action Point to succeed, so it's likely a crucial moment in the game, at least to that player.

Optional Rule: The Rule of Cool (Heroic Level 1+ Scenarios)

Quite simply, the Rule of Cool is the idea that the PCs should be capable of epic moments, which will almost certainly be beyond the scope of the rules (experienced GMs, you know what I mean!). When a PC proposes to do something fantastically difficult but equally awesome, you can offer them a chance to invoke the Rule of Cool, wherein they spend an Action Point, and you set a manageable (series of) DC attempt(s) for the hero to pull off. Of course, with the requirement of an Action Point, the Rule of Cool is typically only available in Heroic Level 1 or higher scenarios.

For example, A player character Drow Rogue is in a pickle, with a big bad guy dangling her (insert loved one here) over a pit of lava standing 50' away. Negotiations go badly, and the bad guy decides to drop the loved one into the pit. The drow rogue wants to charge forward while casting her innate Darkness ability on the bad guy, leap across the pit to grab her loved one, and catch onto the opposite wall with her climbing ability.

Normally, that would be an impossible action, given the action economy (i.e., the number of actions required). However, if you as the GM think that it's a cool scenario and want to give the player a chance, then you can give them the option of spending an Action Point, and then making all the appropriate checks (i.e., The roll to "hit" / catch her loved one on the way down the pit, a Climb check to see if she can grab onto the far wall, and perhaps a Strength check to confirm that she holds onto the wall and her loved one in so doing!). In such an instance, if you are using a Heroic Level higher than level 1, you may also permit the character to spend additional Action Points on any of the rolls required to attain success, such that the action may cost the Rogue more than one Action Point when all's said and done. It may not be easy, it may be costly, but at least now it's possible; the Rule of Cool!



Advice to New GMs

If this is your first time GMing, then you may want to ease into the role, at least as far as mechanics are concerned. To just open the whole ruleset for usage, which is to say, to run a scenario that is Arcane Level 5 / Divine Level 5 / Heroic Level 5 / Mutation Level 5 / Psionic Level 5 / Tech Level 6+, might be overwhelming, given the nuances of each Level type (i.e., being familiar with arcane magic, divine magic, Action and Fate Points, super-powers, psionics, and hi-tech, including cybernetics, mecha, and starships!). It's recommended that a starting GM use only Levels 0 and 1 for the Six Levels of their scenario to start, at least until they've had a chance to get comfortable with the role of GMing and the rules of DxD20.

With the scale of Difficulty Classes given above (i.e., DC 0 is very easy, DC 5 is easy, DC 10 is average, DC 15 is tough, DC 20 is challenging, DC 25 is formidable, DC 30 is heroic, and DC 40 is near-impossible), you should be able to use common sense to assign most actions the PCs attempt a DC. Ask your players to help you out by having the feat, skill, spell, or power on hand that they intend to use with their action for quick reference. If you're not sure, take a look at the description to see if there's anything on how to determine the DC, otherwise you choose the DC (keeping in mind the character's modifiers so as to make it challenging but not impossible, otherwise why roll?).

Session Zero

The first session, typically referred to as Session Zero, is the one where the GM lays out their intentions to run a certain scenario, inviting the players to play characters in the GM's scenario. It allows the GM to **describe the Six Levels** of their scenario to the players, along with any requirements or suggestions for character classes based on the scenario.

As you can imagine, Session Zero is the most crucial one, for several reasons. The first reason is managing expectations; this is where you explain to the players what's permissible and what's not. While the Six Levels should allow the GM to quickly convey which DxD20 game mechanics apply to the scenario, there are intangibles that need to be clarified to ensure that your game runs smoothly.

A prime concern of your game, insofar that the objective is to have fun, is to make sure that **your game isn't offensive** to the sensibilities of those playing in the group. Whether it's certain types of violence, portrayals of racism, sexism, and/or the permissibility of intimate encounters, or the types of language that might be permitted in the game, all these should be clarified before beginning play to make sure everyone is on the same page. By setting the boundaries of safe play with informed consent and managing the expectations of your players, you can maximize the chances that play will be friendly and seamless, with everyone knowing how everyone else feels about how they would like the game to be played.

A quick method of giving your scenario a general classification is by using the movie rating system (G = General audiences, PG = Parental Guidance, AA = Adult Accompaniment, R = Restricted, or NR = Not Rated). Some themes are typically assumed, including general violence and the possibility of sentient creatures being killed, and thus most games would have a minimum rating of PG. Here are some of the other more common themes that can be sensitive or distasteful and should be discussed.

Horror: includes torture, genocide, gore, harm to children and/or animals, or demonic possession;

Mental Health: phobias, traumatic experiences, self-harm, gaslighting, rape, or other mental abuse;

Physical Health: disabilities, pregnancies (stillbirths, abortions), rape, torture, or other physical abuse;

Relationships: romantic and intimacy dynamics (how graphic or offscreen will these be treated?);

Social Issues: racism, sexism, or any other attribute for which one might be arbitrarily persecuted.

While the "devil's advocate" GM might argue that the "bad guys" use unsavory methods to accomplish their nefarious objectives, you should still clarify which such methods are permissible within the context of your game (i.e., although some bad guys might threaten to harm children, some players might not appreciate the portrayal, and other means of "being bad" are almost certainly available). By clarifying definitions and boundaries in the beginning, you can help ensure that players have a light-hearted and fun experience in playing out your scenario.

On Storytelling

Your scenario is a story that you set up, but others help write. You set the stage, you pace the action, you provide the walk-on roles, you offer an objective, but your players control the central characters, choosing how their characters pursue the presented objective and how those characters develop over time.

Setting the Stage

Do a bit of prep in imagining your scenario to yourself as a player; what era / type of world is it? Where are they? What do they see? What's the weather like? What other senses are noteworthy in the moment? Take some time to describe to yourself what you imagine seeing, perhaps even writing it down to polish it. This will allow the words to come naturally to you when you're describing it to the players, bringing it to life with a certain authenticity, like it's always existed, because it already does in your mind!

Have each player describe the appearance of their character to the others. If they seem reticent or vague, feel free to prompt them; "what color is your character's hair? Eyes? Build? Obvious clothing style and/or equipment?" Again, this helps draw the mental image for everyone, bringing the collective "theatre of the mind" more in tune with each other. Using Session Zero, you can establish storylines wherein two or more of the PCs already know each other before the scenario, as well as other aspects of their backstories. This helps simplify the hook as well (see below).

Hooking the Characters

Unless you intend on railroading your PCs (see below), you need to make sure you give at least one, but preferably more, PC(s) a good reason to pursue the objective of your scenario. This reason is known as the “hook” of the story, the initial buy-in that causes the PCs to enter your scenario rather than go do something else (see Act One, “the Setup”, below). The more pertinent and believable you can make a hook, the easier it is for the PCs to naturally pursue the objective of your scenario willingly.

This is where the concepts of **alignments** and **allegiances** can prove useful; they help inform the GM as to the principles and central tenets that motivate the character, and thus can be leveraged to get the character moving in the desired direction. The easiest concept to work with, insofar that it gives reason for the party members to work together, as well as reason for them to pursue a potential high-risk / low-reward endeavor, is that everyone in the party is Good-aligned. They are all heroes who see a threat and are willing to endanger themselves for “the greater good” to neutralize the threat. Presented properly as the source of an “evil”, a scenario hook will almost always get buy-in with Good characters.

Similarly, common allegiances amongst the party members can create unity in how the scenario proceeds. Then it’s just a matter of ensuring that the hook for the allied organization is a valid one to motivate the characters to pursue the objective. However, beware of conflicting interests amongst allegiances, as they can serve to tear a party apart in such circumstances, akin to when Good and Evil are in the same group. This sort of thing can be avoided with a proper Session Zero that sets out the scenario and the alignments and/or allegiances of the PCs.

Finally, there’s the motivation of personal gain, profit, and/or greed. This is an easy one to position, as it simply involves throwing enough money at the characters. However, it also involves several potential pitfalls; if the objective becomes too high-risk the PCs may abandon it or demand more payment; injecting too much money into the PCs’ coffers too early can result in a power imbalance as they can now buy all the best items; the lack of unifying alignment / allegiance that drives characters to care for one another means a greater chance of party division and strife.

Ultimately, the hook is the way in which the PCs are drawn down the rabbit hole of your scenario. Don’t be afraid to subtly (but not too subtly) remind the players that you’ve put a lot of work into creating this scenario, so hopefully they can make efforts to cooperate and let the scenario unfold as intended. If any of the PCs express frustration at the believability of a reason given for motivating their character towards the scenario, try to work with them to hash out a believable reason that still aligns itself with your scenario.

Telling the Story

The easiest template for a story has a beginning “Act One”, a middle “Act Two”, and a culminating “Act Three”. You can add more subplots to Act Two if you like, which will likely mean multiple scenarios building into a campaign, but almost every scenario you create will consist of these three Acts.

Act One, aka “the Setup”, introduces the objective, either directly or by proxy, some situation that prompts the PCs to react. In a medieval fantasy scenario, this could be the quintessential orc raid on the PCs’ village; in a space-faring scenario it could be the arrival of a new technology or alien race that causes an imbalance in the current situation. This inciting incident gets the party on the path of the scenario. The changeover from Act One to Act Two is typically marked by the reveal of the first major plot point, forcing the characters to make a choice on whether to confront the issue or abandon it.

Ideally, your PCs won’t abandon the cause, if only because you’ve invested the time in creating it. However, if PCs are balking at the scenario that you’re presenting, ask yourself (or them) why, and tweak it accordingly. If it looks like the PCs are going to take a pass on your scenario, you have two options; either railroad the PCs, or let them sandbox.

The railroad method of GMing involves directing the PCs through your scenario, giving them little to no option in how to pursue the objective of your scenario. A scenario where the party is a military unit could possibly and would likely be a railroad (albeit a justifiable one). Enslavement and/or coercion by a superior being is another railroad method.

The railroad method can work insofar that it ensures the party hits upon all the touchstones of your scenario, and they're going to go exactly where you expect them to. However, it can feel constraining to players who want to be able to do whatever they want. Also, if it seems to the players like you're forcing them to make choices that their characters wouldn't make, then the characters may no longer feel like they belong to the players, and the players won't want to play them. Railroading works as a beginner's method or for certain scenarios, but eventually you'll want to expand to the sandbox to take full advantage of what the roleplaying experience has to offer.

The sandbox method of GMing involves running an open-ended game, wherein you respond entirely to the PCs' choice of direction on the fly. In this type of scenario, you set the stage and offer objectives, but the players decide if and how they react to those potential objectives. You will have an idea of how the objectives may be pursued, but you need to stay open-minded to the unexpected ways in which the party may try (or not try) to complete your objective(s).

In a sandbox the scenario should evolve in the face of the characters' actions, whether they do it the way you planned, they choose to do nothing, or they choose to do something completely other than what you anticipated. The sandbox style of storytelling requires a fair amount of confidence to adjudicate and the ability to improvise on the fly but, done properly, it is often also the most rewarding. It offers the PCs the greatest amount of freedom, and thus is ideal for campaigns where the fluid nature of the PCs' actions makes for a more organic experience, bringing the world they're exploring to life.

Act Two, aka "the Confrontation", is where things escalate; the PCs have taken the hook of Act One, and they are responding. It usually includes a period of gathering information and conducting research as the PCs attempt to analyze and respond to the challenge. After having done some homework (or maybe not!), the characters formulate a plan to address the issue at hand. Following the examples given above, the medieval PCs might form up a party to counterattack the orcs, or they work to set up better defenses for the village, while the futuristic PCs recognize the impact of the new alien race or development in technology and react to it accordingly.

Of course, the party's choices will have their own consequences, and this is where you need to formulate the response of the "rest-of-the-universe" in return. The characters will either enjoy a (typically minor) victory or they will suffer a (hopefully minor) defeat to mark the end of Act Two, as they confront the forces of the antagonist(s). Either way, the outcome of "the Confrontation" is further escalation, a recognition of how the stakes have been raised, and a sense of resolve despite the odds. The end of Act Two and the beginning of Act Three is when the second major plot point is revealed (i.e., the orcs are in fact being organized by a [insert big bad here], or the alien race is secretly hostile or the new technology will cause war in the wrong hands), often typified by a moment of crisis where all may seem lost.

Act Two is usually the longest act of the scenario, especially if you use **subplots**. A plot can be straightforward with no subplots, and often is for most one-shot scenarios. Conversely, a main plotline can be rife with subplots, mini-objectives that must be accomplished along the way in order to complete a final objective. This is the way in which most long-term campaigns run; an overarching objective requiring minor objectives to make the overarching objective possible (think the trek of J.R.R. Tolkien's "Fellowship of the Ring", as they had to confront an array of prior scenarios before actually being in a position to destroy the Ring of Power, which would inevitably result in a final direct confrontation with Sauron). Don't feel obligated to use subplots, but don't be surprised if they naturally evolve out of what the PCs do on the side, especially where campaigns are concerned, and players become vested in their characters.

Act Three, aka "the Resolution", is where things come to a head, and one way or another, the initial issue of Act One is resolved by the end of Act Three. Whether due to circumstances already in place (like a main antagonist with a well-fortified position), or the consequences of Act Two (like the PCs losing to the antagonists in the confrontation of Act Two), Act Three usually sees the main protagonists at a disadvantage, in an uphill battle. They must contend with the main antagonists directly to settle matters once and for all, and Act Three is that final confrontation. It is usually the shortest Act, the climax of the objective, resolving the contested issue and answering any questions about the plot and subplot(s) introduced during Acts One and Two.

The Three Act method of scenario creation is useful for envisioning the typical arc of a storyline, from set-up to confrontation to resolution. This is intended as an introductory tool to help formulate complete storylines that your players will enjoy. There are many ways in which to construct plotlines and scenarios; this way is one of the easiest to work with. As mentioned above, campaigns will see subplots born out of the original plotline, some enhancing it, others complicating it, and these can be considered additional Acts, especially if they can impact the final outcome of the overarching plotline.

Keeping the Pace

Pacing is a key aspect of an engaging roleplaying experience. When characters are in combat, keep things tense, with a steady pace of each player taking their character's turn even as opponents and NPCs do what they're doing. Remind players to have any relevant rules, such as skill, feat, spell, or power description on hand for ease of adjudication should they be required. Ask players to stay abreast of the combat scene; few things waste more time than having to re-explain the situation because someone wasn't paying attention. Also, by staying in tune with the action, players can more readily make decisions when it comes to their turn.

Keep accurate track of initiative so that you can prompt the next player just before it's their turn to start preparing. Make sure you've also recorded the NPCs' initiatives so that they take their actions and do your best to decide quickly what they're going to do when it's their turn. For main NPCs with lots of options, it sometimes helps to formulate a quick strategy reference sheet, outlining what they would typically do at the beginning of a fight, to be able to make quick decisions for typical combat scenarios. For more unorthodox combat scenarios, allow yourself and your players a bit of time.

Conversely, you need to know your stuff, or at least be able to pretend you do, if you're going to maintain an engaging pace. Where necessary take a minute to hear a player's plea if they disagree with the way you're adjudicating the game, but ultimately make an executive decision and keep things moving (see "On Game Adjudication", below). You can explore any rules discrepancies in greater depth after the session, but for the sake of the pace, and the other players in the game, your word is (at least temporarily) final.

On Game Adjudication

Being familiar with the rules helps on every level of storytelling; it helps you conceptualize how a scenario might be carried out through the dice by the rules, it helps players pick up the rules by implementing them properly, and it helps maintain pace by preventing rules-lawyering lulls in the action. Of course, if you're new to GMing in general, or DxD20 in particular, then you may want to keep a few pointers in mind to help your fair and fluid adjudication of the game.

Making It Fun

This is the number one objective of the game of DxD20, above and beyond whatever the objective of your scenario is. Assuming you find GMing fun (and it is!), you'll want to find out what your players are looking for in playing DxD20 and making it fun for them. Many players relish the combat side of the game, looking to vanquish powerful enemies in epic battles that hinge on crucial moments. Others like to roleplay their characters, fleshing out social encounters and thriving on political intrigue. Both have their place, and your job is determining what the desired balance is between acting (role-playing) and action (roll-playing) for the party.

Role-playing involves immersing oneself in their character, considering all challenges from the perspective of the character as opposed to the player. That means some players may have characters with access to knowledge they don't know themselves. Such information can be crucial in advancing your scenario. If you find there's a lull in the action because the players are unsure of what to do next, or there's a painfully obvious flaw in the party's proposed course of action, you can have a PC make a relevant skill (typically Knowledge) check to give them a piece of information that their character knows. Whether or not that character shares it with the rest of the party is up to them, but the player should at least have the information at-hand to make a choice that their character would reasonably make.

Sometimes, serious attempts at roleplaying result in giggles or gentle mocking, potentially breaking the moment. You can enjoy these momentarily if they make for innocent fun, but if they are at a player's expense as they try to roleplay their character, whether it's stammering on their choice of words or a failed attempt at an exotic accent, mocking should be dissuaded. With proper encouragement, roleplaying high intrigue with little to no dice can be just as rewarding as dice-oriented battles. However, the right atmosphere must be fostered, and the fear of being mocked for one's attempts to roleplay will stifle gameplay.

Roll-playing involves focusing on the game mechanics, considering one's character build in the context of mastering ways to vanquish enemies in combat. It can be through weapon damage, spells or powers that do damage, or special abilities that neutralize through failed saving throws. Some players thrive on the notion of being able to defeat their enemies handily, and they like to be able to prove it in combat. Every player enjoys a good combat, but you'll want to make sure that the combat's worth fighting.

Setting aside lucky and unlucky dice rolls, you can use averages to determine whether a fight is going to be too easy, too hard, or "just right" to challenge the party. Of course, sometimes a PC will unveil a spell or power you weren't aware of and make quick work of your encounter, and that's alright. Just make sure you learn from it, so that you can either steer away from it, or find a way around it. Keep it in mind when calibrating the next encounter, and assume that, confronted with the same type of threat, the PC will react in the same way next time. Make considerations for the newfound ability, and incorporate its impact in creating the next encounter. A smart enemy who is aware of the PCs' capabilities will respond accordingly, forcing the PC to at least take the time and resources to use the winning strategy against that portion of the encounter. This may lead to confrontations involving larger enemy forces against the smaller party, costing at least one PC their actions and making the fight even more epic.

Spontaneous adjustments and fudging rolls are two executive prerogatives of every GM. If an encounter is too easy, feel free to make a spontaneous adjustment upward of any of the opponent's statistics; more HP to make it last longer, more damage to make it pose a threat, or a special ability to allow it to contend with the party. Try to find a semi-reasonable way to justify it; HP are easiest in this regard, as players don't know the enemy's HP to start. However, after the first hit or two, the party should have an idea as to the scale of damage inflicted on a per-hit basis, especially if you're doing your job properly as GM in describing the impact of the attacks on the target. If a creature's durability seems to suddenly change with a sudden influx of HP, PCs will wonder why. Feel free to say that the creature had a Rage ability which ramped up its physical attributes, or that it had a special ability it was holding in reserve.

Spontaneous adjustments can be a useful strategy to help prevent your tailored long-standing nemesis NPCs from falling to a premature, anticlimactic ending, but they must be used sparingly; if used in every fight, your players will come to expect it, likely becoming a running joke between players and ruining it for when it's really needed (i.e. the big bad boss fight!).

Fudging rolls (the act of reducing die roll results in the party's favour) is generally dissuaded, as it undermines the "fair game" impartiality responsible for maintaining suspension of disbelief when players are immersing themselves in your world. However, understanding that the GM is a fallible human and not a perfect being, it may be necessary to prevent an encounter that's proving too dangerous from killing the entire party. Typically, if the party does something dumb enough to place themselves in such mortal danger, then let the dice stand, but if the threat is due to a major miscalculation on your part as GM, consider finding a believable way to intervene on their behalf, and sometimes this means "fudging the dice".

Ideally, you don't have to fudge rolls, because either a) you've already determined you're playing a Heroic Level 0 scenario and thus everyone already knows that the dice are going to stand, or b) you're playing a Heroic Level 1 or higher scenario and thus everyone has access to Action Points, which should allow players some agency in mitigating the rolls on their own character's behalf. However, in those (hopefully rare) instances where you've misjudged the power level of the encounter and the PCs will suffer as a result, you should consider fudging the dice as necessary to make things desperate but survivable. In all cases, do your best to keep the game intriguing and fair.

Keeping It Fair

Of all the games and sports that might require a referee, role-playing games are the most subjective, being entirely dependent on the GM's perception of the scenario as the definitive state of affairs within that scenario. It's important that you keep an open mind whenever your ruling is contested, because it may be more a matter of a communication breakdown in misinterpreting the situation rather than an attempt to undermine your authority. As noted above, spontaneous adjustments and fudging rolls are well within the GM's prerogative, and are automatically considered fair, as long as the considerations below are kept in mind.

Remaining impartial is a crucial aspect of keeping your game fair, especially if the dispute in rules resolution is something between two or more PCs! Hopefully, it doesn't come to party strife, but there are lots of other situations where you may find yourself tempted to punish or reward a PC in the party by making the difficulty of a proposed action excessively hard or easy. However, you need to resist the urge; remember, the objective is to have fun, and as long as players aren't compromising one another's experience, go with the flow. Critically evaluate the situation being proposed, and if there's a possibility, give it a chance.

Conversely, a player might think that you're being unfair in some way. While you may not think so, you should still investigate and hear the player's perspective in the matter. In fact, it can sometimes help to invite the other players to voice their position on the matter, to help achieve a consensus on how to address the situation going forward; perhaps a player is aware of a rule that you're not. The key thing here is treating any such judgment seriously; if you just brush it off or ignore it, it will likely undermine your perceived authority and lead to a compromised roleplaying experience.

Hearing appeals is an important part of keeping your game fair. Recognizing the dependence your players have in conducting their characters based on how you're conveying it, you should always hear out your players when they attempt to do something that may initially seem impossible or illogical based on your understanding of the situation. The player may be misunderstanding the situation and just needs clarification. Ask the player to give their description of the situation, and then correct whatever may be in error, hopefully with an explanation as to why it prevents them from doing what they want to do.

However, don't allow yourself to get browbeaten into modifying the situation to fit a player's perception just to appease a player. Instead, do it because you understand the intent of what the PC is trying to do, and you can provide an option or alternative as to how the character might succeed in their attempt. Otherwise, continue with your original call, and keep the game going.

Retconning (aka "retroactive continuity") is the act of changing an aspect of the scenario that's already occurred retroactively to maintain plot continuity. Retconning may be an option if a PC has made a choice based on an erroneous understanding of the scenario, and in hindsight never would have made such a decision as they did had they properly understood the situation. In such instances where you feel it's warranted, you can "retcon" the situation and redefine what it is that actually happened, as you see fit. Just keep in mind that the further you go back, the harder it is to realistically retcon what has happened since.

Maintaining consistency is another key aspect of fairness. Your interpretations of the rules should not be arbitrary or whimsical; you should try to ground them in the mechanics of the game. That way, your players will be able to accurately consider what their characters are capable of. Part of maintaining consistency is understanding the DC scale and how the d20 works; the DC you set is a representation of the 1%-to-99% chance of success of performing an attempted action, inversely related (so the higher the DC, the lower the percentage of success). Most skills give a description on how DCs are determined and what modifiers might influence them, but you can just as easily work with the universal DC scale of "tough" DC 15, "challenging" DC 20, "heroic" DC 30, etc.

If you ever want to change an effect like a feat or power because you feel it's underpowered or overpowered, feel free to do so, but with some caveats. First off, you should explain to the group why you're changing the rule. For any PCs who are directly affected by the change, they should have a chance to dispute the change if they wish to. Finally, any PCs who feel they are adversely affected by the rules change should be given the option to retroactively convert ("retcon") their character based on the rules change.

Preserving balance is another instance where you find you may have to retcon a prior ruling to restore balance to the game. The rules-as-written (RAW) are playtested and generally proven to be balanced. However,

that doesn't mean that unforeseen "killer combos" aren't possible that can break a key dynamic of the game, rendering it unenjoyable for everyone one who doesn't have the combo. Whether it's because a player has gotten creative in finding such a combo, or you've approved a new item, spell, or power that is tipping the scales, you should take steps to restore balance. Note that a ruling wherein a GM must reduce the capability of a rules-as-written ("RAW") legal combo is known in the industry as a "nerfing" (i.e. "I had to nerf that combo, it was too deadly") and is a perfectly legitimate call to make as a GM. However, to make up for the loss of power via the retcon or nerfing by any affected PCs, you should offer the possibility of retconning their character based on the new ruling.

For this reason, you should encourage players who think they have found a new combo to approach you about their intentions for their character before committing to that path. This way, if you are exposed to an overpowered combo, you can preemptively nerf it before the player has roleplayed and brought to life that path of their character's development towards that combo. Be sure to remind players during Session Zero that you reserve the right to nerf any RAW combo or retcon any homebrew combo that breaks your game, so if they have something in mind that is new or seems too good to be true then they should run it past you, before they find out the hard way that you're going to modify it.

On Combat

The most mechanical aspect of the game, combat can be daunting, bringing an array of dice to bear in trying to determine the fate of the party. However, once you get comfortable with the mechanics, and your players learn their characters, combat should proceed like a well-oiled machine; the pace is constant, the encounter is tense, and the players are immersed in the moment.

Track the Initiative

Keeping accurate track of the initiative is crucial in keeping things moving. There are several ways to track the initiative, using dice and other props. Find a way that works for you but implement it from the start. Be aware of the ways in which initiative order can change (i.e. readying an action or delaying one's action). Prompt the next person in the initiative order to consider their actions as you resolve the prior character's action.

Give players a maximum of one minute to consider their action before they have to make a choice, otherwise their character is considered as Delaying their action; move to the next character in the initiative and resolve their action, then touch base with the Delaying character again. If they still don't know what they want to do, then they continue delaying, and move on to resolve the next character's action. When the delaying character finally decides on an action, change their initiative to the initiative immediately after the initiative of the last character who completed their action. This will help maintain an engaging pace with your players, as well as ratchet up the tension as players are forced to contend with the clock.

Describe the Action

Just like any other part of the game, the battle scene is only as vivid as you can make it for your PCs. Don't allow yourself to fall into the trap of describing misses and hits as "you miss" and "you hit". Take a moment to give the action a brief description, even if they miss (i.e., "your weapon bites into [the opponent]'s hide", or "you swing your blade but [the opponent] easily blocks the attack, catching it on their weapon", etc.). This will help keep the experience immersive, giving attacks, parries, and dodges some flair for vivifying the experience in the theatre of the mind.

Similarly, prompt your players to describe in some detail what they're doing round-to-round, as opposed to "full attack" or "I swing". Indeed, the creative GM can use material offered by the player to continue in embellishing their course of action. For example, the player says, "I wind up with a two-handed swing of my morningstar to smite the beast", and then rolls a natural 20, confirming the critical! You can continue with what they've given you, and based on the critical hit you might elaborate, "your morningstar finds its mark, unerringly

smashing into [the opponent]’s skull, roll damage!” This is when the magic happens, when players feed off one another’s energy to create a fun, immersive, synergistic environment.

Know the Basics: DxD20 is a complex game, offering its players a multitude of options across an array of races, classes, skills, feats, spells and/or powers. It is not reasonable to expect you to know all of them right away, but you want to make sure you have at least a fundamental grasp of how combat proceeds.

Surprise happens when a character gets within attacking range of another character without the second character realizing it. For melee combat this would likely involve the use of the Hide and Move Silently skills. A successful surprise is a free standard action before initiative is determined where everyone surprised is flat-footed.

Initiative is basically a Dexterity check to see who reacts first. Until a character takes their first action, they’re flat-footed, meaning they have no Dex, Defense, or Dodge modifiers to their AC (also known as their flat-footed AC). They also don’t get attacks of opportunity while flat-footed. Initiatives are determined in the first round of combat and typically stay in that order, unless a character delays or readies an action.

Attacking an opponent can be done in many ways. Unarmed natural attacks, melee weapons, ranged weapons, touch spells and powers, ranged spells and powers, area effect attacks, the list of options goes on. Most attacks performed by hand require a d20 roll, while many spells and powers will offer a saving throw and/or spell resistance instead. The underlying idea here is that one character has to succeed in making contact with the other, or cause the other to fail in resisting one’s spell or power; in either case, a d20 roll is either required by the attacking character and/or offered to the defending player. Very rarely should an attack form require neither an attack roll nor offer a defensive roll (i.e., a parry, dodge, saving throw, or spell/power resistance check).

Defending is done in one of three main ways; a parry, a dodge, or a saving throw. A character’s Armor Class (AC) is passive, meaning they don’t have to do anything to use it in combat; it is the special armor-based DC required for opponents to hit the character. Similarly, saving throws are passive, and unless a character is willingly failing a saving throw, the character usually receives a chance to make a saving throw when a spell or power tries to adversely affect them. Spell/power resistance is an innate ability to shrug off the effects of magic and psionics, but they do not protect from the effects of supernatural abilities / “super-powers”.

Parrying and dodging, on the other hand, are active defense methods, and thus require input from the PC to use properly. Try to keep these options in mind, both for the sake of prompting PCs to properly ready them, as well as making sure NPCs use these options properly against the PCs. These options are especially useful for injecting realism into a combat scene, so be sure to use them descriptively to bring the battle scene to life.

Damage can be the clunkiest part of the game if not prepared for correctly. Nickel and dime modifiers from multiple sources such as Strength, Mastercrafting, magical modifiers, and specialization, to name a few, can bog down processing if they’re not tabulated clearly. Spells and powers manifested at higher levels can result in lots of damage dice, which need to be counted out, rolled, and added up. Many players enjoy the fistful of dice in rolling damage, and that’s fine, but advise your players to have their dice at the ready, rather than having to count them out after declaring their action. Another option is using the DxD20 conversion system for resolving large damage potentials in either multiples of 5 (“dice”) or multiples of 20 (“capital dice”).

The combat dashboard is crucial for allowing players to maintain the pace of combat; see the DxD20 Character Sheet in the back of the Hero’s Handbook. Having all their modifiers in one place on their character sheet and being familiar with where they can find their modifiers, you should be able to keep things moving smoothly. Help players set up their combat dashboard and impress upon them the importance of knowing how to read it, so that everybody’s roleplaying experience is enhanced for the improved flow of the game.

On Skills and Skill Checks

What are skills? They are the learnable aspects of being, capable of being known by any sentient being with the time and inclination (i.e., skill points) to invest in learning said skills. Unlike feats and talents, which are capabilities or traits more intrinsic to the possessor and specific in nature, skills are the general spheres of practical and theoretical knowledge available to be learned by any character.

Familiarize yourself with the list of skills. Setting aside the Craft, Knowledge, Perform, and Profession skills, which are subcategories of skills more so than individual skills, there are just under 50 skills to be aware of. Usually, players will help by volunteering the skill they intend to use, but sometimes they'll just pitch an idea and leave it up to you to tell them which dice to roll to try and make it happen.

Craft skills are those skills used for building things, and in many cases, multiple Craft skills are required to build complex objects. In some instances, some specific Craft skills can be attempted with a more general Craft skill, such as using Craft (mechanical) in lieu of a Craft (weaponsmith) check, but the DC of the skill check should be +5 or higher, given the proxy nature of the secondary Craft skill.

Knowledge skills are the theoretical spheres of knowledge available to characters, and as expected there are quite a few; they are discussed in greater detail below.

Perform skills are those skills involving performance art, such as music, dance, visual arts, and theatre. They have a special relevance regarding a Bard's capabilities, otherwise they are typically used to determine a bonus to Wealth based on the caliber of the performance (i.e., the Perform skill check result).

Profession skills work similarly, although they are resolved slightly differently. The key difference is that sufficiently high Profession skill ranks give characters permanent bonuses to their Wealth score, as they become true professionals in their chosen field. Every character starts with 1 rank in Profession: [Starting Occupation], but as they progress in levels they can invest skill points in whatever Profession skill(s) they wish (within reason, GM's discretion).

Active Vs. Passive Skill Checks

Note the difference between **active and passive skill checks**; active skill checks are checks that the PC declares in order to prompt a skill check, while passive skill checks are skill checks that are automatically triggered by the outside world. As passive skill checks aren't typically declared by the PC, the onus is upon you as the GM to make such a check when necessary.

Spot and Listen are the two most important skills in this manner; as you don't want your players constantly declaring their intent to look and listen for trouble, your players don't want their characters to be surprised by something to their detriment. To address this, you should tabulate every character's Spot and Listen modifier on a reference sheet. You can assume that everyone's always taking 10 on their Spot and Listen checks; add 10 to everyone's skill modifiers, and you have a standing Spot and Listen DC result that you can compare against whatever the party might be able to see or hear. If an impending threat beats everyone's Take 10 Spot and Listen results (either through sufficient Hide and Move Silently checks, or through other means), then it will have surprise on the party (i.e., one free standard action before initiative is rolled).

Other passive skills include the **Sense Motive and Knowledge** (subcategory of) skills. Sense Motive should be run akin to Spot and Listen; have the passive skill check result on-hand by getting every character's Sense Motive modifier and add 10. However, exactly because Knowledge is more a subcategory of skills than a singular skill, it becomes unreasonable for you as the GM to have a passive Knowledge result on hand for every Knowledge skill every character has. Instead, when you have a piece of information that would be useful to the party, you can ask if anyone in the party has the appropriate Knowledge skill to make a check.

The Knowledge Skill and Metagaming

The Knowledge skill is a great way for you to justify volunteering information to a character with the appropriate Knowledge skill, information that the party needs. You should try and familiarize yourself with the general spheres of knowledge each Knowledge skill covers, and then whenever a situation arises where a specialized knowledge is required, you ask the party if anyone has the necessary Knowledge skill. In most prepackaged scenarios, relevant Knowledge skill checks and their different results will be given, prompting you to do a check, but not always.

Understanding that you might miss a potential Knowledge skill's relationship to the situation, you should encourage players to use Knowledge skills actively. Just remember that players will always try to find ways to justify how their Knowledge skills are relevant to the moment to try and get a d20 roll.

For example, one might propose how their Knowledge (popular culture) can serve as a proxy for a required Knowledge (civics) check regarding a legal matter in the game because their character watches lawyer shows. While some skills may have overlap, such as Knowledge (religion) and Knowledge (theology & philosophy), most will fall into one sphere of Knowledge. In those cases where there might be overlap, you should designate one as the ideal skill with the original DC, and the other as a secondary route to the knowledge, with a +5 DC modifier for the greater depth of knowledge required in the secondary Knowledge skill.

The Knowledge skill subcategory is a crucial one; it is what allows you to determine the difference in knowledge between the player and the character, and it allows you to introduce critical pieces of information for your scenario. It rewards the smart character who specializes in esoteric knowledge and skills over combat-oriented bonuses. Between your attention to the passive applications of Knowledge skills, and the fair adjudication of the players' active attempts to justify their characters knowing something, you can ensure Knowledge skills are used to full effect in your game.

Conversely, **metagaming** can be an issue. Sometimes your players (especially the experienced ones) will have access to knowledge that their characters do not. For example, an experienced player might know that ghouls have a paralyzing touch, but their 1st-level Rogue character with no ranks in Knowledge (religion) would not know that. If the Rogue conducts himself like someone who knows ghouls can paralyze, that would be "metagaming"; the act of using player information when it is not also justified as character information to inform the character's actions.

Trying to adjudicate whether an action is based on player information is tough. Using the example above, the Rogue may not know that the ghoul can paralyze with a touch, but the Rogue still doesn't want to be hit by the creature, so choosing to avoid the ghoul's attacks on its own is not metagaming. However, if the Rogue player tries to warn the other characters to avoid the ghoul's touch because it can paralyze, that would be metagaming, and should not be permitted. If a player tries to use a roundabout excuse to justify the metagame information that stretches anyone's suspension of disbelief too far to be plausible, then warn them that to continue along this path will be tantamount to metagaming, with its attendant penalties.

Penalizing metagaming is optional; if nothing else, the natural consequences of metagaming are that the immersive nature of the experience is compromised by the unjustified conduct of the metagaming PC. This in turn compromises the overall experience of the players and needs to be addressed. If you didn't during Session Zero, now is the time to lay out the consequences of any further metagaming situations. The typical discipline for metagaming is no experience point award for the metagaming character for that session. Eventually, if a PC metagames too often, they'll find themselves lagging behind their fellow party members in level. This is justified as necessary to offset the advantage that the player information being used gives the player's character.

Summing Up

As the title "Gamemaster" might suggest, GMing is central to the roleplaying experience. Like most experiences, the more you put into it, the more you'll get out of it. Using the advice given above, you should be able to start a scenario quickly, even with little to no experience. If there's one thing you should take from all this; "don't let rules-lawyering bog down your game". Try to stick to the rules, but don't be afraid to make an executive decision to keep things moving. Keep it tense, keep it epic, and you'll keep your players coming back for more!

Given here is a checklist of how the typical session / scenario goes.

The GM's Scenario Start-Up Checklist

1. Set up your gaming area, which should include comfortable seating, a contained dice-rolling area, and room for reference materials and character sheets.

2. Ensure your players are familiar with their characters (at least in theory) and with the Six Levels of your scenario.
3. Ask for a volunteer amongst the players to take notes, making sure to do the same yourself so that the two of you can create a log of the scenario's events (recording your sessions is a great way to do this!).
4. Start by describing the opening scene. Note that PCs may not start out together, but it helps. If not together to start, you'll have to describe the opening scene to each (group of) separate PC(s) in turn.
5. Ask the players what their characters are doing, and then resolve their actions. Note that not all actions require rolls, only difficult or contested actions.
6. Consider the consequences of the PCs' actions in light of your scenario, and then describe the next scene. Take breaks as needed.
7. Repeat steps 5 and 6 as many times as necessary until the scenario is completed or the session comes to an end. If not concluded, find a suitable spot in the action (including a possible cliffhanger!) to pause.
8. End the session. If the scenario isn't concluded, it's time to talk about booking the next session.
9. Ask the players for feedback on the session; what they liked, what they thought could use improvement. Try to get an idea of the PCs' intentions for the next session so that you can consider incorporating them.
10. Award experience points to the characters. In some instances (especially on a cliffhanger!), it might not make sense to award it immediately, but at least calculate it to be awarded at a more appropriate time, or at the scenario's conclusion.

Experience Points

What are Experience Points? Experience Points (abbreviated as XP) are the tracking tool of the character's accomplishments, the yardstick by which character levels are measured and meted out. Thresholds for character advancement are in the thousands of XP, so a 1st level character requires 1,000 XP to advance to 2nd level, and now has 1,000 XP. The newly-attained 2nd-level character now requires 2,000 more XP to advance to 3rd level. Upon earning 2,000 more XP as a 2nd-level character, the character advances to 3rd-level, and now has a total of 1,000 XP for 1st level plus 2,000 XP for 2nd level equaling 3,000 XP. The 3rd-level character requires 3,000 more XP, which would be a total of 6,000 XP, to attain 4th level, and so on.

Table: Total Experience Points Required by Effective Character Level

Effective Character Level:	Total Experience Points Required:
1	0
2	1,000
3	3,000
4	6,000
5	10,000
6	15,000
7	21,000
8	28,000
9	36,000
10	45,000
11	55,000
12	66,000
13	78,000
14	91,000
15	105,000
16	120,000

17	136,000
18	153,000
19	171,000
20	190,000

Remember to incorporate racial level modifiers (including Mutant level modifiers) to determine your character's Effective Character Level (ECL). This represents the advantage that the character's inherent racial abilities offer them in comparison to their peers. For example, a 1st-level drow character (with its +2 racial modifier) is Effective Character Level 3rd level, meaning the character needs to get to 6,000 XP (the normal threshold for 4th level) to get to 2nd level in their chosen class, due to the bonuses a drow character receives for its racial abilities.

Awarding Experience Points

There are several ways in which characters earn XP; the most obvious is through combat, and the vanquishing of "monsters", but there are also roleplaying XP awards to be considered.

When it comes to combat, experience point awards are loosely based on the Challenge Rating (CR) of the creature. Given in the *Foe Folio*, the Challenge Rating of a creature is the average level of a group of 4 characters required for it to be a challenge. For example, a creature with a Challenge Rating, or CR, of 10, means that the creature should be a challenge for a group of 4 10th-level characters.

Of course, the CR of a creature is a rough approximation at best, dependent on the size of the group and the composition. For every character beyond 4 in a group, the group's average level should be considered 1 higher, so in our example of 4 10th-level characters given above, they would be considered an average of 11th level (and thus worthy of CR 11 challenges) if a 5th 10th-level member were to join. Also, some encounters will play into a party's strengths, while others will attack them at their weakest points, causing the actual difficulty to fluctuate somewhat, and these are considerations you'll have to make when awarding XP after the encounter. Thankfully, the CR's given in the *Foe Folio* are scaled downward, meaning that the margin for error is in the PC's favor, leading to easier as opposed to more lethal encounters if used simply as is.

On the other hand, roleplaying XP awards are also something to be considered. From ingenious ideas to moments of grandeur and flair in one's portrayal, roleplaying can be a significant source of XP in DxD20. Be open to any requests that the players may make on their character's behalf for role-playing experience, as there may have been moments that were notable or praiseworthy to them that you forgot to consider in assigning XP awards.

Table: Experience Point Awards

Type of Action	Experience Point Award
Vanquish an enemy of much lower CR (CR -3 or greater)	0-25 XP x Challenge Rating
Vanquish an enemy of lower CR (CR -2 to -3) or equal CR easily	25-50 XP x Challenge Rating
Vanquish an enemy of roughly equal CR with some difficulty	100-200 XP x Challenge Rating
Vanquish an enemy of greater CR (CR +2 to +3; sub-boss type)	300-400 XP x Challenge Rating
Vanquish an enemy of much greater CR (CR +4; big boss type)	500-750 XP x Challenge Rating
Having and implementing a good idea	25 XP x Character Level
Having and implementing a really good idea	50 XP x Character Level
Having and implementing an ingenious idea	75-100 XP x Character Level
Formulating and implementing a plan that involves all the PCs	25-50 XP x Character Level
Roleplaying an Int-, Wis-, or Cha-based skill use flavorfully	25-50 XP + Circumstance Modifier
Staying in character (and/or not being distracting)	10-50 XP x Character Level
Being prepared (character in order, references at hand)	0-100 XP per session
Actively avoiding metagaming that causes PC to endure difficulty	25-100 XP per instance
In-character daring and/or heroism	25-50 XP x Character Level

What is a Challenge Rating?

The Challenge Rating (CR) of an encounter is a general gauge of how difficult the encounter is to overcome. The Challenge Ratings given in the *Foe Folio* are based on a group of 4 average characters of the level given for the CR, so a creature with a CR 5 should give an average group of four 5th-level characters a challenge in a typical fight. Thus, the CR of the party should be calculated to give you a better chance of properly gauging challenges for your PCs.

A party's CR is based on the average level of the PCs, so a group of three 5th-level characters with one 4th or 6th level character is still CR 5. For each additional party member beyond four, the CR of the party should be considered +1. Continuing with the example above, if the group of three 5th-level characters had a 4th-level AND a 6th-level character for a total of five members, then the party's CR is effectively (5 + 1 =) 6.

Another consideration is the party's attribute generation methods ([see below](#)); if they were "Favored" or "Heroic" methods, then the party has higher-than-average attributes, meaning they are generally stronger, faster, tougher, smarter, wiser, and better-looking than the average party, making encounters easier; add +1 to the party's CR for such attribute generation methods.

Technological Considerations for Calculating Challenge Rating

In low-tech scenarios, weapons offer limited methods of inflicting damage, such as slashing, bludgeoning, and piercing damage. Similarly, armor is of limited capability and mobility, made of simple metals and alloys that can only be so thick before the wearer cannot bear it. Such mundane weapons and armor typically do not modify the Challenge Ratings of their users.

However, beginning in Tech Level 4, developments in chemistry result in breakthroughs in combustion, forging, hydraulics, and pneumatics. Better refining methods mean stronger alloys, making for better armor. Weapons can be propelled to ballistic speeds, or swung with mechanical strength. As technology advances, ballistic weapons, energy weapons, and missile weapons can make even a common foot soldier a powerful threat, while powered armor gives the same soldier artificially-enhanced strength and durability.

Using Base Challenge Ratings to Calculate Encounter Level

Every player character's Challenge Rating is equal to their Effective Character Level (total of all class levels + racial level modifiers). Every monster in the *DxD20 Foe Folio* has a Challenge Rating.

Consideration	CR Modifier
Base CR of the group or encounter	Base CR = average

After a few encounters, you will get a feel for how the CR of different encounters stacks up against the CR of the party. If you're finding that the ratings are consistently providing overly easy or difficult encounters, adjust the party's CR accordingly by +/-1 as necessary to fine-tune the CR's of your scenario's encounters.

Awarding Treasure

Challenge Rating is also used to determine how much treasure an encounter should reasonably offer. One of the most rewarding aspects of any scenario, and especially of ongoing campaigns, is the loot that comes as a natural consequence of the adventurer's lifestyle. Whether it's a long-lost magic blade found in an ancient crypt, or access to state-of-the-art military equipment because of connections and/or money, or the hoard of a dragon

that renders the party rich (at least for a time), players will almost always relish the equipment options for their characters, and the perks that throwaway wealth offer them during gameplay.

While you should not make it automatic or too easy for the PCs to become wealthy, you should also recognize that prudent gameplay should reasonably lead to healthy profits for the shrewd and efficient. The treasure tables presented below are based on a Tech Level 2 scenario, with the availability of enchanted and/or imbued items based on an Arcane / Divine / Psionic Level 1 or Level 5 scenario, where every such item requires an XP expenditure to successfully enchant / imbue the item. In scenarios Level 2-4 or 6-9, you should consider adding 1-3 minor items (or medium items for Level 9) owing to the increased incidence of magic items in such scenarios.

As you'll note in the DxD20 *Foe Folio*, every monster has a treasure rating (indicating how much treasure it has, although for some creatures the rating is "None"). The tables found below are used to determine the specifics. After referencing the level and kind of treasure (coins, goods, items) found in the creature's description, roll on the appropriate row and columns of the proper table.

When generating an encounter dealing with monsters away from their lair, remember that a creature only takes what it can easily carry with it. In the case of a creature that cannot use treasure, that generally means nothing. The monster safeguards or hides its treasure as well as it can, but it leaves it behind when outside the lair.

Using the Treasure Table

Cross-reference the level of the treasure on the left with the type of treasure. The level of the treasure is equal to the CR of the monsters in the encounter. A "standard" treasure rating is one that includes coins, goods, and items, requiring three rolls, one for each category. Keep in mind that these are generalizations, and in some instances treasure may not be appropriate, while in others larger hoards may be justifiable.

Ultimately, you should keep an eye on giving the party items that can imbalance the game, such as a Ring of Wishes or a Heavy Cruiser starship. Such items can instantly change the complexion of a scenario, possibly derailing any designs you had and forcing you to adapt on the fly. If this happens, consider reasonable ways by which balance may be restored, keeping in mind the notion of fairness in the game. If players believe items will be arbitrarily granted and taken away, they may lose interest in the game.

Table: Treasure Values per Encounter

Encounter Level	Treasure per Encounter	Encounter Level	Treasure per Encounter
1	200 gp / \$20,000	11	9,000 gp / \$900,000
2	500 gp / \$50,000	12	12,000 gp / \$1,200,000
3	900 gp / \$90,000	13	15,000 gp / \$1,500,000
4	1,200 gp / \$120,000	14	20,000 gp / \$2,000,000
5	1,500 gp / \$150,000	15	27,500 gp / \$2,750,000
6	2,000 gp / \$200,000	16	35,000 gp / \$3,500,000
7	2,750 gp / \$275,000	17	50,000 gp / \$5,000,000
8	3,500 gp / \$350,000	18	65,000 gp / \$6,500,000
9	5,000 gp / \$500,000	19	90,000 gp / \$9,000,000
10	6,500 gp / \$650,000	20	120,000 gp / \$12,000,000

On average, the PCs should earn one treasure suitable to their level for each encounter they overcome.

Table: Average Treasure Results

Type	Average Result
Gem	275 gp
Art object	1,100 gp
Mundane item	350 gp
Minor magic item	1,000 gp
Medium magic item	10,000 gp

Major magic item	40,000 gp

Note: for the table below, “cp” = copper piece = \$1 / 1 credit
“sp” = silver piece = \$10 / 10 credits
“gp” = gold piece = \$100 / 100 credits
“pp” = platinum piece = \$1,000 / 1,000 credits



Table: Treasure

Level	d%	— Coins —	d%	Goods	d%	Items
1st	01–14	—	01–90	—	01–71	—
	15–29	1d6 x 1,000 cp / \$ / cr	91–95	1 gem	72–95	1 mundane
	30–52	1d8 x 100 sp (x10 \$ / cr)	96–100	1 art	96–100	1 minor
	53–95	2d8 x 10 gp (x100 \$ / cr)				
	96–100	1d4 x 10 pp (x1,000 \$ / cr)				
2nd	01–13	—	01–81	—	01–49	—
	14–23	1d10 x 1,000 cp / \$ / cr	82–95	1d3 gems	50–85	1 mundane
	24–43	2d10 x 100 sp (x10 \$ / cr)	96–100	1d3 art	86–100	1 minor
	44–95	4d10 x 10 gp (x100 \$ / cr)				
	96–100	2d8 x 10 pp (x1,000 \$ / cr)				
3rd	01–11	—	01–77	—	01–49	—
	12–21	2d10 x 1,000 cp / \$ / cr	78–95	1d3 gems	50–79	1d3 mundane
	22–41	4d8 x 100 sp (x10 \$ / cr)	96–100	1d3 art	80–100	1 minor
	42–95	1d4 x 100 gp (x100 \$ / cr)				
	96–100	1d10 x 10 pp (x1,000 \$ / cr)				
4th	01–11	—	01–70	—	01–42	—
	12–21	3d10 x 1,000 cp / \$ / cr	71–95	1d4 gems	43–62	1d4 mundane
	22–41	4d12 x 1,000 sp (x10 \$ / cr)	96–100	1d3 art	63–100	1 minor
	42–95	1d6 x 100 gp (x100 \$ / cr)				
	96–100	1d8 x 10 pp (1,000 \$ / cr)				
5th	01–10	—	01–60	—	01–57	—
	11–19	1d4 x 10,000 cp / \$ / cr	61–95	1d4 gems	58–67	1d4 mundane
	20–38	1d6 x 1,000 sp (x10 \$ / cr)	96–100	1d4 art	68–100	1d3 minor
	39–95	1d8 x 100 gp (x100 \$ / cr)				
	96–100	1d10 x 10 pp (x1,000 \$ / cr)				
6th	01–10	—	01–56	—	01–54	—
	11–18	1d6 x 10,000 cp / \$ / cr	57–92	1d4 gems	55–59	1d4 mundane
	19–37	1d8 x 1,000 sp (x10 \$ / cr)	93–100	1d4 art	60–99	1d3 minor
	38–95	1d10 x 100 gp (x100 \$ / cr)	100	1 medium		
	96–100	1d12 x 10 pp (x1,000 \$ / cr)				
7th	01–11	—	01–48	—	01–51	—
	12–18	1d10 x 10,000 cp / \$ / cr	49–88	1d4 gems	52–97	1d3 minor
	19–35	1d12 x 1,000 sp (x10 \$ / cr)	89–100	1d4 art	98–100	1 medium
	36–93	2d6 x 100 gp (x100 \$ / cr)				
	94–100	3d4 x 10 pp (x1,000 \$ / cr)				
8th	01–10	—	01–45	—	01–48	—
	11–15	1d12 x 10,000 cp / \$ / cr	46–85	1d6 gems	49–96	1d4 minor
	16–29	2d6 x 1,000 sp (x10 \$ / cr)	86–100	1d4 art	97–100	1 medium
	30–87	2d8 x 100 gp (x100 \$ / cr)				
	88–100	3d6 x 10 pp (x1,000 \$ / cr)				
9th	01–10	—	01–40	—	01–43	—
	11–15	2d6 x 10,000 cp / \$ / cr	41–80	1d8 gems	44–91	1d4 minor
	16–29	2d8 x 1,000 sp (x10 \$ / cr)	81–100	1d4 art	92–100	1 medium
	30–85	5d4 x 100 gp (x100 \$ / cr)				
	86–100	2d12 x 10 pp (x1,000 \$ / cr)				
10th	01–10	—	01–35	—	01–40	—
	11–24	2d10 x 1,000 sp (x10 \$ / cr)	36–79	1d8 gems	41–88	1d4 minor
	25–79	6d4 x 100 gp (x100 \$ / cr)	80–100	1d6 art	89–99	1 medium
	80–100	5d6 x 10 pp (x1,000 \$ / cr)			100	1 major
Level	d%	— Coins —	d%	Goods	d%	Items

Table: Treasure con't

Level	d%	— Coins —	d%	Goods	d%	Items
11th	01–08	—	01–24	—	01–31	—
	09–14	3d10 x 1,000 sp (x10 \$ / cr)	25–74	1d10 gems	32–84	1d4 minor
	15–75	4d8 x 100 gp (x100 \$ / cr)	75–100	1d6 art	85–98	1 medium
	76–100	4d10 x 10 pp (x1,000 \$ / cr)			99–100	1 major
12th	01–08	—	01–17	—	01–27	—
	09–14	3d12 x 1,000 sp (x10 \$ / cr)	18–70	1d10 gems	28–82	1d6 minor
	15–75	1d4 x 1,000 gp (x100 \$ / cr)	71–100	1d8 art	83–97	1 medium
	76–100	1d4 x 100 pp (x1,000 \$ / cr)			98–100	1 major
13th	01–08	—	01–11	—	01–19	—
	09–75	1d4 x 1,000 gp (x100 \$ / cr)	12–66	1d12 gems	20–73	1d6 minor
	76–100	1d10 x 100 pp (x1,000 \$ / cr)	67–100	1d10 art	74–95	1 medium
					96–100	1 major
14th	01–08	—	01–11	—	01–19	—
	09–75	1d6 x 1,000 gp (x100 \$ / cr)	12–66	2d8 gems	20–58	1d6 minor
	76–100	1d12 x 100 pp (x1,000 \$ / cr)	67–100	2d6 art	59–92	1 medium
					93–100	1 major
15th	01–03	—	01–09	—	01–11	—
	04–74	1d8 x 1,000 gp (x100 \$ / cr)	10–65	2d10 gems	12–46	1d10 minor
	75–100	3d4 x 100 pp (x1,000 \$ / cr)	66–100	2d8 art	47–90	1 medium
					91–100	1 major
16th	01–03	—	01–07	—	01–40	—
	04–74	1d12 x 1,000 gp (x100 \$ / cr)	08–64	4d6 gems	41–46	1d10 minor
	75–100	3d4 x 100 pp (x1,000 \$ / cr)	65–100	2d10 art	47–90	1d3 medium
					91–100	1 major
17th	01–03	—	01–04	—	01–33	—
	04–68	3d4 x 1,000 gp (x100 \$ / cr)	05–63	4d8 gems	34–83	1d3 medium
	69–100	2d10 x 100 pp (x1,000 \$ / cr)	64–100	3d8 art	84–100	1 major
18th	01–02	—	01–04	—	01–24	—
	03–65	3d6 x 1,000 gp (x100 \$ / cr)	05–54	3d12 gems	25–80	1d4 medium
	66–100	5d4 x 100 pp (x1,000 \$ / cr)	55–100	3d10 art	81–100	1 major
19th	01–02	—	01–03	—	01–04	—
	03–65	3d8 x 1,000 gp (x100 \$ / cr)	04–50	6d6 gems	05–70	1d4 medium
	66–100	3d10 x 100 pp (x1,000 \$ / cr)	51–100	6d6 art	71–100	1 major
20th	01–02	—	01–02	—	01–25	—
	03–65	4d8 x 1,000 gp (x100 \$ / cr)	03–38	4d10 gems	26–65	1d4 medium
	66–100	4d10 x 100 pp (x1,000 \$ / cr)	39–100	7d6 art	66–100	1d3 major
Level	d%	— Coins —	d%	Goods	d%	Items

For treasures above 20th level, use the 20th-level row and then add a number of random major items.

Encounter Level	Major Items	Encounter Level	Major Items
21 st	+1	26 th	+12
22 nd	+2	27 th	+16
23 rd	+4	28 th	+20
24 th	+6	29 th	+25
25 th	+9	30 th	+30

Table: Gems

d%	Value	Average Examples
01–25	4d4 gp (10 gp)	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
26–50	2d4 x 10 gp (50 gp)	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; sard; sardonyx; clear, rose, smoky, or star rose quartz; zircon
51–70	4d4 x 10 gp (100 gp)	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
71–90	2d4 x 100 gp (500 gp)	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91–99	4d4 x 100 gp (1,000 gp)	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4 x 1,000 gp (5,000 gp)	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

Table: Art Objects

d%	Value (Purchase DC)	Average Examples
01–10	1d10 x 10 gp (1d6+1d4+16)	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet, a modestly-framed painting in a popular style
11–25	3d6 x 10 gp (2d4+20)	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems, an alabaster bust of fine design
26–40	1d6 x 100 gp (2d4+24)	Large well-done wool tapestry; brass mug with jade inlays, a gem-encrusted dagger
41–50	1d10 x 100 gp (1d6+1d4+24)	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
51–60	2d6 x 100 gp (2d4+26)	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.); diamond-tipped stylized gold letter-opener with family seal
61–70	3d6 x 100 gp (2d4+28)	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
71–80	4d6 x 100 gp (2d4+30)	Eyepatch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81–85	5d6 x 100 gp (2d6+30)	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain; a marble statuette
86–90	1d4 x 1,000 gp (1d6+33)	Embroidered and bejeweled glove; jeweled anklet; gold music box
91–95	1d6 x 1,000 gp (2d4+32)	Golden circlet with four aquamarines; a string of small pink pearls (necklace); a mastercrafted violin once owned by a virtuoso
96–99	2d4 x 1,000 gp (2d4+34)	Jeweled gold crown; jeweled electrum ring; a limited-edition book by a famous author
100	4d4 x 1,000 gp (1d6+38)	Gold and ruby ring; gold cup set with emeralds; a famous painting; a full-size marble statue

Table: Mundane Items (Tech Level 1)

d%	Mundane Item
01–17	Alchemical item
01–24	Acid (1d4 flasks)
25–48	Holy water (1d4 flasks)
49–88	Antitoxin (1d4 doses)
18–40	Armor (roll d%: 01–10 = Small, 11–100 = Medium)
01–12	Chain mail
13–18	Studded leather
19–26	Scale mail
27–54	Leather
55–80	Splint or banded mail
81–95	Damaged armor (half value and HP, roll again ignoring results of 81+)
96–100	Masterwork armor (twice value, roll again ignoring results of 81+)
41–50	Shield (roll d%: 01–10 = Small, 11–100 = Medium)
01–17	Buckler
18–40	Light wooden shield
41–60	Light steel shield
61–83	Heavy wooden shield
84–95	Heavy steel shield
96–100	Damaged or masterwork shield (50% of either; roll again ignoring results of 96+)
51–83	Weapons
01–50	Common melee weapon (i.e., club, dagger, handaxe, light hammer or mace, longsword, short sword, sickle)
51–70	Uncommon weapon (i.e., bastard sword, battleaxe, flail, greatsword, morningstar, warhammer)
71–90	Common ranged weapon (i.e., longbow, shortbow, throwing axe or dagger)
91–95	Damaged weapon (half value and HP, roll again ignoring results of 91+)
96–100	Masterwork weapon (twice value, roll again ignoring results of 91+)
84–100	Tools and gear
01–03	Backpack, empty
04–06	Crowbar
07–11	Lantern, bullseye
12–25	Lock, simple
26–35	Lock, average
36–40	Manacles, masterwork
41–43	Mirror, small steel
44–46	Rope, hemp or silk (50 ft.)
54–58	Artisan's tools, masterwork
59–63	Climber's kit
64–68	Disguise kit
69–78	Healer's kit
79–84	Holy symbol, silver
85–88	Magnifying glass
89–95	Musical instrument, masterwork
96–100	Thieves' tools, masterwork

Table: Mundane Items (Tech Level 2)

d%	Mundane Item
01–17	Alchemical item
01–12	Alchemist's fire (1d4 flasks)
13–24	Acid (2d4 flasks)
25–36	Smokesticks (1d4 sticks)
37–58	Holy water (1d4 flasks)
59–82	Antitoxin (1d4 doses)
83–100	Tindertwigs (2d4 twigs)
18–40	Armor (roll d%: 01–10 = Small, 11–100 = Medium)
01–12	Chain shirt
13–18	Studded leather
19–26	Breastplate
27–34	Banded mail
35–54	Half-plate
55–80	Full plate
81–95	Damaged armor (half value and HP, roll again ignoring results of 81+)
96–100	Masterwork armor (twice value, roll again ignoring results of 81+)
41–50	Shield (roll d%: 01–10 = Small, 11–100 = Medium)
01–17	Buckler
18–40	Light wooden shield
41–60	Light steel shield
61–83	Heavy steel or wooden shield
84–95	Tower shield
96–100	Damaged or masterwork shield (50% of either; roll again ignoring results of 96+)
51–83	Weapons
01–50	Common melee weapon (i.e., club, dagger, handaxe, light hammer or mace, longsword, short sword, sickle)
51–70	Uncommon weapon (i.e., bastard sword, battleaxe, flail, greatsword, lance, morningstar, warhammer)
71–90	Common ranged weapon (i.e., heavy or light crossbow, longbow, shortbow, throwing axe or dagger)
91–95	Damaged weapon (half value and HP, roll again ignoring results of 91+)
96–100	Masterwork weapon (twice value, roll again ignoring results of 91+)
84–100	Tools and gear
01–03	Backpack, empty
04–06	Crowbar
07–11	Lantern, bullseye
12–16	Lock, simple
17–25	Lock, average
26–35	Lock, good
36–40	Manacles, masterwork
41–43	Mirror, small steel
44–47	Rope, hemp or silk (50 ft.)
48–57	Artisan's tools, masterwork
58–63	Climber's kit
64–68	Disguise kit
69–73	Healer's kit
74–77	Holy symbol, silver
78–81	Hourglass
82–88	Magnifying glass
89–95	Musical instrument, masterwork
96–100	Thieves' tools, masterwork

Table: Mundane Items (Tech Level 3)

d%	Mundane Item
01–17	Alchemical item
01–12	Alchemist's fire (1d4 flasks)
13–24	Acid (2d4 flasks)
25–36	Smokesticks (1d4 sticks)
37–48	Holy water (1d4 flasks)
49–52	Sunrod (1d4 rods)
53–58	Everburning torch (1 torch)
59–72	Antitoxin (1d4 doses)
73–78	Tanglefoot bag (1 bag)
79–82	Thunderstone (1d2 stones)
83–100	Tindertwigs (2d4 twigs)
18–40	Armor (roll d%: 01–10 = Small, 11–100 = Medium)
01–12	Chain shirt
13–18	Studded leather
19–26	Breastplate
27–34	Banded mail
35–54	Half-plate
55–80	Full plate
81–95	Damaged armor (half value and HP, roll again ignoring results of 81+)
96–100	Masterwork armor (twice value, roll again ignoring results of 81+)
41–50	Shield (roll d%: 01–10 = Small, 11–100 = Medium)
01–17	Buckler
18–55	Light steel or wooden shield
56–93	Heavy steel or wooden shield
94–100	Damaged or masterwork shield (50% of either; roll again ignoring results of 94+)
51–83	Weapons
01–50	Common melee weapon (i.e., club, dagger, handaxe, light hammer or mace, longsword, short sword, sickle)
51–70	Uncommon weapon (i.e., battleaxe, flail, greatsword, lance, morningstar, musket, warhammer)
71–90	Common ranged weapon (i.e., heavy or light crossbow, flintlock pistol, longbow, shortbow)
91–95	Damaged weapon (half value and HP, roll again ignoring results of 91+)
96–100	Masterwork weapon (twice value, roll again ignoring results of 91+)
84–100	Tools and gear
01–03	Backpack, empty
04–06	Crowbar
07–11	Lantern, bullseye
12–16	Lock, simple
17–21	Lock, average
22–28	Lock, good
29–35	Lock, superior
36–40	Manacles, masterwork
41–43	Mirror, small steel
44–46	Rope, hemp or silk (50 ft.)
47–53	Spyglass
54–58	Artisan's tools, masterwork
59–63	Climber's kit
64–68	Disguise kit
69–73	Healer's kit
74–77	Holy symbol, silver
78–81	Hourglass
82–88	Magnifying glass
89–95	Musical instrument, masterwork
96–100	Thieves' tools, masterwork

Table: Mundane Items (Tech Level 4)

d%	Mundane Item
01–20	Professional Equipment
01–12	Acid (1d4 flasks)
13–24	Bolt cutter
25–36	Demolitions kit
37–48	Electrical tool kit, basic
49–58	First aid kit (includes 1d4 doses of antitoxin)
59–64	Handcuffs
65–72	Mechanical tool kit, basic
73–78	Multipurpose tool
79–82	Search-and-rescue kit
83–100	Tool belt
21–30	Armor (roll d%: 01–10 = Small, 11–100 = Medium)
01–40	Chain shirt
41–80	Breastplate
81–95	Damaged armor (half value and HP, roll again ignoring results of 81+)
96–100	Masterwork armor (twice value, roll again ignoring results of 81+)
31–35	Shield (roll d%: 01–10 = Small, 11–100 = Medium)
01–17	Buckler
18–55	Light steel or wooden shield
56–93	Heavy steel or wooden shield
94–100	Damaged or masterwork shield (50% of either; roll again ignoring results of 94+)
36–65	Weapons
01–50	Common melee weapon (i.e., bayonet, club, dagger, handaxe, light hammer, sickle)
51–70	Uncommon weapon (i.e., automatic rifle, lance, rapier, sword [any], submachine gun, warhammer)
71–90	Common ranged weapon (i.e., automatic pistol, heavy or light crossbow, longbow, revolver, shotgun)
91–95	Damaged weapon (half value and HP, roll again ignoring results of 91+)
96–100	Masterwork weapon or weapon with accessory (50% of either, roll again ignoring results of 91+)
66–100	Tools and gear
01–03	Backpack, empty
04–06	Crowbar
07–11	Fire extinguisher
12–21	Flashlight, standard
22–25	Gas mask
26–30	Handcuffs, iron
31–35	Lock, average
36–38	Lock, good
39–40	Lock, superior
41–45	Map [road atlas] or compass
46–51	Matches, box of
52–57	Rope, hemp or silk (50 ft.)
58–60	Binoculars, standard
61–70	Sleeping bag or portable stove
71–76	Climber's kit
77–79	Disguise kit
80–83	Tent, 2-person
84–86	Tent, 4-person
87–89	Tent, 6-person
90–94	Pocket watch or wristwatch
95–97	Musical instrument, masterwork
98–100	Lockpick set, masterwork

Table: Mundane Items (Tech Level 5)

d%	Mundane Item
01–20	Professional Equipment
01–12	Cellphone or walkie-talkie
13–24	Computer, desktop or notebook
25–36	Demolitions kit
37–48	Electrical tool kit, basic
49–58	First aid kit (includes 1d4 doses of antitoxin)
59–64	Handcuffs, steel or zip-tie
65–72	Mechanical tool kit, basic
73–78	Multipurpose tool
79–82	Search-and-rescue kit
83–100	Tool belt
21–30	Armor (roll d%: 01–10 = Small, 11–100 = Medium)
01–40	Light undercover shirt or undercover vest
41–80	Concealable vest or tactical vest
81–95	Damaged armor (half value and HP, roll again ignoring results of 81+)
96–100	Masterwork armor (twice value, roll again ignoring results of 81+)
31–35	Shield (roll d%: 01–10 = Small, 11–100 = Medium)
01–17	Buckler
18–50	Light or heavy steel shield
51–80	Riot (tower) shield
94–100	Damaged or masterwork shield (50% of either; roll again ignoring results of 94+)
36–65	Weapons
01–40	Common melee weapon (i.e., baton or baseball bat, dagger, handaxe, light hammer)
41–60	Uncommon weapon (i.e., automatic rifle, pepper spray, sword [any], submachine gun, taser)
61–90	Common ranged weapon (i.e., automatic pistol, revolver, shotgun)
91–95	Damaged weapon (half value and HP, roll again ignoring results of 91+)
96–100	Masterwork weapon or weapon with accessory (50% of either, roll again ignoring results of 91+)
66–100	Tools and gear
01–03	Backpack, empty
04–06	Bolt cutter or crowbar
07–11	Fire extinguisher
12–21	Flashlight (battery flood, penlight, or standard)
22–25	Gas mask
26–30	Handcuffs, steel or zip-tie
31–35	Lock, average
36–38	Lock, good
39–40	Lock, superior
41–45	Map [road atlas] or GPS receiver
46–51	Matches [box of] or lighter
52–57	Rope, nylon (150 ft.)
58–60	Binoculars, rangefinding or electro-optical
61–70	Sleeping bag or portable stove
71–76	Climber's kit
77–79	Disguise kit
80–83	Tent, 2-person
84–86	Tent, 4-person
87–89	Tent, 6-person
90–94	Pocket watch or wristwatch
95–97	Musical instrument, masterwork
98–100	Car opening kit or lockpick set, masterwork

Table: Mundane Items (Tech Level 6)

d%	Mundane Item
01–20	Professional Equipment
01–12	Card computer or smartphone
13–24	Medkit, fast-use
25–36	Universal communicator
37–48	Electrical tool kit, basic
49–58	Medkit, advanced (includes 1d4 doses of chemical antitox, neutrad, and sporekill)
59–64	Handcuffs, duralloy or duraplastic “zip-tie”
65–72	Mechanical tool kit, basic
73–78	Sensor, chemicomp or geocomp
79–82	Demolitions kit
83–100	Tool belt
21–30	Armor (roll d%: 01–10 = Small, 11–100 = Medium)
01–35	Survival suit
36–55	Light undercover shirt or undercover vest (duralloy)
56–75	Concealable vest or tactical vest (duralloy)
76–80	Land warrior power armor
81–95	Damaged armor (half value and HP, roll again ignoring results of 81+)
96–100	Masterwork armor (twice value, roll again ignoring results of 81+)
31–35	Shield (roll d%: 01–10 = Small, 11–100 = Medium)
01–17	Buckler (duraplastic or duralloy; retractable or non-retractable)
18–50	Light or heavy shield (duraplastic or duralloy; retractable or non-retractable)
51–80	Riot shield (duraplastic or duralloy; retractable or non-retractable)
94–100	Damaged or masterwork shield (50% of either; roll again ignoring results of 94+)
36–65	Weapons
01–40	Common melee weapon (i.e., dagger, high frequency sword, stun baton)
41–60	Uncommon weapon (i.e., laser rifle, pepper spray, sword [any], submachine gun, taser)
61–90	Common ranged weapon (i.e., laser pistol, revolver, shotgun)
91–95	Damaged weapon (half value and HP, roll again ignoring results of 91+)
96–100	Masterwork weapon or weapon with accessory (50% of either, roll again ignoring results of 91+)
66–100	Tools and gear
01–03	Aquaconverter
04–06	Neural scrambler
07–11	Fire extinguisher or gas mask
12–21	Flashlight (battery flood, penlight, or standard)
22–25	Fusion torch
26–30	Handcuffs, duralloy or duraplastic “zip-tie”
31–35	Lock, average
36–38	Lock, good
39–40	Lock, superior
41–45	GPS receiver
46–51	Lighter, gas or electric
52–57	Rope, nylon (150 ft.)
58–60	Binoculars, rangefinding or electro-optical
61–70	Violet rations
71–76	Jetpack
77–79	Disguise kit, morphic
80–83	Tent, 2-person
84–86	Tent, 4-person
87–89	Tent, 6-person
90–94	Smartwatch
95–97	Sensor, motion
98–100	Intellipicks

Table: Mundane Items (Tech Level 7)

d%	Mundane Item
01–20	Professional Equipment
01–12	Card computer or smartphone
13–24	Medkit, fast-use
25–36	Universal communicator
37–48	Electrical tool kit, basic (with electricomp sensor)
49–58	Medkit, advanced (with 1d4 doses of antitox, biocort, neutrad, sporekill and medicomp sensor)
59–64	Neural scrambler
65–72	Mechanical tool kit, basic (with mechanicomp sensor)
73–78	Sensor, chemicomp or geocomp
79–82	Demolitions kit (with democomp sensor)
83–100	Tool belt
21–30	(roll d%: 01–10 = Small, 11–100 = Medium)
01–35	Survival suit (steelskin)
36–55	Light undercover shirt or undercover vest (steelskin, crystal carbon, or neovulcanium)
56–75	Concealable vest or tactical vest (steelskin, crystal carbon, or neovulcanium)
76–80	Silent suit (steelskin) or land warrior power armor (neovulcanium)
81–95	Damaged armor (half value and HP, roll again ignoring results of 81+)
96–100	Masterwork armor (twice value, roll again ignoring results of 81+)
31–35	Shield (roll d%: 01–10 = Small, 11–100 = Medium)
01–17	Buckler (crystal carbon or neovulcanium; retractable or non-retractable)
18–50	Light or heavy shield (crystal carbon or neovulcanium; retractable or non-retractable)
51–80	Riot shield (crystal carbon or neovulcanium; retractable or non-retractable)
94–100	Damaged or masterwork shield (50% of either; roll again ignoring results of 94+)
36–65	Weapons
01–40	Common melee weapon (i.e., high-frequency dagger, concussion rod, vibro-blade)
41–60	Uncommon weapon (i.e., concussion rifle, plasma rifle, pepper spray, shotgun, sword [any])
61–90	Common ranged weapon (i.e., laser or plasma pistol, laser rifle)
91–95	Damaged weapon (half value and HP, roll again ignoring results of 91+)
96–100	Masterwork weapon or weapon with accessory (50% of either, roll again ignoring results of 91+)
66–100	Tools and gear
01–03	Aquaconverter
04–06	Projectile deflector
07–11	Fire extinguisher or gas mask
12–21	Flashlight (battery flood, penlight, or standard)
22–25	Fusion torch
26–30	Neural scrambler
31–35	Lock, average
36–38	Lock, good
39–40	Lock, superior
41–45	Galpos device
46–51	Lighter, electric or plasma
52–57	Grappling tether
58–60	Binoculars, rangefinding or electro-optical
61–70	Violet rations
71–76	Jetpack or power backpack
77–79	Disguise kit, morphic
80–83	Tent, 2-person
84–86	Tent, 4-person
87–89	Tent, 6-person
90–94	Smartwatch or piercing visor
95–97	Sensor, motion
98–100	Intellipicks

Table: Mundane Items (Tech Level 8)

d%	Mundane Item
01–20	Professional Equipment
01–12	Card computer or smartphone
13–24	Medkit, fast-use (with 1d4 doses of chemical plastiflesh)
25–36	Micro-aural communicator or polyvox
37–48	Electrical tool kit, basic (with electricomp sensor and robocomp sensor)
49–58	Medkit, advanced (with 1d4 doses of antitox, biocort, neutrad, plastiflesh, sporekill and medicomp sensor)
59–64	Neural scrambler or chemical truthtell
65–72	Mechanical tool kit, basic (with mechanicomp sensor and robocomp sensor)
73–78	Sensor, chemicomp or geocomp
79–82	Demolitions kit (with democomp sensor)
83–100	Tool belt or regen wand
21–30	(roll d%: 01–10 = Small, 11–100 = Medium)
01–35	Survival suit (steelskin or nanofluidic)
36–55	Light undercover shirt or undercover vest (steelskin, crystal carbon, or nanofluidic)
56–75	Concealable vest or tactical vest (steelskin, crystal carbon, or nanofluidic)
76–80	Silent suit (nanofluidic) or land warrior power armor (megatanium)
81–95	Damaged armor (half value and HP, roll again ignoring results of 81+)
96–100	Masterwork armor (twice value, roll again ignoring results of 81+)
31–35	Shield (roll d%: 01–10 = Small, 11–100 = Medium)
01–17	Buckler (crystal carbon or megatanium; retractable or non-retractable)
18–50	Light or heavy shield (crystal carbon or megatanium; retractable or non-retractable)
51–80	Riot shield (crystal carbon or megatanium; retractable or non-retractable)
94–100	Damaged or masterwork shield (50% of either; roll again ignoring results of 94+)
36–65	Weapons
01–40	Common melee weapon (i.e., vibro-dagger, concussion rod, plasma sword)
41–60	Uncommon weapon (i.e., cryonic rifle, pepper spray, shotgun, sword [any])
61–90	Common ranged weapon (i.e., concussion rifle, plasma pistol, plasma rifle)
91–95	Damaged weapon (half value and HP, roll again ignoring results of 91+)
96–100	Masterwork weapon or weapon with accessory (50% of either, roll again ignoring results of 91+)
66–100	Tools and gear
01–03	Aquaconverter or projectile deflector
04–06	Neural computer link
07–11	Fire extinguisher or gas mask
12–21	Flashlight (battery flood, penlight, or standard)
22–25	Fusion torch
26–30	Neural scrambler
31–35	Hologram player and/or recorder
36–38	Lock, good
39–40	Lock, superior
41–45	Galpos device
46–51	Lighter, electric or plasma
52–57	Grappling tether
58–60	Binoculars, rangefinding or electro-optical
61–70	Violet rations
71–76	Jetpack or power backpack
77–79	Hologuise
80–83	Force field, personal (lesser or greater)
84–86	Energy shield or matter shield
87–89	Photon shield
90–94	Smartwatch or piercing visor
95–97	Sensor, motion
98–100	Intellipicks



Chapter II: Worldbuilding 101

As a Game Master (GM), you are confronted with one of two options in running your scenario; it is either based in a pre-established world that (at least) you (and hopefully other players in the group) know of, or you create your own “homebrew” world. Each has its pros and cons, both in terms of creativity and control.

The first option, using a pre-established world, like Tolkien’s Middle-Earth or Herbert’s Dune or the Wachowskis’ Matrix, may be easier than creating a new world from scratch, as the known world offers pre-established ideas on how it runs. Also, a pre-built world offers the possibility of a shared perception of the world if some of the players are familiar with it, making it easier to bring to life. If everyone in the group has read the book or seen the movie, even better, as you can refer to specific moments in the book or movie to help illustrate what the PCs are experiencing.

However, the canon of a pre-established world can be a confined sandbox for some GM’s and players. If the GM tries to introduce an element that isn’t easily reconciled with the canon of that world, it can cause questions of continuity that break the believability of the scenario, especially if one or more players are also familiar with the canon.

A wizard teleports into the midst of a modern superspy scenario, summoning a monstrous servant; what?! Unless you’re unveiling a long-hidden sect of wizardly types hiding behind the curtains of known history, it raises a host of difficult questions; why now? Who else knows, and why did they hide it? Can I play one? How do I get access to the same powers? If you change the canon of a shared / pre-built world, you need a good reason why to maintain the believability of your game.

The second option, creating your own world, offers maximum creative license, but also involves the most creative effort. You can create any world you want, with any or all the options that fantastic worlds allow; from magic to psionics to super-heroism to technological advances, you dictate all the parameters of your world... at least to start. Once you’ve established some semblance of your world, you’ll need to maintain a sense of continuity, and sometimes the PCs can have a significant impact on the world’s history going forward, but you can build your world however you like when initially creating it.

Of course, such an option means that, depending on how genre-bending your world is, there will be a greater onus on you as the GM to bring a homebrew world to life. Again, using common points of reference with artistic presentations like pictures, videos, or slideshows can aid greatly in conjuring imagery quickly, otherwise you must put a little more time and effort into vivifying your world. What are the rules of reality? What world, continent, country, city, village, and/or tavern is the party in? Insofar that societal forces often dictate motivations, what are the political players of note in the area? Predominant races, religions, factions? Potential rivals, adversaries, nemeses? Between environmental details, historical references, and cultural developments, the list can be intimidating at first when considering the notion of creating your own world.

As your PCs will remind you perpetually with their questions of the world surrounding the scenario, you will find that your scenarios never occur in a static void; they are at the center of the PCs’ world in that moment, but they still happen within the context of an “outside world” beyond the PCs’ experience and the scenario. While you may be able to get away with mentioning the world beyond the scenario in passing when it comes to a one-shot, you will definitely, by hook or by crook, find yourself building a world when it comes to running a campaign.

Your world is as rich and rewarding as the effort you and your players put into creating it. While you are responsible for choosing the scene and setting the stage, your players have a responsibility to create their characters with depth as well, to help bring the overall world to life. In an ideal situation, the two will feed off one another in an upward spiral of evolving storylines and character arcs. However, the world must make your players want to engage its varied splendors.

In a campaign, the PCs will be using the same characters from scenario to scenario, and likely running into a lot of the same NPCs time and again. Whether it’s the weapons dealer hooking the party up, or the nemesis enemy threatening to conquer the PCs’ world, you are responsible for running all the NPCs that the party may

encounter. Again, to keep your world dynamic, you will have to envision, at least to a general degree, the direction that NPCs go when not “on stage” with the PCs. Indeed, such sideline plot development can prove instrumental in developing new subplots and twists for the PCs when the NPCs involved in the scenario bring their own nuances to the campaign.

The party members may also gain reputation or notoriety for their actions, carrying over from prior scenarios into subsequent ones. This often results in the rise of subplots; lingering aspects and consequences of past decisions, or personal agendas that go beyond the scenario’s objective. You will want to keep tabs on what relevant NPCs are doing while the PCs are doing their thing. This involves giving NPCs their own agendas, so that you can envision what they might do and why. If the NPCs have been crossed by the PCs, then revenge is a probable agenda; if the NPC is more powerful than the PC(s), then a counter-attack to avenge the wrong may be imminent. If the PCs are more powerful than the NPC(s), then the NPC(s) may find a way to avenge themselves indirectly, hindering and harassing the PCs’ efforts however they can.

And of course, there is the periphery of the world itself. What is the surrounding terrain, flora, and fauna like? What is the political state of affairs locally and globally? If it’s like our world, then hopefully it’s relatively easy to describe or envision. If it isn’t, though, you’ll want to put some forethought into how such a world looks and feels. Even if it is like our world, are you familiar with every aspect of our world? Rehearse in your mind’s eye what you might say to describe a scene before it comes time to pass for the players, to help ensure it offers immersion and vivacity. Sources like Wikipedia are great for a crash course on a given aspect of our world.

It is usually easiest (and therefore best, at least to start) by choosing a world or scenario that you and your players would be familiar with. This way a lot of the background staging is already set up, and everyone has a similar idea of the scenario’s setting. Also, players will already have a fair idea of what sort of characters would be acceptable for the scenario. This should take some of the pressure off the GM to try and bring an entire world to life as it already exists in the players’ heads, at least to some degree.

The Six Levels of GMing DxD20

One of the great things about DxD20 is the versatility; learning one system, a player can hope to play almost any scenario. However, that means that, depending on the scenario, some rules are going to be inapplicable. For example, Computer Use isn’t applicable when playing a medieval scenario, and some cybernetics are more advanced than others. Similarly, you may have a scenario in mind to be a super-powered one, but you don’t want arcane or divine magic to be “real”; then certain rules are going to be inapplicable, while certain others are going to be different.

The Six Levels of your scenario allow you to quickly and easily communicate to your players which rules of DxD20 will apply. These Six Levels are, in alphabetical order;

- The **Arcane Level** (AL), which determines the availability of arcane magic, Sorcerers, Wizards, and magic items;
- The **Divine Level** (DL), which determines the availability of divine magic, Clerics, Paladins, Saints, and holy / profane items;
- The **Heroic Level** (HL), which determines the availability of Hero classes, Action Points, Heroic Action Points, and Fate Points;
- The **Mutation Level** (ML), which determines the availability of Mutation Points, Advantages, Drawbacks, and Super-Powers;
- The **Psionic Level** (PL), which determines the availability of psionic powers, Psions, Warminds, Wilders, and psionic items;
- The **Tech Level** (TL), which determines the availability of tech-based classes, feats, skills, items, and vehicles.

By determining the Six Levels of your scenario, you can easily relay to your players which classes, feats, skills, and items are available in your world. Note that Levels can fluctuate between worlds, or they can be universal in nature. The most common Level to fluctuate between worlds is the Tech Level, while the least likely level to fluctuate is the Heroic Level of a scenario.

The Six Levels of Some Archetypal Scenarios

Using the Six Levels, namely the Arcane Level (AL), the Divine Level (DL), the Heroic Level (HL), the Mutation Level (ML), the Psionic Level (PL), and the Tech Level (TL), you can quickly and easily identify the relevant DxD20 ruleset to properly adjudicate your scenario. As mentioned before, the Heroic Level is the least mutable dimension while the Tech Level is the most mutable, so keep that in mind if your scenario calls for fluctuations “in-world”. Given here are how some of the more popular scenarios would stack up Six Levels rules-wise.

Table: Scenarios According to the Six Levels

Scenario:	Arcane Lvl (AL):	Divine Lvl (DL):	Heroic Lvl (HL):	Mutation Lvl (ML):	Psionic Lvl (PL):	Tech Lvl (TL):
Classic Medieval Fantasy	5	5	0-1	0-1	0	2
Expanded Medieval Fantasy	5	5	0-1	0-1	5	2
Trojan War	0	1	1-9	0-1	0	1
Grimdark Medieval “Dark Ages”	1	1	0	0-1	0	2
Pirates of the Caribbean	1	1	5-9	0-1	0	3
Industrial Age Sherlock Holmes	0	0	0-9	0-1	0	4
League of Extraordinary Gentlemen	1	1	1-9	1-5	1	4-5
Modern Superheroes	0	0	1-9	5-9	0	5-6
Modern Supernatural Horror	0-1	0-1	0-1	0-1	0-1	4-6
Hi-Tech Superspies	0	0	1-9	0-4	0	5-6
Genetic Manipulations	0	0	0-9	1-9	1-9	6-7
Mecha and/or Starship Warfare	0	0	0-9	0-1	0	6-8
Cyberpunk Post Apocalypse	0	0	0-9	1-5	1-5	4-6
Harry Potter	5	0	1-9	0-1	0	4-5
The Witcher	5	0	0-9	1-4	0	2-3
Warhammer 40K	5	5	0-9	0-1	5	5-8
Dune / Star Wars	0	0	1-9	0-9	5	7-8
Universe City	9	9	9	9	9	4-9

The Arcane Level of the Scenario

A scenario’s Arcane Level determines how prevalent magic is in that scenario. Some scenarios will have no magic at all, perhaps being more “realistic” or futuristic where science and technology fill the gap. Conversely, other scenarios see magic so common that magical transportation, lighting, plumbing, and sanitation are the norm.

Arcane 0: No arcane magic available. Magic may exist as a fantastical notion, but that’s the extent of its influence in the game. Magic feats are not available unless the scenario is Divine Level 1 or higher. Unavailable Basic classes include the Sorcerer and the Wizard, and the Bard receives no spell access or spell points. Unavailable skills include Knowledge (arcana), Spellcraft, and Use Magic Device (except as they pertain to the Divine Level of the scenario).

Arcane 1: Arcane magic is very rare and limited in scope; maximum level of arcane spell available is 5th level. As all magical items cost experience points from their creator, magic items will be rare and highly coveted. There should be no open market for magic items.

Arcane 2: Arcane magic is rare and limited in scope; maximum level of arcane spell available is 5th level. However, magic items requiring only 1st-level spells and lower do not incur the usual experience point cost of item creation. This would create a market for the production and sale of 1st-level magic items, such as enchanted weapons and armor up to +1, low-powered rings, rods, staves, wands, and wondrous items. Scrolls and potions containing 1st-level spells might be readily available.

Arcane 3: Arcane magic is uncommon and limited in scope; maximum level of arcane spell available is 5th level. Magic items requiring only 2nd-level spells and lower do not incur the usual experience point cost of item creation. This would create a market for the production and sale of 2nd-level magic items, such as enchanted weapons and armor up to +2, low-powered rings, rods, staves, wands, and wondrous items. Scrolls and potions containing 2nd-level spells and lower might be readily available.

Arcane 4: Arcane magic is common and limited in scope; maximum level of arcane spell available is 5th level, and magic items requiring 3rd-level spells and lower do not incur the usual experience point cost of item creation. This would create a market for the production and sale of 3rd-level magic items, such as enchanted weapons and armor up to +3, as well as moderate-power rings, rods, staves, wands, and wondrous items. Scrolls and potions containing 3rd-level spells and lower are probably readily available. In such a scenario the skill Use Magic Device might be on every class skill list, at your discretion.

Arcane 5: Arcane magic is very rare and unlimited in scope; maximum level of arcane spell available is 9th level. Like the Arcane Level 1 scenario, all magical items cost experience points from their creator, so magic items will be rare and highly coveted. There should be no open market for magic items.

Arcane 6: Arcane magic is rare and unlimited in scope; maximum level of arcane spell available is 9th level. Magic items requiring only 1st-level spells and lower do not incur the experience point cost of item. This would create a market for the production and sale of 1st-level magic items, such as enchanted weapons and armor up to +1, low-powered rings, rods, staves, wands, and wondrous items. Scrolls and potions containing 1st-level spells might be readily available.

Arcane 7: Arcane magic is uncommon and unlimited in scope; maximum level of arcane spell available is 9th level. Magic items requiring only 2nd-level spells and lower do not incur the experience point cost of item creation. This would create a market for the production and sale of up to 2nd-level magic items, such as enchanted weapons and armor up to +2, low-powered rings, rods, staves, wands, and wondrous items. Scrolls and potions containing 2nd-level spells or lower might be readily available.

Arcane 8: Arcane magic is common and unlimited in scope; maximum level of arcane spell available is 9th level, and magic items requiring only 3rd-level spells and lower do not incur the experience point cost of item creation. This would create a market for the production and sale of up to 3rd-level magic items, such as enchanted weapons and armor up to +3, moderate-powered rings, rods, staves, wands, and wondrous items. Scrolls and potions containing 3rd-level spells and lower are probably readily available. You might want to add Use Magic Device as a class skill to all characters owing to the commonplace availability of magic items.

Arcane 9: Arcane magic is ubiquitous and unlimited in scope; maximum level of arcane spell available is 9th level, and magic items requiring only 5th-level spells and lower do not incur the experience point cost of item creation. This would create a market for the production and sale of up to 5th-level magic items, such as enchanted weapons and armor up to +5, moderately-powered rings, rods, staves, wands, and wondrous items. Wands, scrolls, and potions are readily available; all characters add Use Magic Device as an additional class skill.

Arcane Magic in Your Scenario

Arcane magic is one of the quintessential hallmarks of the medieval fantasy genre, largely responsible for the fantasy component in any scenario. Here are a few ways in which some of the Arcane Levels might tease out in your scenario.

Arcane Level 0 means no arcane magic, so supernatural effects are a result of either a divine, a mutant, or a psychic source. There are no magic items, although there may be sacred items in a Divine scenario or psychically-powered items in a Psionic scenario. Arcane magic is considered a fairy-tale, explained away as either provided by an ungodly power (if Divine magic openly exists) or as a peculiar way of tapping into mental powers (if Psionic powers openly exist). If a scenario's Arcane Level is 0 but it has Divine and/or Psionic Level 1 and the existence of these other power type(s) isn't known to the public, then the untrained eye might call divine and/or psionic displays of power "magic". Similarly, super-powers might be accused of being "magic" (if Mutation Level 5 or higher), but they are supernatural abilities.

Arcane Level 1 allows for "low-powered" arcane magic up to 5th-level arcane spells, so spells and powers like telepathy, teleportation, and metamorphosis are available, but powerful magic like disintegration, power words, and wishes are not. If magic is known of, then it will either be embraced or disdained, depending on the culture. If its existence is not known of, then it will be initially mocked and disbelieved, but once one has experienced irrefutable proof of the existence of (arcane) magic, then their views will change accordingly. In either case, hidden or open guilds will form, bringing students of the arcane together to share information as well as protecting themselves from possible persecution.

All magic items are infused with a portion of their creator's essence (i.e. the experience point cost required for item creation), and thus are almost never made for reasons other than personal use. Even the simplest (+1) items are coveted for their magical nature, and are not parted with easily, typically demanding 10-100 times their base creation cost (see the section on Item Creation for more on calculating magic item costs and values). Thus, there might be wealthy magic-item collectors, but peddlers of magic items would be unheard of.

Arcane Levels 2 to 4 allow creators of lower-powered magic items to ignore the normal experience point cost. Thus, item creators can entertain the possibility of mass-producing such items, making many household items and otherwise-mundane devices magical in nature, with advances in plumbing, sanitation, transportation, weaponry, and more.

Arcane Level 5 represents the first tier of "high-powered" arcane magic, offering access to arcane spells up to 9th-level in power. Unless knowledge of the existence of arcane power is actively suppressed, most people will have heard of arcane magic, and they will give it a healthy respect. Offering the power to summon meteor showers and change reality, the most powerful magicks are rare but available in this scenario.

Arcane Levels 6-9 are similar to Arcane Levels 2-4, in that they offer item creators the possibility of creating lesser magic items for widespread public consumption. The only difference is the definition of "lesser" magic varying between Arcane Levels, with up to 5th-level spell power being available in magic items for Arcane Level 9. Again, this means that it's much easier to purchase and own magical items as they are more readily available on the market.

The Divine Level of the Scenario

A scenario's Divine Level determines how involved the gods are in that scenario. Some scenarios will have no divine aspect at all, being purely conceptual where religion is a point of view to justify ethics and morality. Other scenarios are little more than the mortal realms as massive battlegrounds contested by the will of the gods.

Divine 0: No divine magic available. The gods may exist as an allegorical notion, but that's the extent of their influence in the game. Magic feats are not available unless the scenario is Arcane Level 1 or higher. Unavailable skills include Knowledge (religion), Spellcraft, and Use Magic Device (except as they pertain to the Arcane Level of the scenario). The Cleric, Paladin, and Saint classes are unavailable, and the Ranger does not receive any spell points or spell access.

Divine 1: Divine magic is very rare and limited in scope; maximum level of divine spell available is 5th level. As all divine items cost experience points from their creator, divine items will be rare and highly coveted. There should be no open market for divine items; most divine items would be considered relics of their church and sought out.

Divine 2: Divine magic is rare and limited in scope; maximum level of divine spell available is 5th level. However, divine items requiring only 1st-level spells and lower do not incur the usual experience point cost of item creation. This would create a market for the production and sale of 1st-level divine items, such as enchanted weapons and

armor up to +1, low-powered rings, rods, staves, wands, and wondrous items. Scrolls and potions containing 1st-level spells might be readily available.

Divine 3: Divine magic is uncommon and limited in scope; maximum level of divine spell available is 5th level. Divine items requiring only 2nd-level spells and lower do not incur the usual experience point cost of item creation. This would create a market for the production and sale of 2nd-level divine items, such as enchanted weapons and armor up to +2, low-powered rings, rods, staves, wands, and wondrous items. Scrolls and potions containing 2nd-level spells and lower might be readily available.

Divine 4: Divine magic is common and limited in scope; maximum level of divine spell available is 5th level, and divine items requiring 3rd-level spells and lower do not incur the usual experience point cost of item creation. This would create a market for the production and sale of 3rd-level divine items, such as enchanted weapons and armor up to +3, as well as moderate-power rings, rods, staves, wands, and wondrous items. Scrolls and potions containing 3rd-level spells and lower are probably readily available. In such a scenario the skill Use Magic Device might be on every class skill list, at your discretion.

Divine 5: Divine magic is very rare and unlimited in scope; maximum level of divine spell available is 9th level. Like the Divine Level 1 scenario, all divine items cost experience points from their creator, so divine items will be rare and highly coveted. There should be no open market for divine items.

Divine 6: Divine magic is rare and unlimited in scope; maximum level of divine spell available is 9th level. Divine items requiring only 1st-level spells and lower do not incur the experience point cost of item creation. This would create a market for the production and sale of 1st-level divine items, such as enchanted weapons and armor up to +1, low-powered rings, rods, staves, wands, and wondrous items. Scrolls and potions containing 1st-level spells might be readily available.

Divine 7: Divine magic is uncommon and unlimited in scope; maximum level of divine spell available is 9th level. Divine items requiring only 2nd-level spells and lower do not incur the experience point cost of item creation. This would create a market for the production and sale of up to 2nd-level divine items, such as enchanted weapons and armor up to +2, low-powered rings, rods, staves, wands, and wondrous items. Scrolls and potions containing 2nd-level spells or lower might be readily available.

Divine 8: Divine magic is common and unlimited in scope; maximum level of divine spell available is 9th level, and magic items requiring only 3rd-level spells and lower do not incur the experience point cost of item creation. This would create a market for the production and sale of up to 3rd-level divine items, such as enchanted weapons and armor up to +3, moderate-powered rings, rods, staves, wands, and wondrous items. Scrolls and potions containing 3rd-level spells and lower are probably readily available. You might want to add Use Magic Device as a class skill to all characters owing to the commonplace availability of divine items.

Divine 9: Divine magic is ubiquitous and unlimited in scope; maximum level of divine spell available is 9th level, and divine items requiring only 5th-level spells and lower do not incur the experience point cost of item creation. This would create a market for the production and sale of up to 5th-level divine items, such as enchanted weapons and armor up to +5, moderately-powered rings, rods, staves, wands, and wondrous items. Wands, scrolls, and potions are readily available; all characters add Use Magic Device as an additional class skill.

Divine Magic in Your Scenario

Divine magic is another pillar of your standard medieval fantasy scenario; the power and will of the gods projected into the world. For sake of balance, all the gods should have the same level of influence in the mortal realm (i.e., they should all be bound by the same Divine Level limitations). However, a scenario may be where a god finds a way to offer high-powered divine power (i.e., Divine Level 5) in a universe that usually only has low-powered divine intervention (i.e., Divine Level 1), and the party must navigate the consequences of the power imbalance. Here are some other ideas about how the Divine Levels might manifest in your scenario.

Divine Level 0 means no divine magic, so supernatural effects are a result of either an arcane, a mutant, or a psychic source. There are no divine items, although there may be arcane items in an Arcane scenario, or psychically-powered items in a Psionic scenario, that are considered “holy”. Divine magic is considered the equivalent of an impossible miracle, explained away as either a delusion or, if Arcane magic openly exists, equated with chicanery or quackery or, if Psionic powers openly exist, a faith-based manifestation of psychic powers. If a scenario’s Divine Level is 0, but it has Arcane and/or Psionic Level 1 and the existence of these other power type(s) isn’t known to the public, then the untrained eye might call arcane and/or psionic displays of power “divine” or “miraculous”. Similarly, super-powers might be accused of being “miraculous” (if Mutation Level 5 or higher), but they are supernatural abilities.

Divine Level 1 allows for “low-powered” divine magic up to 5th-level divine spells, so spells and powers like curing critical wounds, summoning pillars of holy fire, and removing diseases are available, but more powerful magic like blade barriers, resurrections, and outright miracles are not. If divine power is known of, then it will either be feared or revered, depending on the culture. If its existence is not known of, then it will be initially mocked and disbelieved, but once one has experienced irrefutable proof of the existence of (divine) magic, then their views will change accordingly.

All divine items are infused with a portion of their creator’s essence (i.e., the experience point cost required for item creation) and given the blessing of their deity in possessing divine power, and thus are never made for reasons other than the service of that deity’s purposes. Even the simplest (+1) items are respected for their divine nature, and are never sold willingly, but should they somehow find the open market, they will typically demand 10-100 times their base creation cost (see the section on Item Creation for more on calculating magic item costs and values). Understanding that most churches put an active effort in recovering lost items of divine power, there might be some rare collectors who do so in defiance of that church, but peddlers of divine items would be unheard of.

Divine Levels 2 to 4 allow creators of lower-powered divine items to ignore the normal experience point cost. Given the healing that divine magic offers, these Divine Levels almost always see good churches develop potions of healing and ailment cures for sale.

Divine Level 5 represents the first tier of “high-powered” divine magic, offering access to divine spells up to 9th-level in power. Unless knowledge of the existence of divine power is actively suppressed, most people will have heard of divine power, and they will give it due reverence. Good churches will be known ambassadors of peace and sources of humanitarian aid, while evil churches will be reviled and feared as harbingers of doom and sowers of destruction. With the power to summon direct divine intervention from the gods, the most powerful magicks are rare but available in this scenario.

Divine Levels 6-9 are similar to Divine Levels 2-4, in that they offer item creators the possibility of ignoring the experience point cost usually required for the creation of lesser divine items. The only difference is the definition of “lesser” magic varying between Divine Levels, with up to 5th-level spell power being available in divine items for Divine Level 9. Again, this means that churches would be able to offer divine items for sale, with an appropriately-sized donation of course.

The Heroic Level of the Scenario

A scenario’s Heroic Level determines how epic the characters can be in that scenario. Put another way, the Heroic Level determines how much agency players have in influencing the dice, either to avoid bad luck or to incur good luck. Some scenarios will have no heroic aspect at all, sometimes known as “victim” or “grimdark” scenarios where characters are expected to die, or at least have no special destiny to speak of. Other scenarios have characters capable of truly heroic feats in the most desperate of moments, seemingly fated by destiny.

Heroic 0: Luck of the Die; No Hero classes, no Action Points or Fate Points. If a feat or class ability is dependent on the character spending an AP, then it becomes usable 1/day instead. Talents are available as General feats instead, with an additional prerequisite of a minimum 13 attribute score in the Talent’s associated attribute.

Heroic 1: Basic Agency; Hero classes are available, and Action Points are usable at a rate of 1 AP per round. Action Points are used either to improve a d20 roll by d6, or to activate a feat or class ability as specified.

Heroic 2: Basic Heroic Agency; Hero classes are available, and Action Points are usable at a rate of 1 AP per round. Action Point use is the same as Basic Agency, except Hero characters now have access to Heroic Action Point (HAP) options as well.

Heroic 3: Heroic Agency; Hero classes available, but Action Points are usable at a rate of 2 AP per round., plus Heroic Action Point options available. Action Point use is the same as Basic Agency, and Hero characters have access to Heroic Action Point (HAP) options as well.

Heroic 4: High Heroic Agency; Hero classes available, and Action Points are usable as desired with no limit to expenditures per round. Action Point use is the same as Basic Agency, except Hero characters now have access to Heroic Action Point (HAP) options as well.

Heroic 5: Fated Agency; Hero classes are available, and Action Points are usable at a rate of 1 AP per round. Action Point use is the same as Basic Agency, except Hero characters now have access to Fate Points (FP) for the universal use of a Fate Point (i.e. re-roll any d20 affecting the PC). As a Fate Point costs an available Action Point, Fate Points are usable at the rate of 1 FP per round.

Heroic 6: Fated Heroism; Hero classes are available, and Action Points are usable at a rate of 1 AP per round. Action Point use is the same as Basic Heroic Agency, except Hero characters also have access to Heroic Action Point (HAP) options and the universal Fate Point (FP) option.

Heroic 7: Fated High Heroism; Hero classes are available, but Action Points are usable at a rate of 2 AP per round. Action Point use is the same as Basic Heroic Agency, except Hero characters also have access to Heroic Action Point (HAP) options and the universal Fate Point (FP) option. As a Fate Point costs an available Action Point, Fate Points are usable at the rate of 2 FP per round.

Heroic 8: Destined Heroism; 1 or more levels in a Hero class is mandatory. Action Points usable at a rate of 2 AP per round. Hero characters have access to Heroic Action Point (HAP) options and class-specific Fate Point (FP) options. As a Fate Point costs an available Action Point, Fate Points are usable at the rate of 2 FP per round.

Heroic 9: Destined High Heroism; 1 or more levels in a Hero class is mandatory. As Destined Heroism, except Hero characters may spend as many AP as they wish in a single round. As a Fate Point costs an available Action Point, Fate Points are also usable as often as desired per round, with multiple FP being available to use on the same d20 roll if desired (!).

Heroism in Your Scenario

Besides the 0th Level in choosing the complexity and ruleset of your DxD20 scenario, the Heroic Level is the most “meta” aspect of the game, dealing with how players can influence the dice. As far as the characters are concerned, they just seem to have that extra gear when it matters. Depending on how heroic your scenario is, your PCs may be capable of truly impossible stunts!

Heroic Level 0 scenarios are sometimes referred to as “victims” or “grimdark” scenarios, owing to the potentially random nature of the dice. The players don’t have access to any Hero classes or Action Points, and without Action Points there is no way to influence the dice. Whether it’s to try and accomplish an amazing feat or to avoid a gruesome fate, Action Points are very useful to players in helping them make their characters capable of heroic efforts; without those, the dice can prove to be fickle masters, with a single failed Massive Damage saving throw meaning a quick end to a character.

The **Heroic Level 1** scenario gives players access to Action Points, available at the rate of 1 per round, and suddenly they are capable of feats significantly more (+1-6 DC more) difficult than another character of the same level. Similarly, they will tend to succeed more often when they need to, as a blown die roll can be mitigated by a timely Action Point. They are limited so they must be used sparingly, but they refresh with each new character level so your challenge will be to throw appropriately-gauged encounters at the characters.

Indeed, with the metagame nature of Action Points, they can be considered as a kind of “karmic currency” to help you as the GM justify the success of the characters attempting desperate measures at critical moments. Depending on what Heroic Level you choose, you determine how much the players can bring to bear on manipulating the dice for the purposes of offering their character a better chance at the fate the player would prefer to see.

Heroic Level 2 scenarios offer access to Action Points just as Heroic Level 1, except it also offers Hero characters access to Heroic Action Points (HAP); upgraded options for how to spend your Action Points, one of which is Heroic Resurgence. With this expanded action point option, every Hero character has a way to heal themselves to some degree. This mitigates the need for a healer or medic in every group (but it’s always a good idea to have one on-hand nonetheless!), and it gives players some peace of mind regarding the need for healing in the heat of the moment. Plus, how many times have we seen in the movies where the hero is seemingly beat within an inch of their lives, only to have a moment to recoup and regroup before getting right back into it, and now your PCs can do the same. The other Heroic Action Point (HAP) options include Heroic Effort, Heroic Dodge, and Heroic Destiny (see Heroic Action Points in the DxD20 Hero’s Handbook for more details).

Heroic Level 3 scenarios have the same parameters as Heroic Level 2 scenarios, giving access to Action Points and Heroic Action Points, however in such a scenario the character can spend a maximum of 2 Action Points per round. This allows a character to (hope to!) perform difficult multi-skill actions where more than 1 skill roll is required for success. For example, jumping a scything blade while tightrope walking over a burning chasm to land on the tightrope again is a nightmare of Jump, Balance, and/or Tumble checks, depending on exactly what’s happening, but one thing’s for sure; it’s going to require more than one skill check in the same round to pull off successfully. In a Heroic Level 3 scenario, such a character could spend 2 AP in the same round to modify two d20 rolls in their favor.

Heroic Level 4 scenarios have the same parameters as Heroic Level 2 scenarios, giving access to Action Points and Heroic Action Points, however in such a scenario the character can spend any number of Action Points per round. A fighter-type with multiple attacks could spend one AP per attack to get a +1d6 bonus to hit on each attack if desired. As you can imagine, this can lead to some very fateful moments where everything goes the hero’s way (which is the way it goes sometimes for heroes!).

The **Heroic Level 5** scenario offers the next tier in player agency when it comes to influencing the die; the Fate Point (FP). Only available to characters with 1 or more levels in a Hero class, the Fate Point gives the hero an intangible edge in delivering victory at the right moments and avoiding calamity at the wrong moments. Spending a Fate Point, which is the permanent expenditure of an Action Point, gives the hero character the ability to force a re-roll of any d20 roll that directly affects the hero spending the Fate Point, known as a “Twist of Fate”. From re-rolling a natural 1 on a saving throw, to forcing an opponent to re-roll a natural 20 to hit scored against the hero, a Fate Point spent properly will often make the difference between survival and disaster. Action Points are otherwise usable in the same manner as they are in Heroic Level 1 (i.e., PCs do not have access to Heroic Action Points or class-specific Fate Points yet).

Players may try to argue that another character’s fate impacts their character’s fate, and thus request to spend a Fate Point to force a re-roll on another character’s behalf. Ultimately such a ruling is up to you as the GM, but the intent of a Fate Point is that the hero, as a hero, has a heroic destiny, and thus the Action / Fate Points are intended for the hero, not for the people that the hero associates with, so it is typically not permitted.

Heroic Level 6 scenarios offer all of the Action Point options: Action Points for all characters, with Heroic Action Points and Fate Points available for Hero characters. Furthermore, Hero classes with certain Talents will have access to class-specific Fate Point options (Maximum Effort for the Strong Hero, Nick of Time for the Fast Hero, No Time to Bleed for the Tough Hero, Eureka! for the Smart Hero, The Right Touch for the Dedicated Hero, Good and Lucky for the Charismatic Hero). Characters in a Heroic Level 6 scenario can spend 1 AP/FP per round.

Heroic Level 7 scenarios offers characters the possibility of spending their AP/FP at a rate of two points per round. It is the GM’s choice as to whether a player character is permitted to spend their second Fate Point in a round on the same die roll, should the first Fate Point’s result prove inadequate. As you can imagine, at this Heroic Level heroes with available Action Points tend to succeed, so don’t be afraid to throw some serious challenges at them. However, note that Heroic Level 7 does NOT offer the class-specific Fate Point options.

Heroic Level 8 scenarios are the same as Heroic Level 6 scenarios in every way, except players are required to build their characters with at least one level in a Hero class. This is intended to ensure that characters have as many Action Points as possible, typically because they’re going to need them. At this level, the GM’s

intent is to throw some pretty serious “end-of-the-world” type stuff at the characters, and it’s going to take a group of heroes to persevere.

The **Heroic Level 9** scenario is the same as the Heroic Level 8 scenario, requiring all PCs to have at least one level in a Hero class, with access to all Action Point, Heroic Action Point, and class-specific Fate Point options. The heroes can spend as many Action / Fate Points in a round as they have available, and multiple points can be spent on the same attempt to try and get a better result. This calibre of heroic possibility lends itself to epic campaigns, where the PCs are expected to be long-standing characters pursuing an overarching objective spanning several scenarios and many sessions.

The Mutation Level of the Scenario

A scenario’s Mutation Level determines how varied and unusual races are in that scenario. Some scenarios will have no mutations at all, and others may be rife with genetic variability. Mutations offer the use of Mutation Points, which can be spent on extraordinary abilities known as Advantages or, if permitted, supernatural abilities more commonly known as Super-Powers.

Mutation 0: No mutations; Mutation Points (MP) are unavailable. The Slightly Different, Supernatural Mutation, and Unstable Mutation feats are unavailable. Advantages, Drawbacks, and Super-Powers are unavailable.

Mutation 1: Minimal possibility of mutations, very low-powered; Mutation Points can only be acquired through Drawbacks or the Slightly Different feat, and only Minor (1-3 MP) Advantages are available.

Mutation 2: Minimal possibility of mutations, low-powered; Mutation Points can only be acquired through Drawbacks or the Slightly Different feat, and all Advantages are available.

Mutation 3: Moderate possibility of mutations, low-powered; Mutation points can be acquired by taking the Mutant racial subtype, with a maximum of +1 Mutant racial level modifier offering 10 Mutation points to start. Additional MP can be acquired either by selecting the Slightly Different feat or by selecting one or more Drawbacks, to be spent on Advantages.

Mutation 4: High possibility of mutations, low-powered; Mutation points can be acquired by taking the Mutant racial subtype, with a maximum of +2 Mutant racial level modifier offering up to 20 Mutation points to start. Additional MP can be acquired either by selecting the Slightly Different feat or by selecting one or more Drawbacks, to be spent on Advantages. Characters have the option of taking the Slightly Different feat as a bonus feat at 1st level.

Mutation 5: Minimal possibility of supernatural mutations, high-powered; Mutation points can be acquired through feats such as Slightly Different, Supernatural Mutation, and Unstable Mutation I-V. Supernatural Mutation feat offers a maximum of +2 Mutant racial level modifier offering up to 20 Mutation points to start. Additional MP can be acquired through Drawbacks, to be spent on either Advantages or Super-Powers. Certain Power feats are available for characters with Super-Powers.

Mutation 6: Moderate possibility of supernatural mutations, high-powered; Mutation points can be acquired through feats such as Slightly Different, Supernatural Mutation, and Unstable Mutation I-V. Supernatural Mutation feat offers a maximum of +3 Mutant racial level modifier to give 30 Mutation points to start. Additional MP can be acquired through Drawbacks, to be spent on either Advantages or Super-Powers. Certain Power feats are available for characters with Super-Powers.

Mutation 7: High possibility of supernatural mutations, high-powered; Mutation points can be acquired through feats such as Slightly Different, Supernatural Mutation, and Unstable Mutation I-V. Supernatural Mutation feat offers a maximum of +4 Mutant racial level modifier offering up to 40 Mutation points to start. Additional MP can be acquired through Drawbacks, to be spent on either Advantages or Super-Powers. Characters have the option of

taking the Slightly Different feat as a bonus feat at 1st level. Certain Power feats are available for characters with Super-Powers.

Mutation 8: Extremely high possibility of supernatural mutations, high-powered; Mutation points can be acquired through feats such as Slightly Different, Supernatural Mutation, and Unstable Mutation I-V. Supernatural Mutation feat offers a maximum of +6 Mutant racial level modifier offering up to 60 Mutation points to start. Additional MP can be acquired through Drawbacks, to be spent on either Advantages or Super-Powers. Characters have the option of taking Slightly Different or Supernatural Mutation as a bonus feat at 1st level. Certain Power feats are available for characters with Super-Powers.

Mutation 9: Extremely high possibility of supernatural mutations, very high-powered; Mutation points can be acquired through feats such as Slightly Different, Supernatural Mutation, and Unstable Mutation I-V. Supernatural Mutation feat offers a maximum of +10 Mutant racial level modifier to offer up to 100 Mutation points to start (!!). Additional MP can be acquired through Drawbacks, to be spent on either Advantages or Super-Powers. All characters have the option of starting with Slightly Different or Supernatural Mutation as a bonus feat at 1st level. Certain Power feats are available for characters with Super-Powers.

Mutations and Super-Powers in Your Scenario

Mutations can be justified in many ways (i.e., genetics, supernatural gift, innate ability, etc.), but they always result in the same effect; a character possessing extraordinary Advantages and/or supernatural Super-Powers. Using a Mutation Point (MP) system, characters can purchase Advantages (extraordinary abilities ranging from 1-6 MP in cost) or Super-Powers (supernatural abilities ranging from 1-30 MP in cost). Characters also have the option of taking Drawbacks, permanent penalties and negative conditions, in order to get access to more MP.

Of all the GM Levels to be determined, the Mutation Level is the most volatile in terms of power. Super-powers can make the equivalent of high-level spells and powers available to characters very early in the game. You may find that a PC's power selection has made the encounters too easy, at least to start. You will have to adapt to this initial power imbalance, typically by analyzing how the super-power makes game play too easy and finding a way to circumvent it. This doesn't mean that you should find a way to nullify the PC's super-power every encounter, but it does mean that you'll want to have a way to seriously challenge them once in a while.

Be careful with just throwing more and/or more powerful monsters at the party, as this might result in the encounter becoming too deadly for the rest of the party. Instead, bearing in mind the adages from the thieves' guild, "for every lock there's a better lockpick" and "everyone's got a blind spot"; there is a way to counter every ability, and everyone has their weakness(es). The spell / power *Null Power Field* is the great equalizer in this regard, able to nullify all spells, powers, and supernatural abilities while in its area of effect.

Mutation Level 0 means there are no Mutation Points, no mutants, and no super-powers. Characters may refer to extraordinary abilities as "Advantages" or supernatural abilities as "super-powers", but they were not acquired through the Mutation Point system. Comic-book style super-powered super-heroes are consigned purely to the world of comics and the imagination in this scenario.

Mutation Level 1 introduces the use of Mutation Points, although they are not readily available. Only by taking a Drawback to get MP or taking the Slightly Different feat to get 2 MP, can a character hope to buy a low-powered (1-3 MP) Advantage. In such a scenario, there are no super-powers to speak of; if characters have access to supernatural energies, it's due to an arcane, divine, or psionic source, depending on the other Levels of your scenario.

Advantages and Drawbacks are low-powered enough that they fall within the general realm of possibility, and thus mutants with such minor differences from the norm typically won't be ostracized or marked out as different. Of course, there are exceptions; if a character takes an inordinate number of Drawbacks, or they take the Advantage of Extraordinary Attribute with an already-exceptional attribute, then the character will likely become noteworthy for the trait. Extraordinary Attribute, a 2 MP Advantage that gives a +4 bonus to one attribute, offers the possibility of the character starting with an exceptional (20-22) attribute, along with the attribute's exceptional modifier. Thus, even a Mutation Level 1 scenario can cause some ripples in your game.

Mutation Level 2 scenarios are like the Mutation Level 1 scenario, except all Advantages are available, including extraordinary abilities like Echolocation, Telepathy, and even Wings! Obviously, some of these mutations

would be very difficult to conceal. Depending on your scenario, such deviations could be treated differently; from a genetic mutant who either has been created or born, to a circus freak mocked and derided for their oddity, to the first inklings of “super-powers” (although they’re technically extraordinary abilities). If the PCs aren’t the only people in your scenario with MP, then other instances of people with such abilities have likely been documented. However, depending on the prevailing culture of your scenario, reports of such instances may have been glorified, modified, or suppressed.

Mutation Level 3 scenarios are like Mutation Level 2 scenarios, except characters can add the Mutant subtype to their race (assuming the race is eligible to be a Mutant) and add a +1 racial level modifier to receive 10 MP; see the Mutant subtype race description in the DxD20 Hero’s Handbook for more details. Thus, a Mutant character could take two or more Advantages totaling 10 MP with no attendant Drawbacks. As a racial subtype with a racial level modifier, Mutants have become a recognized subcategory of the dominant species; unless the PCs are the only people in your scenario with MP, then other instances of people with such abilities have likely been documented. However, depending on the prevailing culture of your scenario, reports of such instances may have been glorified, modified, or suppressed.

Mutation Level 4 scenarios are similar to Mutation Level 3 scenarios, except that Mutation Points are common, and most creatures will have 2 MP (Slightly Different) to 10 MP (Mutant racial subtype with +1 racial level modifier). In such a scenario, having one or more Mutations is pretty much assumed. Such scenarios might include a bio-wizard’s racial experiment, a genetic plague that permanently introduces such variations, or the result of the radioactive aftermath of some doomsday event. Extraordinary Attributes are common at this Mutation Level.

Mutation Level 5 scenarios represent the first tier of the Super-Mutant, offering the possibility of buying spells or powers as supernatural abilities for Mutation Points. These “super-powers” change the power scale of the game substantially, as it becomes theoretically possible for starting characters to have access to the equivalent of 9th-level spells and powers! Again, unless the PCs are the first ones to experience such levels of Mutant power, there will be reports of other beings with super-powers, and what they can be capable of.

In most cases, the lack of distinguishing features marking out the super-powered Mutant from their normal brethren makes them something to be feared. Even worse, the powers they can wield usually makes them a threat to the local power base. If any super-powered Mutant PCs become renowned (or notorious) for their powers, then they will attract the attention of those in power, and a response is almost certain. Mutant characters who use their power for good will likely be honored for it, unless they cause significant amounts of collateral damage with their “do-gooding”, at which point the law will apply. From incarceration to exile to public execution, super-powered beings who abuse their powers will likely find that there are already special laws in place to address super-powered crimes, the extent of which will be determined by the local culture and its prevailing alignment / ethos.

Mutation Level 6 scenarios are like Mutation Level 5 scenarios, except the Mutant racial modifier can be taken up to a +3 modifier for 30 MP to start. This means every super-power is available, up to and including Reality Revision! Such beings would be both feared and coveted by every major power in the scenario, as their abilities could significantly alter the landscape of any battlefield.

Mutation Level 7 scenarios are also like Mutation Level 5 scenarios, except with up to 40 MP available to PCs, super-powered beings become even more formidable. Such a character could have two (2!) 9th-level spells or powers as supernatural abilities, or a +20 supernatural modifier to two different stats, or any combination thereof, making for some very potent combinations early in the game. Considering that a character with 40 MP has a +4 Mutant racial level modifier, this means even a starting character is an equivalent 5th-level character. In such an instance, every character should be permitted to start at 5th level, whether through Mutant racial level modifiers or in class levels, in order to help maintain game balance.

Mutation Level 8 scenarios are intended for superhero-based campaigns, where most if not all of the PCs are super-powered Mutants, starting with up to 60 MP. The options for super-power combos are awesome, but again, the power scale can become unbalanced. This is alright, at least to start, but eventually, forces within the game will begin to right the imbalance; exactly how is up to you as GM (see below for more on such scenarios).

Mutation Level 9 scenarios are intended for truly epic super-heroes (and villains), with access to up to 100 MP! This will allow players to build virtual demi-gods at 1st level, as they’re effectively 11th level (think Superman or Thor). This is a lot of power to wield quickly, so you should probably expect the first few encounters

to go very easily for them, at least until you can get a feel for their powers and capabilities. After that, you can tweak the encounters to make them sufficiently challenging.

The simplest scenario for Mutation Levels 8-9 is that the party is a group of super-heroes, and an equally powerful super-villain or group of super-villains has begun plans to take over the world. Whether overtly or covertly, the villain's plans impinge on the character's lives and they are stung into action, because that's what heroes do!

Of course, the other possible scenario is that the PCs are the super-villains, and they are carrying out whatever plans they wish with the backdrop of your scenario. This is a "sandbox" style scenario where the PCs are doing things in your world that you won't be prepped for, and you'll have to develop your world on the fly as PCs are pursuing their agenda. Again, they will have the initiative as they begin executing their plans, so the first few sessions may easily go their way as they catch their quarries unawares. However, as word of their actions spreads, and the forces of good respond to their villainous actions, you will find ways to challenge their climb to power.

The Psionic Level of the Scenario

A scenario's Psionic Level determines how powerful the hidden potential of the sentient mind can be. Some scenarios will have no psionic aspect at all, being purely a matter of one's mental attributes and how they apply through skills and other abilities. Other scenarios offer masters of mental prowess, capable of bending and rewriting reality by sheer force of will.

Psionic 0: No psionic powers available. Depending on the other Levels of the scenario (i.e., Arcane, Divine), psionics may be considered a subset of magic, or they may be entirely impossible. Power feats are not available unless the scenario is Mutation Level 5 or higher. Unavailable skills include Knowledge (psionics), Psicraft, and Use Psionic Device. The Psion and Wilder classes are unavailable, and the Warmind does not receive power points or access to psionic powers.

Psionic 1: Psionic power is very rare and limited in scope; maximum level of psionic power available is 5th level. As all psionic items cost experience points from their creator, psionic items will be rare and highly coveted. There should be no open market for psionic items.

Psionic 2: Psionic power is rare and limited in scope; maximum level of psionic power available is 5th level. Psionic items requiring only 1st-level powers do not incur the usual experience point cost of item creation. This would create a market for the production and sale of 1st-level psionic items, such as psionic weapons and armor up to +1, low-powered rings, psicrowns, dorjes, and universal items. Tattoos and power stones containing 1st-level powers might be readily available.

Psionic 3: Psionic power is uncommon and limited in scope; maximum level of psionic power available is 5th level. Psionic items requiring only 2nd-level powers and lower do not incur the usual experience point cost of item creation. This would create a market for the production and sale of 2nd-level psionic items, such as psionic weapons and armor up to +2, low-powered rings, psicrowns, dorjes, and universal items. Tattoos and power stones containing 2nd-level powers might be readily available.

Psionic 4: Psionic power is uncommon and limited in scope; maximum level of psionic power available is 5th level. Psionic items requiring only 3rd-level powers and lower do not incur the usual experience point cost. This would create a market for the production and sale of 3rd-level psionic items, such as psionic weapons and armor up to +3, low-powered rings, psicrowns, dorjes, and universal items. Tattoos and power stones containing 3rd-level powers might be readily available. At the GM's discretion, Use Psionic Device may be an additional class skill.

Psionic 5: Psionic power is very rare and unlimited in scope; maximum level of psionic power available is 9th level. Like the Psionic Level 1 scenario, all psionic items cost experience points from their creator, so psionic items will be rare and highly coveted. There should be no open market for psionic items.

Psionic 6: Psionic power is rare and unlimited in scope; maximum level of psionic power available is 9th level. Psionic items requiring only 1st-level powers do not incur the experience point cost of item creation. This would create a market for the production and sale of 1st-level psionic items, such as psionic weapons and armor up to +1, low-powered rings, psicrowns, dorjes, and universal items. Tattoos and power stones containing 1st-level powers might be readily available.

Psionic 7: Psionic power is uncommon and unlimited in scope; maximum level of psionic power available is 9th level. Psionic items requiring only 2nd-level powers or lower do not incur the experience point cost of item creation. This would create a market for the production and sale of 2nd-level psionic items, such as psionic weapons and armor up to +2, low-powered rings, psicrowns, dorjes, and universal items. Tattoos and power stones containing 2nd-level powers might be readily available.

Psionic 8: Psionic power is common and unlimited in scope; maximum level of psionic power available is 9th level. Psionic items requiring only 3rd-level powers or lower do not incur the experience point cost of item creation. This would create a market for the production and sale of 3rd-level psionic items, such as psionic weapons and armor up to +3, moderately-powered rings, psicrowns, dorjes, and universal items. Tattoos and power stones containing 3rd-level powers are probably readily available. You might want to add Use Psionic Device as a class skill to all characters owing to the commonplace availability of psionic items.

Psionic 9: Psionic power is ubiquitous and unlimited in scope; maximum level of psionic power available is 9th level. Psionic items requiring only 5th-level powers or lower do not incur the experience point cost of item creation. This would create a market for the production and sale of up to 5th-level psionic items, such as psionic weapons and armor up to +5, moderately-powered rings, psicrowns, dorjes, and universal items. Tattoos and power stones containing 5th-level powers are readily available; all characters add Use Psionic Device as an additional class skill.

Psionic Powers in Your Scenario

Psionic powers are a common fancy of the human imagination; the idea of being able to do things by sheer force of will and thought alone. Looking at the psionic powers, you'll note that they typically have some sort of sensory display associated with their manifestation, such that others around the psionic character can tell when they're using their powers. However, with the option to manifest without displaying (see the Concentration skill), psychic characters are usually feared for their hidden abilities.

Psionic Level 0 means no psionic powers, so supernatural effects are a result of either an arcane, a divine, or a mutant source. There are no psionic items, although there may be arcane items in an Arcane scenario, or divine items in a Divine scenario, that approximate classic mental powers and are thus considered "psionic". Psychic powers are considered the equivalent of an impossibility, explained away as either a delusion or, if Arcane magic openly exists, attributed to an arcane source or, if Divine magic openly exists, a "miracle" of faith-based power granted by a god. If a scenario's Psionic Level is 0, but it has Arcane and/or Divine Level 1 and the existence of these other power type(s) isn't known to the public, then the untrained eye might call arcane and/or divine displays of power "psychic" in nature. Similarly, super-powers might be accused of being "psionic" (if Mutation Level 5 or higher), but they are supernatural abilities.

Psionic Level 1 allows for "low-powered" psionics up to 5th-level powers, where precognition, telepathy, and telekinesis are available, but more powerful psionics like disintegration, melting minds, and reality revision are not. If psionic power is known of, then it will either be feared or embraced, depending on the culture. If its existence is not known of, then it will be initially mocked and disbelieved, but once one has experienced irrefutable proof of the existence of psionics, then their views will change accordingly.

All psionic items are infused with a portion of their creator's essence (i.e., the experience point cost required for item creation) and invested with a sliver of the creator's psyche, and thus are never made for reasons other than personal use. Even the simplest (+1) items are coveted by their creators for their psychic nature, and are never sold willingly, but should they somehow find the open market, they will typically demand much more (see the section on Item Creation for more on calculating psionic item costs and values). Of course, if an item's prior owner is no longer around to covet it, then there might be those few who possess items that they're not so attached to, but peddlers of psionic items would be unheard of.

Like mages in an Arcane scenario, psionic characters will usually form up in guilds to help disseminate knowledge and protect their own from persecution. Even in scenarios where the existence of psionics is unacknowledged, given the nature of their powers, psionic characters would still find each other and form secret societies to help protect their own interests.

Psionic Levels 2 to 4 allow creators of lower-powered psionic items to ignore the normal experience point cost. Psychic artificers might specialize in offering dorjes, power stones, and/or psionic tattoos. Common items might include dorjes of energy ray (crystalline pistols or “crystols”) and tattoos of body adjustment.

Psionic Level 5 represents the first tier of “high-powered” psychic power, offering access to psionics up to 9th-level in power. Unless knowledge of the existence of psionics is actively suppressed, most people will have heard of them, and they will give psionics their due respect. Understanding that one with the ability to melt your mind looks no different than anyone else, there is usually a higher level of healthy respect between people; imagine how people might treat each other if they knew everyone else might be packing a hidden weapon, and you have an idea of what it would be like if people were aware of the existence of high-powered psionics. With the power to disintegrate or rewrite reality, the most powerful psionics are rare but available in this scenario.

Psionic Levels 6-9 are similar to Psionic Levels 2-4, in that they offer item creators the possibility of creating lesser psionic items intentionally for the market. The only difference is the definition of “lesser” psionics varying between Psionic Levels, with up to 5th-level powers being available in psionic items for Psionic Level 9. Again, this means that psychics would be able to offer psionic items for sale with no loss of their own XP.

The Tech Level of the Scenario

A scenario’s Tech Level informs how technologically advanced the scenario is. Of all the Levels, this one is the most fluid within a scenario; parts of it may vary, as more advanced and less advanced societies interact with one another. Indeed, the tension of many a scenario is born from the (d)evolution of a society from one Tech Level to another.

Tech Level 0: The Stone Age. Society has not evolved beyond the extended familial unit, or a cataclysmic event has destroyed the foundation of a more modern society, reducing it back to the Stone Age. For lack of organized resources, many classes, feats, skills, and items are unavailable in a Tech O scenario. Mastercrafting is impossible.

Tech Level 1: The Bronze/Iron Age. Societies have formed, instituted upon some kind of government. Currency is now used to trade labor, creating the marketplace. All Basic classes and Advanced classes are available, with many Prestige classes (excluding Tech-based ones such as the Heavy and Shadowjack) also being available, depending on the other Levels of the scenario. Most skills (excluding modern ones such as Pilot and Computer Use) and Expert feats (excluding futuristic ones such as Mecha and/or Starship Operation) are available. Mastercrafting is possible to a maximum bonus of +1.

Tech Level 2: The Middle Ages. The establishment of a formal society in Tech Level 1 has allowed for the sharing of information, and innovations are developed. All Basic classes and Advanced classes are available, with many Prestige classes (excluding Tech-based ones such as the Heavy and Shadowjack) also being available, depending on the other Levels of the scenario. Most skills (excluding modern ones such as Pilot and Computer Use) and Expert feats (excluding futuristic ones such as Mecha and/or Starship Operation) are available. Mastercrafting is possible to a maximum bonus of +2.

Tech Level 3: The Age of Reason. The formalized scientific method has allowed for breakthroughs in all aspects of society, including the introduction of the concept of flight. All Basic classes and Advanced classes are available, with many Prestige classes (excluding Tech-based ones such as the Heavy and Shadowjack) also being available, depending on the other Levels of the scenario. Most skills (excluding modern ones such as Computer Use) and Expert feats (excluding futuristic ones such as Mecha and/or Starship Operation) are available. Mastercrafting is possible to a maximum bonus of +2.

Tech Level 4: The Industrial Age. Further developments in science, such as pneumatics and hydraulics, have given access to technologies capable of mass production. The precision offered by machining makes mastercrafting even

easier. All Basic classes and Advanced classes are available, with many Prestige classes (excluding Tech-based ones such as the Heavy and Shadowjack) also being available, depending on the other Levels of the scenario. Most skills (excluding modern ones such as Computer Use) and Expert feats (excluding futuristic ones such as Mecha and/or Starship Operation) are available. Mastercrafting is possible to a maximum bonus of +3.

Tech Level 5: The Information Age. The development of electronics and computers allows for the automation of many otherwise-menial tasks, freeing up thinking power for more innovative purposes. Space travel becomes possible at Tech Level 5. All Basic classes and Advanced classes are available, with most Prestige classes (excluding higher Tech-based ones such as the Heavy) also being available, depending on the other Levels of the scenario. Most skills and Expert feats (excluding futuristic ones such as Mecha and/or Starship Operation unless specific to the scenario) are available. Cybernetic replacements and general robotics become available. Mastercrafting is possible to a maximum bonus of +3.

Tech Level 6: The Fusion Age. The development of electronics and computers allows for the automation of many otherwise-menial tasks, freeing up thinking power for more innovative purposes. All Basic classes and Advanced classes are available, with all Tech Level-related Prestige classes also being available. All skills and Expert feats are available. Cybernetic replacements and attachments are available but may be difficult to acquire. Likewise, robotics has led to mecha and starship warfare but they are in their infancy; certain alloys and technological developments will not be available yet. Simple AI robots are possible. Mastercrafting is possible to a maximum bonus of +3.

Tech Level 7: The Gravity Age. Miniaturization of technology and developments in power generation have led to the mainstream adoption of the mecha and the starship. All Basic classes and Advanced classes are available, along with all Tech Level-related Prestige classes. All skills and Expert feats are available. Cybernetic replacements and attachments are readily available, and advanced AI technology has led to widespread use of self-aware robots aka “androids”. Despite developments in ceramics and metallurgy, some alloys and technological developments are still not available. Mastercrafting is possible to a maximum bonus of +3.

Tech Level 8: The Energy Age. Continued miniaturization of hardware, rampant use of AI, and the most advanced metallurgical processes ever developed have led to greater developments in personal weaponry and mecha / starship capability. All Basic classes and Advanced classes are available, along with all Tech Level-related Prestige classes. All skills and Expert feats are available. Cybernetic replacements and attachments are readily available, and androids are commonplace. Almost every combination of alloys has been developed at this point; another power source or element type (i.e. arcane, divine, and/or psionic) would be necessary to create other, harder alloys. Mastercrafting is possible to a maximum bonus of +3.

Tech Level 9: The Transparent Age. Also known as the Final Age, at this point the scenario’s available technology is synonymous with magic and psionic items in terms of its capability. As such, Tech 9 societies can build almost any Tech version of a magic or psionic item. However, as the Tech equivalent of magic and psionic items, no prior spellcasting or psionic manifesting ability is actually required to use such items; indeed, most are likely commanded by thought alone! All Basic classes and Advanced classes are available, along with all Tech Level-related Prestige classes. All skills and Expert feats are available. Cybernetic replacements and attachments are readily available, and they can just as easily include ones mimicking magic and psionic items. Almost every combination of alloys has been developed at this point, plus some that are impossible without magic and/or psionics to facilitate the process. Mastercrafting is possible to a maximum bonus of +3.

Technology in Your Scenario

A scenario’s Tech Level (TL) is an indication of the state of technology that exists in a particular society or civilization. This state of technological development generally pervades all aspects of a culture, particularly at higher levels (Tech Level 5 and beyond) when long-range communication is virtually instantaneous. Even at lower levels, it’s unlikely—but not impossible—for a group of humans (or other sentient beings) to be at one Tech Level in some respects and at another one in other respects.

Of all the Six Levels of your scenario, the Tech Level is the most mutable, changing between worlds and nations with relative ease; one society may be Tech Level 5, while another nearby may be Tech level 4 or 6. Similarly, it is usually due to the changeover in Tech Level, that next great discovery (i.e. gunpowder, electricity, computers, nuclear power, etc.) which can be a catalyst for war and conflict, as the balance of power is changed by the new development. For this reason, disparities in Tech Level between relative neighbors rarely go more than one level apart; any society that fell behind its neighbors by two Tech Levels would likely be conquered and/or subsumed by the technologically-superior neighbor(s).

As mentioned, Tech Levels are relative and, depending on the economics of a campaign, a GM may choose to make certain items of a higher or lower Tech Level unavailable, cheaper, or more expensive to purchase. For the sake of game balance, GMs who want to make lower Tech Level and higher Tech Level items available to characters should adjust the Purchase DCs of items as follows;

- -2 to Purchase DC for each Tech Level lower than the current Tech Level, excepting valuable antiques.
- +5 to Purchase DC for equipment from the next highest Tech Level (the limit for cutting-edge tech).

For example, a high-end cellphone has an average Purchase DC of 18 (\$1,200) in a TL 5 setting. That same item being sold in a TL 4 market elsewhere would go for Purchase DC (18 + 5 =) 23 (\$3,500). Given below is a synopsis of how each of the Tech Levels might manifest in your scenario.

Tech Level 0 is more commonly known as the Stone Age. The major achievements of a Stone Age society are the use of fire, the domestication of animals, and the invention of agriculture. An individual living in a Stone Age society is primitive, but they aren't necessarily gullible, stupid, or easily frightened by advanced technology. Common weapons in a TL 0 civilization include the club, the dagger, the spear, and the bow. Armor made from hide or leather is possible, as are wicker shields. Communication beyond the local tribe or settlement doesn't exist. Travel is accomplished by foot or by simple rafts or canoes. Simple pottery, stoneworking, and woodworking are possible. This Tech Level is usually either the infancy of a newly-sentient race, or the result of a wayward sentient race having collapsed.

Tech Level 1 is more commonly known as the Bronze/Iron Age. Early human civilizations began to work metal toward the end of the Stone Age. The malleability of copper led to it becoming the first metal to be "tamed." Adding tin to copper created a much stronger alloy: bronze. This advance allowed for the crafting of tools and weapons of great durability. In turn, those improved tools made possible the working of iron, which soon replaced bronze as the metal of choice for tools and weapons.

In a Bronze/Iron Age society, advances in pottery, construction, and agriculture allow for the concentration of populations into larger and larger groups, with a corresponding upswing in the accumulation and sharing of knowledge. The rise of nations, city-states, and empires begins in the Bronze Age, and these centralized forms of government allow for the sharing of labor using currency. Organized efforts to improve communications allow regional societies to exist. Galleys and small sailing vessels are capable of relatively long voyages, and some cultures may build extensive road or canal networks to link distant places. Improvements in agricultural efficiency and the use of currency permit the specialization of labor and the rise of artisans, craftsmen, professional soldiers, and other occupations that are not directly concerned with gathering food.

The sword replaces the club and the dagger as the preferred weapon of infantry. Chariots briefly dominate warfare before cavalry (aided by the introduction of the stirrup) renders chariots obsolete. The first true military forces and tactical systems appear; martial arts as a school of formal study are born. Armor can now be made from sewn plates or scales, metal links, or even forged breastplates, and a variety of metal melee weapons dominate the battlefield.

Tech Level 2 is more commonly known as the Middle Ages. Maturing civilizations experience a period of turmoil and adjustment at this Tech Level. Developments continue in architecture, commerce, metallurgy, and mathematics. Wider dissemination of information becomes possible thanks to more advanced printing techniques. Sea communications dominate in the later part of this stage of development, and sturdy seafaring carracks and galleons open the door to the next Tech Level.

As populations increase and knowledge of agriculture evolves, an increasing percentage of the population relocates into growing cities and towns. Toward the end of this Tech Level, the feudal system, in which a small class of nobles ruled a large population of agricultural workers, begins to collapse. Specialized crafts develop, universities appear, and the middle class is born. The first corporations emerge in the form of trade guilds. The evolution of strong systems of trade and finance tends to distribute a society's wealth more evenly among its members, diluting the power of the nobility.

Tools of warfare undergo a significant revolution. Sophisticated chain and plate armors protect warriors from harm, and elaborate fortifications become something of an art form. Toward the end of the Middle Ages, the introduction of simple gunpowder weapons signals the imminent end of knights, heavy armor, and organized armies of swordsmen.

Tech Level 3 is generally known as the Age of Reason. It is an era in human history when the development of ideas and systems of thought takes precedence over technological invention. The scientific method improves humankind's understanding of the world. Experimentation becomes the principal means by which the physical properties of nature are systematically examined. The study of the various scientific disciplines—chemistry, electricity & magnetism, medicine, biology, and astronomy—flourishes. Instruments such as microscopes and telescopes enable scientists to greatly extend the range of their observations and discoveries. The new reliance on science generates waves on all levels of society. The sky becomes the next frontier with flight the next goal, and the exploration of the world reaches its apex. Society begins to experiment with new forms of organization, such as democracy. Corporations and economic alliances continue to evolve. Economically, this Tech Level is a transition from the cottage industries of the Middle Ages to industrialization.

The cannon becomes the dominant factor in naval warfare, while massed musket fire and horse-pulled field pieces rule the battlefield. Even the reliable bow vanishes, replaced by the flintlock. Light melee weapons remain common.

Tech Level 4 is the Industrial Age. In this Tech Level, the theoretical knowledge of the previous era matures into widespread practical application. The harnessing of hydraulic, steam, and electric power creates an explosion of commerce and industry. Developments such as the telegraph, the telephone, and the radio make true global communication possible. Breakthroughs in manufacturing techniques allow the construction of heavy ironclad vessels, rail transportation, and architecture of previously unimaginable size. Pioneers venture high into the atmosphere and descend into the sea's depths.

Urbanization is complete as individuals gather in smaller environments where they can more easily exchange goods and information. Corporations expand in power, many establishing themselves throughout the explored world. Governments are based on political and economic factors.

The means of war change swiftly through the period. Aircraft and submersibles join the list of military assets. Reliable and accurate rifles, pistols, and machine guns become common. Mechanized war machines herald the first great change in the art of battle since the end of the knight.

Tech Level 5 is the Information Age. Where the Industrial Age relied on chemical power, in the Information Age computer technology and electronics rule supreme. Satellite information systems and the Internet connect the globe digitally. This Tech Level also sees the introduction of fission power and weapons reducing the importance of fossil fuels. The automobile replaces the locomotive as the common form of travel. The first steps toward space travel involve massive chemical rockets, unmanned probes and satellites, and short-term manned missions.

The technology of the era allows greater citizen participation in government. The emergence of international alliances begins to dissolve borders between nations. Corporations gather power and begin to threaten government authority. Technology has a greater effect on individual lifestyles than ever before. Most weapons of this time are refined versions of Industrial Age equipment. Rifles, machine guns, and heavy howitzers are still used by the world's soldiers. Computerized targeting systems and guided weapons make warfare much more precise and efficient. Strategic weapons, tested but never used, exhibit the species' power to exterminate itself in minutes.

Tech Level 6 is the Fusion Age. The development of fusion power provides an efficient, nonexpendable energy source that almost obliterates the need for chemical fuel sources. Advanced space exploration and colonization become possible. Computers become even more accessible, reliable, and powerful, leading to the development of virtual systems and widespread access to the global Internet.

Slowly, society experiences another revolution as individual nations are replaced by world powers. Megacorporations number among these new superpowers as the line between national citizen and corporate employee continues to be blurred. Armed with the means to eradicate the entire species, the world powers keep conflicts to the level of skirmishing and posturing, and integration of the Information Age's improvements proceed (relatively) peacefully.

Scientific advances in genetic engineering lead to artificial evolution and the first government- and corporate-sanctioned attempts to genetically manipulate human beings. Early results are encouraging, with the

manifestation of positive and negative mutations in the species toward the end of the age. Scientists also perfect cloning technology, and the first human clones are created.

In the later years of this age, the first crude applications of gravity induction technology appear, in the form of civilian and military vehicles that can move through the air without using physical propulsion or consumption of fuel.

Chemical-powered explosives and firearms remain the weapons of choice; fusion technology cannot yet be effectively miniaturized for personal combat. Nevertheless, advanced chemistry and superconducting technology change the materials and capabilities of many weapons. True spaceships become possible, propelled by powerful fusion drives, but still require significant timeframes to traverse space. The age sees the tenuous settlement of other planets and asteroids within the same star system.

Tech Level 7 is the Gravity Age. As this Tech Level opens, the invention of two key technologies herald humanity's climb to the stars. The gravity induction reactor systematically replaces fusion power as an even more efficient source of energy that can be miniaturized with great ease. With the use of the mass reactor, world powers explore, divide, and colonize the entirety of the local star system. For the most part, life on the home planet is unchanged.

The second advance of the era brings perhaps the greatest upheaval in the history of human civilization. The introduction and integration of gravity induction technology leads to the creation of the induction engine, which allows starships to bridge the gap between the stars. Political and economic reorganization occurs as the species spreads far from home.

Projectile firearms are in their last days, as energy weapons become a near-unlimited alternative. Powered armor is available to warriors of this age. Personal (melee) weapons enjoy a resurgence, due in large part to a shift in military tactics—armed conflict between individuals seldom occurs on an army scale, but more frequently involves engagements of small units in conditions when ranged weapons are not necessarily effective.

Computer technology links every society, settlement, and outpost of a star system in a single information net, creating an unparalleled and expedient exchange of knowledge and data for business, entertainment, and research.

Tech Level 8 is the Energy Age. The continuing miniaturization of induction engine technology allows power plants the size of marbles to harness the basic forces of creation. Powerful personal force screens and energy weapons dominate the battlefield, as projectile weapons finally disappear after ruling the battlefield for a thousand years. Miniaturized sensors, shields, and engines allow mass production of small, practical starfighters. At the other end of the spectrum, advanced construction techniques allow humans to build enormous, self-sustaining cities in space.

Tech Level 9 is the Transparent Age. So-called for its seeming transparency with magic at this point, such a Tech Level is typically beyond reach or comprehension, although isolated worlds or undiscovered species may exist that have access to them. In many cases, the signature technologies of an earlier age are abandoned in favor of more elegant and more powerful technologies.

Practical control of matter at the subatomic level, the ability to travel through time, or the power to “fold space” to shorten travel distances are all possible at this stage of technological development.

Session Zero and Character Generation

So, you have a scenario that you would like to GM; now you need some player characters! The player character (PC) is a character controlled by a player, as opposed to a character controlled by you the GM, known as a non-player character (NPC). Giving your players a quick synopsis of the scenario and the world, you should also give them the Six Levels of your scenario for purposes of character generation and game mechanics, plus detail any scenario-specific rules favoring or excepting certain character choices (i.e., which races are permitted, environmental conditions conducive or inimical to certain classes like being in the military, being underground, mutants are hunted, hi-tech is ubiquitous, etc.).

Simultaneously the most mechanical and the most rewarding aspect of the game for players, character generation is something the GM needs to consider when preparing a scenario to maintain playability. Depending on the scenario, character selection may be wide open, or it may be tightly confined. The Six Levels of the GM's scenario (Arcane, Divine, Heroic, Mutation, Psionic, and Tech Levels) are instrumental in telling players quickly which races and classes are available.

Beyond the obvious limitations imposed upon the players by the Six Levels, the GM's scenario may have additional context-specific rules for character generation. An experienced GM with a sandbox approach may just set out a world for which the players can generate any character, and the storylines are spun out based on the players' proposed background for their character concept. Conversely, a new GM or a scenario with a narrow set of parameters such as a military unit / operation will limit character class options.

For example, the world of Mythera in the year 3823 AL offers almost every arcane, divine, heroic, psionic, mutation, and tech level option available in the game of DxD20! However, the Tolkien universe has little if any Psionic Level, and the Tech Level is 2 to 3 at best, with a relatively tight racial offering amongst humans, elves, dwarves, hobbits, and perhaps half-orcs. Similarly, a modern military scenario would offer a very tight list of possible classes (i.e., Combat Medic, Expert, Soldier, Tactician, etc.) and races (i.e., human, possibly mutant).

Players who like to explore the frontiers of the game will inevitably approach you about being allowed to take a class, or an item, or a feat, or a spell, or etc. that is outside the defined scope of the DxD20 game (i.e., not from the Hero's Handbook, GM's Guide, or Foe Folio). Imagine the impact of the requested rule on your scenario as best you can, and if you don't foresee any yellow or red flags, consider tentatively allowing it. By "tentatively", it is meant that you inform the player as to the possibly temporary nature of the rule; if it later proves unbalancing or unfair, then feel free to reduce its effect (i.e., "nerf" it), or eliminate it entirely. If you are countermanding the approval of a rule that somehow counts as a PC's choice (i.e., a class level, a feat, a learned spell or power, etc.) then you should allow the player to choose something else in lieu.

Despite its name, Session Zero (see pg. 13) is typically the first session to start a campaign. It is known as such because it sets the stage for the scenario for both the players and their characters. Players get a feel for what the GM has in mind via the Six Levels of the scenario, and together they create characters for the player(s) to play. Depending on the scenario you have in mind, and the characters your players have in mind, the process of teasing out character concepts can be very brief or intensely elaborate. Setting up a backstory for the PCs will help them determine their character's race, starting occupation, and beginning class levels.

Session Zero is also where you lay out your expectations regarding the fundamental rules of conduct in the game; whether you intend it to be serious or slapstick; the expectation of respect regarding player interaction; and the out-of-bounds areas such as inappropriate subject matter and/or what constitutes a violation of respect (i.e., mocking another player's attempts to roleplay, how to adjudicate a die roll that ends up on the floor, etc.).

If the players are all new to one another, or if there is even one new player to an otherwise-established group, then it is advisable to touch on these topics, even if only briefly. In more formal / professional settings, you may want to use an actual checklist (readily available on the internet) regarding the yellow and red flags of inappropriate gameplay. For example, how will you adjudicate if someone is distracted by their electronic device(s) when it comes to their turn? Perhaps you will offer bonus experience points for players who have relevant rules on-hand whenever they attempt to do something (a handy rule that helps facilitate gameplay).

With the Six Levels of your scenario, players can know which book rules are being used; with Session Zero, player can know which house rules are being used.

A GM's Take on Character Generation

As per the Hero's Handbook, character generation typically consists of the following steps, but with consideration for a crucial first step from the GM's perspective;

- Organize Session Zero to lay down the ground rules of your table and introduce your scenario;
- Define the Six Levels (Arcane, Divine, Heroic, Mutation, Psionic, and Tech Levels) of your scenario;
- Help each player select their PC's race, starting occupation, and starting class(es);
- Advise on the assignment of each PC's attribute scores;
- Advise on the selection of each PC's skills and feats;
- Advise on the Tech Level for PCs in equipping themselves;
- Help calculate each PC's statistics (based on attributes, feats, skills, and equipment);
- Develop each PC's backstory (briefly!) and introduce them to the scenario.

Assuming you've already determined the Six Levels of your scenario, and you know the ground rules you intend to lay out during Session Zero (see above), here are the steps in greater detail.

Generating Attribute Scores

Every character is based on six (6) key attributes; Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha). You have final say in how attributes are determined, but the typical attribute scores available for PCs to start range from 3 to 18 (not accounting for racial attribute modifiers; 3-18 is the typical human range of attribute scores). Here is a breakdown of some of the various attribute-generation systems you can use;

Generation Method	Average and Aggregate Attribute Modifiers
Roll 3d6 6x ("Victims")	Average but possibly wildly varying attributes (+0 aggregate modifier)
Roll 3d6 7-8x ("Grimdark")	Less negative attribute modifiers, average attribute still 10-11 (+1-2 aggregate)
Roll 4d6 6x ("Gritty")	Above average stats (12-13), every bad roll still impairs PC (+2-4 aggregate)
Roll 4d6 7-8x ("Favored")	Above average stats, less chance of negative modifiers (+4-6 aggregate)
Roll 2d6+6 6x ("Destined")	Above average stats, lower chance of negative modifiers (+6-8 aggregate)
Roll 2d6+6 7-8x ("Heroic")	Above average stats, almost no chance of negative modifiers (+7-10 aggregate)
Spend 20, start at 8 ("Grimdark")	Allows for 2 attributes of 18 with 4 attributes of 8 (+1-4 aggregate modifier)
Spend 20, start at 9 ("Favored")	Allows for 2 attributes of 18 with 3 attributes of 9 (+4-7 aggregate)
Spend 20, start at 10 ("Heroic")	Allows for 2 attributes of 18 with no negative modifiers (+7-10 aggregate)
Roll d20, Quickdraw Generator	Page 17 of Hero's Handbook, gives variations of Spend 20 "Heroic" stats

In cases where 4d6 are being rolled, you only take the best 3d6 to generate a starting attribute between 3-18. In cases where 7 (or 8) rolls are being allowed, you discard the lowest (2) result(s) and use the 6 best results. The "aggregate" modifier discussed above is the average total of modifiers a character receives for all of their attributes, based on the given attribute generation method. So, a character's aggregate modifier is equal to their Str modifier (not attribute score) plus their Dex modifier plus their Con modifier plus their Int modifier plus their Wisdom modifier plus their Charisma modifier. The numbers discussed above are averages when discussing dice-rolling methods, and ranges when discussing point-spend methods.

Dice-Rolling or Points-Spend?



There are several reasons to consider in choosing one system of attribute generation over another. As GM, the first reason you would want to consider is game balance. Understanding that the basic statistics for any given monster in the *Foe Folio* are the average member of that species, the creature likely has one or two attributes slightly above average for its species, and it's just as likely to have one or two attributes slightly below the average for its species (i.e., starting attribute scores of 13, 12, 11, 10, 9, and 8 for your average medium-sized human/oid). Based on this understanding, you can more accurately gauge the Challenge Rating (CR) for the encounters of the scenario you want to run.

For example, grimdark / victims scenarios usually only allow 6 rolls of 3d6, resulting in an average attribute score of 10-11, with equal chance for positive or negative attribute modifiers. This system tends towards an aggregate attribute modifier of +0, an average specimen of the species. This gives a grittiness to the game where the PCs are just average beings who will have to survive on solid tactics, shrewd decision-making, and favorable dice results.

Conversely, heroic/epic campaigns may allow 7 or 8 rolls of 4d6, to discard the lowest die of each roll AND the lowest result(s) of the rolls, greatly reducing the chance of any negative attribute modifiers for the character. This results in beings superior to their average counterparts, with a positive aggregate attribute modifier. To give a party of such individuals a challenge, you may find yourself either having to use higher Challenge Rating (CR) encounters, or you'll have to advance the stats on the same CR encounters (since the versions given are only average versions of the creature), otherwise you run the risk of the encounters boring your PCs for being too easy.

Of course, if you don't already know, you'll soon find out that the dice can be fickle, and even the most favorable dice-rolling system can generate characters who are below the average, even if only amongst their PC peers. If a character's stats as generated by the rolling system are exceptionally low, you may want to consider letting the player re-roll the stats to maintain balance / enjoyability and playability, etc.

To mitigate the potential for such variation, the DxD20 Hero system also offers a points-based system. Hinging on the system's name, it gives 20 points for players to spend amongst their character's 6 attributes, each

of which starts at a certain base score. The typical maximum attribute score to start is an 18 (+4 attribute modifier) in any given attribute (not accounting for racial / mutant modifiers). This system always gives a positive aggregate attribute modifier of +2 to +10 depending on the points-spend system used, making for a generally superior specimen of one's species. For players who still like to roll dice or are unsure how to spend their points, there is a quick-generation attribute chart based on a single d20 roll in the Hero's Handbook (pg. 17) that is a list of the permutations available for the points-spend system based on a "Heroic" attribute set (i.e., with each attribute starting at base 10).

In comparison to the dice-rolling method, the points-spend system is a more balanced approach, ensuring that each of the PCs starts on equal footing. No character is significantly ahead of or behind their PC peers, at least regarding their attributes. Points-spend is also more predictable than the dice-rolling method, as the PCs will always fall into defined ranges of aggregate attribute modifier, as opposed to general averages with statistical outliers at either end of the spectrum (i.e., a significantly better or worse die-rolling result than the average).

Whichever method you choose, stay mindful of the method chosen for purposes of its aggregate attribute modifier. A +6 or greater aggregate attribute modifier means either the character is exceptionally better than their NPC peers in one attribute, or they are generally better than their peers across several attributes. Either way, you may want to consider such a group of PCs as +1 their actual Challenge Rating for purposes of weighing encounters when gauging an encounter's Challenge Rating (see "[Challenge Ratings](#)" for more information on how to calculate and use them in creating your scenario).

Determining Race

A significant consideration for your scenario is which races you will permit your players to use. With different races comes different perspectives, and the social scenarios that come with differences of perspective and opinion. One race may consider it abhorrent to eat any sort of meat, while another may find it perfectly justifiable to eat other sentient beings! These sorts of differences should manifest as some sort of socio-political friction in your world, a consideration for which races you allow your PCs to play.

Your PCs will always want to be something cool and interesting and different, but you must consider the role-playing implications of allowing it. If you allow something that will be considered generally inimical to the major race(s) involved in your scenario, the PC may find themselves ostracized or persecuted for their race. It can be an interesting angle for a seasoned role-player, but to maintain the believability of your world you may find yourself seemingly picking on that player's character. Be forewarned and try to keep that potential dynamic in mind when allowing exceptional races in your scenario.

Thus, depending on the parameters set out by you and the Six Levels of your scenario, your players will have a choice of race for their character, as well as a starting occupation and (one or more) 1st-level class(es). As the scale of attribute scores is developed along the lines of the human range of capabilities, races other than Human usually have attribute modifiers and/or additional abilities based on their racial type that need to be considered when permitting them in your game. In that sense, any race not given as a potential PC race in the Hero's Handbook should be vetted on a case-by-case basis. Even the races given in the Hero's Handbook are optional, depending on the scenario and the GM.

Determining Occupation & Wealth

Likewise, the list of available starting occupations will be largely determined by the Six Levels and the particulars of your scenario. A character's starting occupation will offer bonus class skills and possibly a feat, as well as helping determine the character's initial Wealth. For purposes of determining initial Wealth, use the formula given here.

Starting Wealth Score = 20 + 2d4 + starting occupation modifier + 1 per 5 ranks of Profession skill (rounded up)

It starts at a base 20 as it is assumed the character is "Taking 20" on their Wealth in determining their initial Wealth score, the number being an overall indicator of the character's wealth, in material and abstract terms (i.e., doesn't own a car but may be leasing one, same with a house / condo, etc.).

A key consideration for a PC's Starting Occupation is the additional class skills it offers. Many Advanced and Prestige classes has minimum skill requirements to qualify for, and the Starting Occupations can help ensure

that a PC has access to the requisite skills as class skills. Otherwise, if a required skill is a cross-class skill, the character must invest twice as many skill points and wait twice as long to qualify for the desired Advanced / Prestige class.

Determining Class

A character's class(es) represent(s) their choice of direction in developing their skills and abilities. Whereas a character's Starting Occupation is what they may have been initially exposed to or trained in, their Class levels represent their development above and beyond the norm. This is represented by the accumulation of Experience Points (XP), which represent the caliber of life-challenging scenarios encountered by the PC. As a character goes up levels, they must face increasingly more difficult encounters in order to continue gaining XP and going up levels. A character who goes around only fighting untrained orcs and kobolds will plateau at around 5th level, while a character who stops at ogres and bugbears will likely plateau around 7th or 8th level. See Challenge Ratings on how to determine how much XP a character gains from each encounter.

DxD20 allows for the maximum potential in character creation by allowing multiclassing. Characters can be as singular or as multivaried as their player cares to make them, assuming the character qualifies for the desired class(es). Granted, lots of multiclassing typically means lots of bookkeeping, which is its own natural consequence of wanting to "bend" the system. Otherwise, multiclassing will typically be two to four classes for most PCs throughout their adventuring careers.

The first major consideration for a character's beginning class(es) is whether or not the scenario is Heroic Level 1 or higher; if it is, then Hero class options are available. The prerequisite to take a level in a Hero class is having a minimum attribute score of 13 in the associated attribute. Thus, a character with multiple attributes of 13 or higher would have the option of starting out as different combinations of Hero classes. To represent the inherent nature of the Hero character's exceptional attributes, starting Hero characters are typically permitted to start with 1st level in any Hero class that they qualify for.

For example, a set of attribute scores generated by the player has resulted in 18, 16, 14, 12, 10, 10. With an 18, a 16, and a 14, all of which are equal to or greater than 13 (the prerequisite for a Hero class), this character could have up to 3 starting Hero classes. If the player wished, they could build a purely physical Strong 1 / Fast 1 / Tough 1 Hero, or they could go with a purely cerebral Smart 1 / Dedicated 1 / Charismatic 1 Hero, or perhaps opt for a dual-classed or even a single-classed Hero, any combination of up to 3 Hero classes thereof. Such a character would be effectively starting off as a 1st, 2nd, or 3rd level character accordingly (not accounting for any further racial or mutant level modifiers). Of course, the player whose character has such attributes doesn't have to go with 3 Hero classes to start, but they would have the option of doing so.

However, if the scenario is Heroic Level 0, then there are no Hero classes available, and characters will start at 1st level in the Basic class of their choice instead. Similar to the Hero classes, most Basic classes have some sort of prerequisite depending on the Six Levels of your scenario. An Arcane Level 0 scenario doesn't permit for Sorcerers or Wizards, while a Tech Level 0 scenario doesn't permit for Clerics or Wizards. Again, having your Six Levels determined will allow you and your players to quickly determine which subset of the DxD20 rules is relevant to your game.

If you are allowing for Hero classes, keep in mind the Hero's Gift and the Career Path. The Hero's Gift is a bonus starting Feat or Talent, taken from any one of the character's starting Hero classes. The Career Path is a rule that states once a character has taken a level in a non-Hero class, they can no longer take a level in a new Hero class. They can still take levels in a Hero Class in which they already have 1 or more levels, but they can't take level 1 in a new Hero class once they've taken a level in a Basic, Advanced, or Prestige class.

Some non-Hero classes will have no place in your world; feel free to rule them out for initial character generation. Similarly, some classes may be restricted to certain castes or role-playing aspects of your world that make them inaccessible (at least initially). In such cases, use the non-Hero classes for your own purposes.

Assigning Attribute Scores

Having chosen the race, starting occupation, and beginning class(es) for each character, they are now able to assign the 6 attribute scores generated earlier. Of course, certain attributes must be assigned based on any Hero class levels taken at 1st level (i.e., prerequisite minimum 13 in the associated attribute score), but other than

that the priority of attribute scores is determined by the player. Furthermore, some mutants and many non-human races have attribute modifiers that would be incorporated at this point.

A Quick Refresher on the Attributes

Here's a quick primer on the game mechanics influenced by each of the attributes;

Strength (Str):

- Melee attack rolls, Grapple checks, and Parry attempts;
- Damage rolls for melee and thrown weapons;
- Climb, Jump, and Swim skill checks, the skills that have Str as their key ability;
- Strength checks, for breaking objects like doors, for example;

Dexterity (Dex):

- Ranged attack rolls, Armour Class, Initiative, Terrestrial Maneuverability class, and Dodge attempts;
- Reflex saving throws, for avoiding explosive blasts and similar effects;
- Balance, Drive, Escape Artist, Hide, Move Silently, Pilot, Ride, Sleight of Hand, Tumble, and Use Rope checks, the skills that have Dex as their key ability;
- Dexterity checks, for tiebreakers on Initiative, for example;

Constitution (Con):

- Hit Point generation rolls each level (!);
- Fortitude saving throws, for resisting life-draining attacks and similar effects;
- Concentration checks, the skill that has Con as its key ability;
- Massive Damage threshold and Disabled / Dying / Dead thresholds (!);

Intelligence (Int):

- Acquired skill points at 1st level and at each new level, and bonus Languages;
- Appraise, Computer Use, all Craft, Decipher Script, Demolitions, Disable Device, Forgery, Investigate, all Knowledge, Navigate, Psicraft, Repair, Research, Search, and Spellcraft checks, the skills that have Int as their key ability;
- the minimum Int required to cast a Wizard spell or manifest a Psion power (equal to 10 + the level of the spell or power);
- the Difficulty Class (DC) to save against the Wizard's spells or Psion's powers (equal to 10 + the level of the spell or power + the character's Int modifier);
- Bonus power points daily as a Wizard or Psion (equal to $\frac{1}{2}$ their caster/manifester level x their Int mod.);

Wisdom (Wis):

- Will saving throws, for resisting mind control and similar effects;
- Autohypnosis, Gamble, Listen, Profession, Sense Motive, Spot, Survival, and Treat Injury, the skills that have Wis as their key ability;
- the minimum Wis required to cast a Cleric / Paladin / Ranger / Saint spell or manifest a Warmind power (equal to 10 + the level of the spell or power);
- the Difficulty Class (DC) to save against the Cleric's / Paladin's / Ranger's / Saint's spells or Mutant's / Warmind's powers (equal to 10 + the level of the spell or power + the character's Wis modifier);
- Bonus power points daily as a Cleric, Mutant, Paladin, Ranger, Saint, or Warmind (equal to $\frac{1}{2}$ their caster/manifester level x their Wis modifier);

Charisma (Cha):

- Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Perform, Use Magic Device, and Use Psionic Device, the skills that have Charisma as their key ability;
- Turn undead as a Cleric;
- the minimum Cha required to cast a Bard / Sorcerer spell or manifest a Wilder power (equal to 10 + the level of the spell or power);
- the Difficulty Class (DC) to save against the Bard's / Sorcerer's spells or Wilder's powers (equal to 10 + the level of the spell or power + the character's Cha modifier);
- Bonus power points daily as a Bard, Sorcerer, or Wilder (equal to $\frac{1}{2}$ their caster/manifester level x their Cha modifier);

Put another way, here is pretty much all the mechanics within the game as they pertain to the PCs. Monsters will have abilities whose DCs depend on their stats; they will be noted with the ability description.

Here is a listing of the Hero and Basic classes with a suggested priority of attribute score assignment, with 1 being the most important attribute to that class and 6 being the least important one. In some cases, a class may have two attributes of roughly equal priority, thus sharing a priority with another attribute (i.e., “1/2”, “2/3”, “4/5”, etc.); this represents the typical possibilities in assigning priority as per that class. Of course, players have full license in assigning their attributes, with the only requirement being the minimum 13 in a Hero class’s associated attribute.

If a player truly wished, they could assign their best score to something other than the suggestions given here; these suggestions are purely based on the abilities of the class in question and prioritizing the attributes that those abilities are related to for the character. That being said, a player who does so is likely compromising the capabilities of their character with regard to that class’s typical focus and expertise, something that can come as shock in later gameplay when the big bad guys have better capabilities in those fields because they’ve focused where the PCs have not.

Hero / Basic Class	Suggested Attribute Priority					
	Str	Dex	Con	Int	Wis	Cha
Strong Hero	1	2/3	2/3	4/5	4/5	6
Fast Hero	2/3	1	2/3	4/5	4/5	6
Tough Hero	2/3	2/3	1	4/5	4/5	6
Smart Hero	5/6	3/4	2	1	3/4	5/6
Dedicated Hero	5/6	3/4	2	3/4	1	5/6
Charismatic Hero	5/6	3/4	2	3/4	5/6	1
Aristocrat	6	5	4	1/2	3	1/2
Bard	6	4/5	4/5	2	3	1
Berserker	1	2/3	2/3	4/5	4/5	6
Cleric	5/6	4	2/3	5/6	1	2/3
Expert	3/4	1/2	3/4	1/2	5/6	5/6
Fighter	1	2/3	2/3	4	5/6	5/6
Monk	3/4	3/4	1/2	5/6	1/2	5/6
Paladin	3/4	5/6	3/4	5/6	1/2	1/2
Psion	4/5	4/5	2/3	1	2/3	6
Ranger	3/4	1/2	3/4	5/6	1/2	5/6
Rogue	4/5	1	4/5	2/3	6	2/3
Saint	6	4/5	2/3	4/5	1	2/3
Sorcerer	6	2/3	2/3	4/5	4/5	1
Warmind	1/2	3/4	3/4	5/6	1/2	5/6
Wilder	4/5	2/3	2/3	4/5	6	1
Wizard	5/6	2/3	2/3	1	4	5/6

As you can see here, some classes dovetail nicely together, insofar that they share similar attribute priorities (such as the Strong Hero Fighter, or the Smart Hero Wizard). Such characters can focus on an attribute and maximize its mechanical value to their modifiers, and as such are considered “Focused” character designs.

Conversely, a character can have classes with opposing attribute priorities (such as the Charismatic Hero Fighter or the Dedicated Hero Rogue). However, this typically requires two or more significant attributes to pull off, and the division of resources like feats and skill points towards the development of two or more classes means a lack of focus and more diversification. Such characters are considered “Diverse” character designs.

On Skills

What is a skill? A skill is a learned ability, a mode of knowledge either mental or physical in nature that can develop over time. There are 47 skills in DxD20, with several of them having their own subgroups (i.e., Craft,

Knowledge, Perform, Profession, and Read/Write/Speak Language), resulting in 86 distinct skills overall (counting Profession and Language as one skill rather than an indeterminate subclass of separate skills).

Depending on each character's starting occupation, class, and Intelligence modifier, they will receive starting skill points to assign to skills. Starting occupation and class determine which skills are available as "class skills", the skills typically used by that occupation / class. PCs are free to invest skill points in skills that aren't on their starting occupation or class skill list, but such "cross-class skills" cost twice as much to invest in (2 skill points per rank, rounded down). Trained skills typically require training, so if a scenario doesn't allow for said training, you can rule that certain trained skills aren't available.

The maximum number of points that can be invested in a skill is equal to 4 + character level (so a 1st-level character can invest up to 5 skill points in a skill to start). When one takes into consideration the availability of Skill Focus and other skill-based feats, along with superior attribute scores, it is quite possible for a 1st-level character to have a +10 skill modifier for a skill, a veritable "expert" who is capable of success on DC 20 skill checks with a 10 on the die roll. Indeed, GMs can expect most skill-based characters to have at least one +10 modifier to a skill as soon as 1st-level, so keep that in mind when challenging the PCs with skills-based checks; DC 20 is a good starting threshold for low-level scenarios.

Character Class	Starting Skill Points	Skill Points per Additional Level
Strong Hero	20 + (5x Int mod.)	4 + Int mod.
Fast Hero	20 + (5x Int mod.)	4 + Int mod.
Tough Hero	20 + (5x Int mod.)	4 + Int mod.
Smart Hero	40 + (5x Int mod.)	8 + Int mod.
Dedicated Hero	30 + (5x Int mod.)	6 + Int mod.
Charismatic Hero	30 + (5x Int mod.)	6 + Int mod.
Aristocrat	30 + (5x Int mod.)	6 + Int mod.
Bard	30 + (5x Int mod.)	6 + Int mod.
Berserker	20 + (5x Int mod.)	4 + Int mod.
Cleric	10 + (5x Int mod.)	2 + Int mod.
Expert	40 + (5x Int mod.)	8 + Int mod.
Fighter	20 + (5x Int mod.)	4 + Int mod.
Monk	20 + (5x Int mod.)	4 + Int mod.
Paladin	20 + (5x Int mod.)	4 + Int mod.
Psion	10 + (5x Int mod.)	2 + Int mod.
Ranger	30 + (5x Int mod.)	6 + Int mod.
Rogue	40 + (5x Int mod.)	8 + Int mod.
Saint	10 + (5x Int mod.)	4 + Int mod.
Sorcerer	10 + (5x Int mod.)	2 + Int mod.
Warmind	20 + (5x Int mod.)	4 + Int mod.
Wilder	20 + (5x Int mod.)	4 + Int mod.
Wizard	10 + (5x Int mod.)	2 + Int mod.

In the case of a character who takes multiple Hero classes to start, the player selects the desired class for starting skill point allotment, and then adds one instance of skill points for every other Hero class that the character has to start as if they had advanced a level.

For example, a character starts out as a Strong 1 / Charismatic 1 Hero; the player would have the option of taking the Charismatic Hero's skill point allotment, or they could choose to start with the Strong Hero's skill point allotment. If the player chose the starting skill points of the Charismatic Hero, then they would receive (30 + 5x their Int modifier) skill points to spend on Charismatic Hero (and selected Starting Occupation) skills, and then they would add one instance of the Strong Hero's skill point advancement (so an additional 4 + Int modifier skill points) to spend on their Strong Hero (or selected Starting Occupation) skills.

Conversely, the same character could instead choose to start with the Strong Hero's allotment of (20 + 5x their Int modifier) skill points to be spent on Strong Hero (and selected Starting Occupation) skills, with an instance

of (6 + their Int modifier) skill points to be spent on their Charismatic Hero (or Starting Occupation) skills. It depends on whether to player wants to be able to invest more heavily in Str-based skills or Cha-based skills.

Selecting Feats

What is a feat? A feat is an exceptional capability of a character. Unlike a skill, a character either knows how to perform a feat or they do not. Feats are relatively rare, earned either through class levels or with every 3rd character level of achievement, so players must be careful about how they invest them.

Many feats have attribute, skill, and/or feat prerequisites. Any feat that has one or more feats dependent upon it (i.e., Combat Martial Arts, Defensive Martial Arts, Dodge, Power Attack) or requires one or more feats to take it (i.e., Improved Combat Martial Arts, Improved Defensive Martial Arts, Improved Disarm, Weapon Specialization, etc.) is said to be part of a “feat tree”. Where feats like Combat Expertise, Dodge, and Power Attack are the root of a feat tree, other feats like Improved Feint, Leap Attack, and Improved Sunder are branches of their respective feat trees. This is important for players who have a character concept in mind that requires “branch” feats of a feat tree; they will need to consider taking the “root” feats to be able to access their desired branch feats down the road.

All starting characters receive one Heritage feat and any one other feat, with Human characters receiving an additional feat as part of the racial bonus of playing a Human character. Characters starting out as Hero class characters also receive the Hero’s Gift (a bonus feat or talent), and some Starting Occupations give a bonus feat as well. If generating characters of 3rd level or higher, remember that characters receive an additional feat at 3rd level and every 3 levels thereafter (6th level, 9th level, etc.).

Equipping the Characters

Much like how the classes are permitted, the equipment the PCs may take initially will be determined by the Arcane Level (AL), the Divine Level (DL), the Psionic Level (PL), and the Tech Level (TL) of your scenario. Non-magical equipment is classified from TL0 (the Stone Age) to TL9 (the Transparent Age, where technology meets magic), and in many cases is only available based on “Licensed”, “Restricted”, “Military”, or “Black Market” access.

The AL, DL, and PL of the scenario determine how readily available magic (arcane and/or divine) and psionic items are in your world. Levels of 0 (none at all), 1 (low-power very rare), and 5 (high-power very rare) should offer no magic/psionic items to start. Other Levels will offer some semblance of a magic-item market; see Level descriptions for ideas of magic/psionic items available on the market.

In worlds where the power type (i.e., arcane power, divine power, and/or psionic power) is openly available and accepted by society (i.e., Levels 2-4 for low-powered scenarios, Levels 6-9 for high-powered scenarios), the access to any such items will depend on what the item can do. If the item does not deal damage or require a saving throw or offer a spell/power resistance check because it is effectively harmless, then the item would be considered “Licensed”. If it deals non-lethal damage and/or can incapacitate a being protected by the law of the land, then it is “Restricted”. If it deals lethal damage and/or can kill a being protected by the law of the land, then it is either “Military” or “Black Market”, depending on whether the state would reasonably use such methods to arm its military. A magic shop in a lawless land always sells its wares at “Black Market” rates (and they are always very well protected too, let the would-be thief beware!).

As you will quickly realize, most equipment acquired by PCs is intended to either offset a penalty without it (i.e., a Crafting tool kit) or offers a bonus to a d20 roll (i.e., a Mastercrafted weapon). Make sure players incorporate any such equipment bonuses when setting up their character’s dashboard statistics to help maintain game flow.

Calculate Each Character’s Statistics

With all the choices each player has made for their character up until now, they should finally be able to calculate their characters’ statistics for the resolution of everybody’s gameplay decisions. By having all of these numbers calculated in advance and familiarizing the players with where their character’s modifiers are coming from, they will more easily learn the rules and how to adjust their characters on the fly as things happen to them.

The typical set of statistics for a new character are as follows;

Hit Points (HP): Hit Points determine how hard a being is to kill. It is an abstract concept, considered in measures as physical damage as well as mental fatigue. Once a being reaches zero (0) HP, then they fall Disabled and possibly Dying. Once they reach a negative number of Hit Points equal to their Constitution attribute, the being dies. Larger creatures and vehicles use Integrity Points (IP, where 1 IP is 5 HP), while the largest creatures, mechas, and starships use Capital Dice for their scale (D, 1D is 20 HP or 4 IP). In DxD20, starting characters receive maximum HP for 1st level.

Armour Class (AC): Armour Class determines how hard a being is to hit; some attacks only need to touch the being (d20 roll to hit equals or exceeds their Touch Armour Class), while most attacks need to defeat the being's armor and/or shield (d20 roll to hit equals or exceeds their Full Armour Class), which also gives how difficult it is to score a critical hit on the being.

In the T/ACTical combat system, an attack roll that is sufficient to hit a target's touch AC but not their total AC hits something intervening between the attacker and the target, usually either artificial armor, like a worn suit of armor or shield, or natural armor; scales, fur, thick skin, or the like. See the Game Mechanics section on how blows that strike armor are adjudicated.

Initiative: Initiative determines how fast a being reacts in combat. While typically a Dexterity check, and thus modified by a being's Dexterity modifier, there are certain feats, spells/powers, and abilities that give modifiers specifically for Initiative, and thus should be noted.

Combat Statistics: There are six (6) main combat statistics; Base Attack, Melee attack, Ranged attack, Defense Bonus, Parry bonus, and Dodge bonus. Base Attack bonuses are used to modify a being's melee and ranged attack rolls, while Defense Bonus is applied to a being's Armour Class, as well as to their Parry and Dodge modifiers.

The fundamental modifiers in combat for attack and defense, respectively, Base Attack and Defense Bonus are a function of class and level, representing the general offensive and defensive experience gleaned by the character over their career.

Combat-oriented classes are going to gain Base Attack modifiers fastest, typically at the rate of +1 Base Attack modifier per class level, while other non-combat classes gain Base Attack at the rate of +1 per 2 class levels. Classes that serve a secondary combat role gain Base Attack at the rate of +3 per 4 levels. Base Attack is used in calculating Grapple, Parry, and both melee and ranged attack modifiers.

Defense Bonus works a little differently, determined by both the combat orientation and the expected minimum agility of the class. This is based on the notion that classes offering better mobility will have better evasive capabilities in combat on top of any formal training. Defense Bonus is used in calculating Touch Armor Class, Parry, and Dodge modifiers.

Base Attack (BA) and Defense Bonus (DB) modifiers are generated by a being's class levels; simply look up the modifier on the class progression chart and add the results from any multiclassing together. Melee attack and Ranged attack modifiers are functions of a being's Base Attack;

Melee attack = BA + Str modifier + weapon bonus + Weapon Focus/Combat Martial Arts feat tree

Ranged attack = BA + Dex modifier + weapon bonus + Weapon Focus feat tree

Parry is a function of Base Attack and Defense Bonus, while Dodge is a function of a being's Defense Bonus and Reflex save;

Parry bonus = BA + DB + Str modifier + Weapon bonus + Defensive Martial Arts feat tree

Dodge bonus = DB + Reflex save modifier (which already includes Dex modifier) + Dodge feat tree

Saving Throws: A special type of defensive action that happens automatically, there are three (3) types of saving throw; the Fortitude save, based on Constitution; the Reflex save, based on Dexterity; and the Will save, based on Wisdom.

Fortitude save modifier = Total of Fortitude save modifiers from all classes + Con modifier + others

Reflex save modifier = Total of Reflex save modifiers from all classes + Dex modifier + others

Will save modifier = Total of Will save modifiers from all classes + Wis modifier + others

In each case, the “others” represents a host of potential effects and items that can modify one or more of a being’s saving throws (see “On Bonuses and Penalties”).

Action Points and Fate Points (AP/FP): Action Points are the currency of cool in the game. Using Action Points (and, if permitted, Fate Points) to create truly heroic moments is where DxD20 shines as an action-oriented role-playing game. There are the usual ways in which Action Points can be used to augment the action, from the basic use to offer a bonus of +1d6 to a d20 roll, to Heroic Action Points granting special heroic effects, to Fate Points allowing the player to demand a re-roll of a die when their character’s life hangs in the balance!

However, Action Points are only used in Heroic Level 1 scenarios or higher, while Fate Points are only used in Heroic Level 5 scenarios or higher; you as the GM determine the Six Levels of their scenario. Representing the indescribable essence of the Hero and their ability to perform the impossible in epic moments of fateful consequence, Action Points and Fate Points need to be carefully tracked by the player. These give the player some agency in controlling their character’s fate when the dice aren’t being kind, or when the character needs that truly heroic effort!

Action Points refresh with each new character level, based on the Action Points assigned by the class the level is taken in. For example, a Tough Hero starts out with 5 Action Points, plus one for every two character levels. The character takes a level in Fighter for their 2nd character level, and Fighters get Action Points equal to 0 + Cha modifier + ½ their character level, so the character Action Point pool, assuming they have no modifier from Cha, is 1 Action Point (for 2nd level character divided by 2 = 1). If the character then takes their 3rd level as another level of Tough Hero, their Action Point pool would refresh to (5 + ½ of 3rd level rounded down equals 1, totalling) 6 Action Points.

If your scenario is Heroic Level 5 or higher, then characters with one or more levels in a Hero class can spend their Action Points as Fate Points, permanent expenditures of Action Points that allow the player to force the re-roll of any d20 roll that affects their character. This means that the Hero can permanently spend an Action Point as a Fate Point to re-roll a missed attack roll, a failed saving throw, a failed spell/power penetration roll, or a failed skill check, or they can force an opponent to re-roll a successful attack roll, opposed skill check, or spell/power penetration roll targeting the Hero.

Fate Points require an available Action Point to be spent, and they are tracked as a negative modifier applied to the Action Point pool whenever it refreshes (i.e. each new character level). A character’s Action Point pool (AP) is contrasted with their spent Fate Points (FP) to give a result (minimum zero) of how many Action Points are actually available to the character for that level.

Thus a 3rd-level Fast Hero advances to 4th-level, having already spent 2 Fate Points in their young adventuring career; their Action Point pool (AP) would be 7 (5 + ½ of 4th level) and their Fate Points (FP) would be listed as -2, to give an AP/FP stat of 7/-2. This character has 7 – 2 = 5 Action Points to start 4th level.

Feats: As given in the Hero’s Handbook, every new character starts out with one Heritage feat and one other feat for which the character qualifies. The Heritage feat granted at 1st level is chosen from the General / Heritage Feat list. Just remember that Heritage feats can only be taken at 1st level, so advise players to choose carefully. If player wishes, they may take two Heritage feats from the Heritage Feat list initially.

Character starting out in a Hero class also get the Hero’s Gift, a bonus feat or talent from their starting Hero class. Some Starting Occupations offer a bonus feat from a limited list of options. Human characters get a bonus feat of choice as part of the racial bonus for being Human. A Human Hero character choosing the right starting occupation can have up to 5 feats to start (!).

Feats are rare and offer special abilities that need to be handily noted to be used to full effect, so advise your players to be aware of how their character’s feats work. Some give valuable modifiers to an attack form, skill, or saving throw, while others have prerequisite feats, so a character’s choice of feat should be carefully weighed.

Skills: The maximum number of skill points that can be spent on any skill is the character’s level + 4 (so 5 skill points at 1st level). An alternative method to spending all a character’s skill points right away is to allow PCs to keep any number of skill points in an unspent pool, investing them as they choose throughout the initial scenario(s). Once spent the skill points are forever assigned to that skill, but otherwise you may want to offer

players the option of spending their skill points more organically throughout the session. This is especially useful for beginning players who are unsure as to which skills they may need; you can make suggestions as opportunities that would fit their character's class(es) arise.

Skills generally fall into one or more of three broad categories; physical skills, mental skills, and utility skills. Physical skills are those skills based on the physical attributes for modifiers, such as Climb, Jump, Swim, and Tumble. Mental skills are those skill based on the mental attributes for modifiers, such as Diplomacy, Listen, Spot, and Sense Motive.

Utility skills are a subset of the mental skills, something that is done as opposed to known, typically taking a vested amount of time to use (i.e., more than a full round). Utility skills include Appraise, Computer Use, Craft, Decipher Script, Diplomacy, Disguise, Forgery, Gamble, Gather Information, Investigate, Perform, Profession, Read/Write/Speak Language, Repair, Research, Search, Survival, and Treat Injury. A character with more than a few of these skills is hoping for a good amount of non-combat (i.e. building, sleuthing, role-playing) game time.

The remainder of the category of **mental skills** (i.e., Autohypnosis, Bluff, Demolitions, Disable Device, Handle Animal, Intimidate, Knowledge, Listen, Navigate, Pilot, Psicraft, Sense Motive, Spellcraft, Spot, Use Magic Device, and Use Psionic Device) are more instantaneous in their effect, with the character knowing or feeling something with a successful skill check against the appropriate DC. A character with more than a few of these skills is looking for access to information in the moment, and likely has a character who's technically smarter than the player! As such, you should keep in mind such skills for the purpose of being able to volunteer vital information to the players. By having them make a successful skill check (typically DC 20 or higher) in the appropriate mental skill, you can provide key information to the players through their character's skill-based knowledge.

The **physical skills** include Balance, Climb, Concentration, Drive, Escape Artist, Hide, Jump, Move Silently, Pilot, Ride, Sleight of Hand, Swim, and Tumble. These skills allow a character to perform exceptional actions, typically on a round-to-round basis. A character with more than a few of these skills is hoping for a good amount of action-based (i.e. extreme sports, stealthy, combat) game time.

Another subset of skills worthy of mention are those skills with special combat-based effects; Bluff, Concentration, Escape Artist, Intimidate, Listen, Psicraft, Sense Motive, Sleight of Hand, Spellcraft, Spot, and Tumble. These skills offer special options in combat that you should be aware of, such as feinting in combat, identifying an enemy's spells or powers, avoiding surprise, and moving through an enemy's threatened area without provoking attacks of opportunity, to name a few.

When calculating final skill modifiers, keep in mind the competence bonus to any skills selected with your Starting Occupation, as well as any synergy bonuses for being competent (i.e., 5 or more skill ranks) in some skills, and possibly any equipment bonuses from the character's starting equipment.

Putting on The Final Touches

With the statistics and number-crunching out of the way, it is time to flesh out the characters.

1. What is each character's name? (Write this down.) Any family of note? (If PCs give you something irreverent or half-jokingly here, feel free to work with it to "reward" them for their input.)
2. Any allegiances or alignment? (Try to have one alignment or allegiance shared by the majority of the PCs for sake of starting party cohesion.)
3. What about motivations and goals? (Players will vary widely in how much or how little they want to develop this, but don't hesitate to run with a good storyline, thus rewarding players who help create a vivid and engaging game!)
4. Any involvement with any organizations? (Give your players a chance to create storylines that will provide you with adventure hooks.)
5. Ask each player to describe the appearance and any outward demeanor to the rest of the party. You may even consider offering a bonus XP award or bonus Action Point to those who do a good job bringing their character to life!

Of course, you will want to consider the potential impact on your scenario when it comes to allowing certain alignments, allegiances, motivations, and/or organizations. However, there's no reason you can't collaborate with the players on how their characters see themselves in pursuing their own agendas.

Ultimately, it's a group endeavor to play the game, so keep that in mind when determining character agendas; if any PC's agenda runs overtly or covertly opposed to another PC's and/or your agenda, you run the risk of compromising the enjoyment of one or more other players, including yourself. Try to avoid any obvious animosities or ulterior agendas, unless you feel that the players involved (for better or for worse in terms of their characters' fates) can still have fun in so doing. If you remember that, and you have buy-in from the players, then no matter how it goes for the characters, the players are sure to have fun!



Chapter III: The DxD20 T/Actical Ruleset and Game Mechanics

The GM should have at least a fundamental understanding of the nature of statistics and probabilities for adjudicating any dice-based game. In the case of DxD20, the action hinges on the use of a d20 roll set against a Difficulty Class (DC) as determined by the GM, based on what the player character is attempting to do. In many cases (such as with saving throws and certain skills), the DC is already given. More generally, the DC of an action is determined on a scale in increments of 5, as given here (with examples of equivalent actions).

Difficulty Class Examples

Difficulty Class (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 simple machine to break down (Disable Device)
Challenging (20)	Swim in stormy weather (Swim)
Formidable (25)	Pick an average lock (Open Lock)
Heroic (30)	Leap across a 30ft chasm (Jump)
Nearly Impossible (40)	Track a lone target across hard ground after a day of rain (Survival)

Where an action is being opposed by another, the DC of the attempted action is determined by the other individual in attempting to counter that action. Here is a list of common opposed DC skill checks.

Opposed Check Examples

Task	Skill	Opposing Skill
Con someone	Bluff	Sense Motive
Pretend to be someone else	Disguise	Spot
Create a false document	Forgery	Forgery
Hide from someone	Hide	Spot
Sneak up on someone	Move Silently	Listen
Steal a pocketed item	Sleight of Hand	Spot
Tie a prisoner securely	Use Rope	Escape Artist

Combat is a series of opposed DC checks; attack rolls are against the target's Armor Class (AC), parry and dodge rolls are against the attack roll result that they are attempting to avoid, and saving throws are against the DC of the attacker's spell or power. Here is a sample of actions typically performed in combat.

Combat Check Examples

Task	Type of Check	Difficulty Class (DC)
Attack someone	Attack roll	Target's Armour Class (AC)
Resist a mind-affecting effect	Will save	Effect's DC
Resist a poison or life-draining effect	Fortitude save	Poison or Effect's DC
Avoid a damaging area effect like an explosion	Reflex save	Area Effect's DC
Break an object in half	Strength check	Object's Break DC
Try to pin, or avoid being pinned by, someone	Grapple check	Grapple check
Try to parry an incoming melee attack	Parry roll	Attack roll
Try to dodge an incoming attack	Dodge roll	Attack roll
Determine who moves first in an encounter	Dexterity check	Special (vs. each other combatant)

What is Action Economy?

“Action economy” is the term for how much a character can accomplish within a certain timeframe. For each of the skill and/or combat checks given above, there is some amount of time and focus required to complete performing said skill / combat check. Insofar that the DxD20 combat round is considered roughly 6 seconds in length (thus 10 rounds in 1 minute), there is only time to do so much in the context of combat; for example, a character would never begin crafting an item in the middle of battle!

Most combat checks take a full round action (6 seconds) or less, meaning a character may be capable of performing several actions simultaneously during a round. Generally speaking, a character can perform one **standard action**, one **move action**, one **swift action**, and one or more **free actions** each round (note that an immediate action is a special type of swift action, and an immediate free action is a special type of free action). The actions are resolved in whatever order the character wishes.

Unless immobilized, a character who does not actually move on the grid when spending their move action (performing a full-round action or drawing a weapon, for example) can always take a 5' step as part of their move action. Such a move does not provoke attacks of opportunity.

In every case except when using an immediate action, actions must be declared on the character's initiative. The actions are resolved in whatever order the character wishes. Note the difference between an action considered a full-round action and a spell or power that takes 1 round to cast / manifest; a full-round action resolves immediately at the cost of the character's current standard action and move action, whereas a spell or power that takes 1 round to cast / manifest resolves at the beginning of the character's next round.

Action economy is one of the key methods by which balance is maintained, and it should always be carefully considered when creating your own spells, powers, and abilities for DxD20. Making any ability available as a free or immediate action should be very rare, as most meaningful actions require time and focus. Powerful effects or those requiring intense concentration should likely take a full-round action to manifest and/or to maintain balance. However, in most instances an action should be considered a standard action for action economy purposes, unless it exclusively involves a type of movement, in which case it should be considered a move action. Every skill, spell, and power is given with a timeframe requirement; see its description for details.

Table: Action Types and Typical Examples

Action Type	Example Action
Full-Round	Full attack action, manifest an Astral Construct, cast a Monster Summoning, move up to 4x speed
Standard	Swing/fire a weapon, cast / manifest a spell / power, use an item or skill, take a(nother) move
Move	Move up to your maximum speed, jump / climb / swim / tumble, ready a parry or dodge
Swift	Cast a spell or use a power that only takes a swift action, such as a quickened spell or power
Free	Talk or use telepathy, make a Knowledge skill check to see if your character knows something
Immediate	Cast <i>Feather Fall</i> , use Spellcraft / Psicraft in combat, resolve a readied parry or dodge attempt

Full-Round Action: If an action is a full-round action, then it takes both the character's move action and their standard action that round to perform the full-round action. A character who takes a full-round action still has one swift action and one or more free actions available to them that round.

Note the difference between an action considered a full-round action and a spell or power that takes 1 round to cast / manifest; a full-round action resolves immediately at the cost of the character's current standard action and move action, whereas a spell or power that takes 1 round to cast / manifest resolves at the beginning of the character's next round.

Standard Action: A standard action is the typical cost / timeframe for most actions that aren't purely movement in nature. Most attacks or effects cost a standard action to roll attacks or force others to make saves. Standard actions can be spent as move actions, offering a character or creature the equivalent of two move actions in the same round.

Move Action: A move action typically gives a character or creature the ability to move on the grid up to their full movement rate. In combat scenarios using maneuverability ratings (see below), the movement rate along with the creature or vehicle's maneuverability will determine how much it is capable of doing in one round. Also, move actions can be spent to allow characters and creatures to ready a parry or dodge against an opponent's anticipated attack. At the vehicular scale, the distance travelled in a round is based on the vehicle's speed, and that distance is

moved over the course of two move actions, each one consisting of one-half the distance to be travelled based on the vehicle's speed. At the stellar scale, a starship has two move actions and one standard action each round.

Free 5-foot move: Unless immobilized, a character who does not actually move on the grid when spending their move action (performing a full-round action or drawing a weapon, for example) can always take a 5-foot step as part of their move action. Such a move does not provoke attacks of opportunity.

Swift Action: Taking but a moment of thought, almost instinctive, the swift action is a fraction of time, and thus significantly fewer actions fall into this timeframe. Quickened spells and powers are swift actions, happening with but a gesture or glance and allowing the spellcaster / manifester to still perform other actions. Similarly, characters trained in parrying (Defensive Martial Arts feat) and/or dodging (Dodge feat) react with honed instincts to incoming attacks.

Free Action: Free actions are autonomic in nature, like whether the character knows something that the player doesn't, or they can be done while doing other actions, like talking to others or using telepathy. There are other types of free actions, and with the GM's approval, two or more free actions may be performed in the same round, within reason. Characters with improved parrying (Improved Defensive Martial Arts feat) and/or dodging (Improved Dodge) capabilities ready their parry and dodge as free actions (and yes, both can be readied in the same round!).

Immediate Action: An immediate action is a special type of swift action that can be done when it's not the character's normal turn in the initiative order. Purely reactive nature, the immediate action costs the character or creature its swift action on its next round; if they have already performed an immediate action and do not have a swift action from their next round to expend, then the second immediate action cannot be performed. The use of an immediate action should be tracked with a marker of some sort, representing the expenditure of the character's swift action for the upcoming round, but it does not change their order in the initiative. Casting the spell feather fall is the most common example of an immediate action, but several psionic powers can also be manifested as an immediate action.

Immediate Free Action: Characters with advanced training in parrying (Advanced Defensive Martial Arts feat) and/or dodging (Advanced Dodge) declare their dodge and/or parry attempts as immediate free actions; unlike slower parry and dodge declarations that must be made on the character's initiative, these options allow the character to declare which attack they wish to attempt to dodge / parry as an immediate free action. The action does not cost them their next swift action, nor does it change their order in the initiative.

If the original system of D&D 3.5 / d20 Modern / d20 Future is considered the "classic" ruleset, then the DxD20 synthesized ruleset should be considered the "T/Actical" ruleset. Using some of the subtle dynamics offered by the existing d20-based system for attacking and defending, the T/Actical system gives a more realistic, nuanced interpretation of what the dice tell us.

The DxD20 ruleset uses the existing mechanics of the classic system, such as Touch Armor Class and Hardness, elaborating upon them for the purposes of adjudicating not only when an attack hits, but where it hits as well. Now the attack roll result informs as to whether the attack hit the character directly, or their armor (or shield, if used). The synthesis of the existing D&D 3.5 and d20 Modern systems has brought the Defense Bonus (DB) into the equation, allowing for new dynamics such as dodging and parrying.

The combination of these changes brings some realism to the classic system that otherwise sees combats degenerate into trading dice rolls and treats armor as indestructible. With the tactical option of dodging and/or parrying during combat, players stay engaged as they must weigh the timing of their defensive actions. With armor suffering damage, the game offers a grittier, more authentic feel, which also opens the way for rules concerning the realistic use of power armor (!).

Moving Around in Your World

Now that the PCs have been generated, and you have your scenario prepared, it's time for the PCs to go after it! But where are they going? Is it an urban adventure filled with intrigue, exploring the halls of power to ferret out a threat, or is it a wilderness adventure, finding a lost temple or crypt and dealing with the threats contained therein? Either way, your PCs are going to have to move around to accomplish their objectives.

Movement is a crucial part of the game. From determining what is and isn't possible in combat, to figuring out how long a voyage is and how it's going to be traversed, movement is a big part of the scenario. In

combat a PC's choice of where to move can be strategically vital in terms of who can see them, how badly they can possibly get surrounded, who they can hope to help or support, and a host of other battle variables. In overland travel, a party's method of travel will determine how fast they can get somewhere (which can be a factor in time-sensitive scenarios), and it will determine what possible random encounters they may face.

In DxD20, there are 3 scales of movement; personal scale, where one hex equals 5 feet; the vehicular or chase scale, where one hex equals 50 feet; and the starship or stellar scale, where one hex equals 250 feet. In the case of ground-based movement, creatures and vehicles have a terrestrial maneuverability, which determines how easily they can move about on the ground. For aerial movement, creatures and vehicles have an aerial or flight maneuverability, which determines whether they can hover, how much forward movement they may need to maintain altitude, how easy it is to turn or climb, etc. Both are important for calculating how much a creature or vehicle can do movement-wise in one round.

The Personal Scale of Movement

The personal scale of movement, sometimes referred to as "character scale" is the scale of Medium-size individuals. Most combat for Fine to Colossal creatures is resolved at the personal scale. Movement is very straightforward, with most creatures having at least Average terrestrial maneuverability, and few considerations for turning or facing.

For medium-sized creatures at this scale, using tactical movement can be optional if you would rather not have to contend with the logistics. If the "theatre of the mind" is being used, then movement should be kept as simple as possible, and considerations for terrestrial maneuverability are purely optional. Flight maneuverability should still be used in a theatre of the mind, even if only for comparative purposes (i.e., the advantages a good flyer has over an average one during an aerial combat). As a strategic combat simulator, however, it is recommended to use facings and flanks for purposes of movement and combat at the personal scale.

The Vehicular Scale of Movement

The vehicular scale of movement, sometimes referred to as the "chase scale", is the scale of fast-moving vehicles. In a sense, it overlaps the personal scale of movement, being resolved on a 50-foot hex scale owing to the speeds involved. As such, vehicular scale combats tend to leave personal scale combats standing around, while vehicles or sufficiently-fast creatures race around engaging each other on the move.

The hexes are on a 50-foot scale, as this is an easy multiple to work with, and moving at 50 feet per round is the approximate equivalent of 10 km (6 miles) per hour. Because of the fluid nature of a moving combat, as well as the size of the hexes, more than one vehicle or creature can be in a hex at the same time. In fact, some maneuvers such as ramming and sideswiping another vehicle require that a vehicle enter another vehicle's hex. However, two vehicles can be in the same hex and not necessarily come into contact with one another.

In many cases, vehicular combat consists of passengers shooting from various positions of the vehicle they're in at exterior targets. Similarly, some vehicles have mounted weapon systems with front-facing or otherwise-limited firing arcs. Depending on a vehicle's method of propulsion and design, its maneuverability can range from clumsy to perfect (although very few vehicles have perfect maneuverability), meaning it is only capable of certain movements based on which way it's facing. For these reasons, facing is important in vehicular scale combat. Like the personal scale, even if you're using the theatre of the mind for a high-speed chase, maneuverability can at least be used as a starting point to envision what a vehicle may or may not be capable of at various speeds. But as a tactical combat simulator, maneuverability and how it can allow you to change your vehicle's facing can prove pivotal on the battlefield.

In vehicular scale movement, how far the vehicle can move in a round is dependent on what speed category the pilot has selected. Whatever speed the pilot has declared they're moving in a round, the pilot has the option of using none, half, or all their move before using their standard action.

The vehicle's pilot with the highest initiative goes first (although in some cases it is tactically advantageous to delay and see what others are doing first). They have the option of using their standard action

now, otherwise the pilot declares their speed category for the round (either the same, one speed category lower, or one speed category higher), how far they intend to move based on their chosen speed category, and then they move half the distance of their declared speed (rounded down if accelerating, rounded up if decelerating) for this round. Then the next-fastest vehicle has their initiative, with the option for that vehicle's pilot to take their standard action now, otherwise they declare their speed and take half of their move action, and so it goes until the slowest vehicle's pilot goes last, and every vehicle has moved half their declared move for the round, with each having had the option to use their standard action. Any aspect of the pilot's chosen movement may invoke a Drive, Pilot, or Ride check, as appropriate according to the GM.

Then the initiative returns to the top; again, the vehicle's pilot with the highest initiative has the option to use their standard action if they haven't already done so, but if they already have or if they don't want to use it now, they still must complete the second half of their declared movement for this round (rounded up if accelerating, rounded down if decelerating) at this point. Likewise, the next-fastest vehicle's pilot has the option of using their standard action now if they haven't already done so or waiting to use it at the end of the round, but they too also move their vehicle equal to the second half of their declared movement. Again, every vehicle involved in the chase from fastest to slowest has the option of using the pilot's standard action now, or simply completing the second half of their declared movement. Furthermore, any aspect of the pilot's chosen movement may invoke a Drive, Pilot, or Ride check, as appropriate according to the GM.

Finally, back to the top of the initiative to complete one full round (six seconds) of action, the fastest vehicle's pilot uses their standard action now if they haven't already done so for this round, otherwise their round is finished. Similarly, each vehicle's pilot, from fastest to slowest, has one final chance to use their standard action this round if they haven't already done so before starting a new 6-second round.

Note that at the chase scale a vehicle pilot can always execute any number of simple maneuvers and one (1) stunt at any time throughout their movement as part of their move action, whether it's the first half or the second half of their movement. If the pilot wishes, they have the option of expending their standard action to perform a second stunt at any point during their movement, assuming they haven't used their standard action on anything else.

Passengers still perform any move action as normal, in full, either during the 1st half of the vehicular scale round, or during the 2nd half of the round. Similarly, passengers use their standard action either at the beginning of the round, in the middle of the round, or at the end of the round, on their initiative.

The Stellar Scale of Movement

The stellar scale of movement, sometimes referred to as the "starship scale", is the scale of space-faring vehicles, typically having hardness scores of 20 or more and hit points into the thousands (which is why we use capital dice, D, in such cases, to keep the math easier). On the stellar scale 1 hex represents 250 feet. The Colossal size of the personal scale is the Ultralight-Colossal size of the stellar scale, with ever-larger Colossal tiers up to the Superheavy-Colossal size category.

Starship combat almost always occurs on the stellar scale, with the exception of starfighters dogfighting, which can sometimes take place at the vehicular scale when it occurs in tight quarters like a cityscape or a high-traffic area where collisions can easily occur. Otherwise, even starfighter dogfighting happens on the stellar scale. Facing is critical on the stellar scale, with a starship's flanks each having their own capital dice pool, and flanks reduced to zero give attackers access to damage the ship's infrastructure (IS). Once a starship's infrastructure reaches zero capital dice (OD), the ship is disabled. For this reason, movement and facing are crucial tactical factors in starship combat.

Stellar scale movement during a combat round happens very similarly to movement at the chase scale. Initiative is determined (a Dexterity check for single-crew vehicles, a Charisma check for starships with captains and crews), and the starship with the highest initiative goes first. Each round, a starship's captain (or pilot in lieu of a captain) has one standard action and two move actions, along with the usual swift action and free action(s). The main difference is that speeds can vary significantly at the vehicular scale, happening anywhere from alley speed

to all-out speed, which affects how many hexes the vehicle can move in the round, whereas stellar scale movement offers up to the starship's maximum tactical speed every round, with no considerations for acceleration or deceleration, owing to the conditions of space and advanced propulsion technologies.

For more details on each scale of movement, see the rules for personal scale movement in the DxD20 Hero's Handbook, the rules for vehicular scale movement in the "[Vehicles](#)" section of this book, and the rules for stellar scale movement in the "[Starships](#)" section of this book.

Hex-Based Movement and Combat

DxD20 uses the hex as a fundamental space, as opposed to the square grid. The basic hex in personal scale combat (Diminutive to Colossal sizes) is a 5-foot wide hex, the typical space for a Medium-sized creature, while the basic hex in stellar scale combat (Ultralight-Colossal to Superheavy-Colossal sizes) is a 250-foot wide hex, the typical space for an Ultralight-Colossal starship. Creatures and vehicles occupying spaces larger than the basic hex occupy a "polyhex", a central hex with 1 or more rings of hexes around it, while creature and vehicles occupying spaces smaller than the basic hex occupy a "microhex", a fraction of the basic hex.

A polyhex is noted as an " n -polyhex", where n is the total number of layers to the polyhex, with $n=1$ being the basic hex. So, a 2-polyhex is the central basic hex with the ring of 6 adjacent hexes, a total of 7 hexes, the typical space for a Large creature or a Light-Colossal starship. A 3-polyhex is the central hex with the ring of 6 adjacent hexes, and the 12 hexes adjacent to those six hexes, for a total space of 19 hexes, the typical space for a Huge creature or a Mediumweight-Colossal starship. A 4-polyhex is a 3-polyhex with the adjacent 18 hexes for a total of 37 hexes, the typical space for a Gargantuan creature or a Heavy-Colossal starship. A 5-polyhex is a 4-polyhex with the adjacent 24 hexes for a total of 61 hexes, the typical space for a Colossal creature or a Superheavy-Colossal starship.

A microhex is noted as an " n -microhex", where n is the number of inner layers to the basic hex, with $n=1$ being the basic hex. So, a 2-microhex is roughly $1/7^{\text{th}}$ of the basic hex, the typical size for a Small creature or a Gargantuan starship. A 3-microhex is roughly $1/19^{\text{th}}$ of the basic hex, the typical size for a Tiny creature or a Huge starship. A 4-microhex is roughly $1/37^{\text{th}}$ of the basic hex, the typical size for a Diminutive creature or a Large starship (almost non-existent but included for completeness). A 5-microhex is roughly $1/61^{\text{st}}$ of the basic hex, the typical size for a Fine creature or a Medium-sized starship (again, like the concept of the Large starship only included for completeness). As shown here, the Medium-sized 5-foot hex is the 5-microhex of the stellar-scale 250-foot hex.

Facing and Maneuverability

Every creature and vehicle has a movement rate, given in feet and in hexes appropriate to its scale. Unless otherwise noted, every creature also has a front facing, a left and right facing, and a rear facing. Similarly, every starship has a fore facing, a port and starboard facing, and an aft facing. These facings are used to determine movement in combat, and at the stellar scale they are used to determine movement and combat.

At the personal scale, a creature or vehicle's facing are important when determining their movements. Whenever a creature or vehicle has a maneuverability rating less than "perfect", it costs the creature or vehicle hexes of movement to turn and change their facing. A creature's / mecha's terrestrial maneuverability ratings are determined by its Dexterity score.

Table: Terrestrial Maneuverability by Dexterity Attribute

Dexterity Attribute	Terrestrial Maneuverability
1-5	Clumsy
6-9	Poor
10-12	Average
13-19	Good
20+	Perfect

For creatures and vehicles with less-than-perfect maneuverability, changing facing costs a number of hexes of movement equal to the (micro/poly)hex size of the creature or vehicle changing its facing. As an example, a 1-hex Medium-sized creature with Good maneuverability pays 1 hex of movement to pivot up to 180 degrees, an about-face. However, a Medium-sized creature with Poor maneuverability would have to pay 2 hexes of movement to make an about-face; 1 hex for the first 120 degrees, and another hex for the remaining 60° to complete the about face.

Similarly, a 2-polyhex creature or vehicle with Average maneuverability must spend two hexes of movement to pay the movement cost for a change of facing, while a 3-polyhex creature or vehicle must spend three hexes of movement for a change of facing. For natural movement modes, a creature with an average Dexterity can do a 180° turn, an about-face, for n hexes of movement, where n is equal to the creature's space (the n for " n -polyhex" or $1/n$ for " n -microhex" spaces).

Table: Terrestrial Maneuverability

Maneuver	Perfect	Good	Average	Poor	Clumsy
Sidestepping ¹	Full speed	$\frac{3}{4}$ speed	$\frac{1}{2}$ speed	$\frac{1}{2}$ speed	$\frac{1}{4}$ speed
Maximum reverse speed ¹	$\frac{3}{4}$ speed	$\frac{1}{2}$ speed	$\frac{1}{2}$ speed	$\frac{1}{2}$ speed	$\frac{1}{4}$ speed
Free turn in motion	Any	120° per n hexes	120° per n hexes	60° per n hexes	60° per n hexes
Pivot / turn in place	Any (no hex cost)	180°/ n hexes	180°/ n hexes	120°/ n hexes	120°/ n hexes
Down/up angle ²	60°	45°	30°	30°	15°
Down/up speed ²	Full	Half	Half	Half	Half

¹ Burrowing does not typically allow for moving backwards or sidestepping, GM's discretion.

² Walking only; angles of ascent or descent 60° or greater are considered walls or ledges and thus require the Climb skill. Angles less than 60° but greater than the angle allowed by the creature's maneuverability require a Balance DC 10 skill check to travel greater than half speed.

By the chart above, it costs a Medium-sized (1 hex) creature with Good or Average ground maneuverability 1 hex to make a 180° turn, but by the same token they can turn 120° with no hex movement cost. For a Medium-sized creature with Poor or Clumsy ground maneuverability, it costs 1 hex of movement to turn 120°, but they can turn 60° at no hex movement cost. A creature with Perfect ground maneuverability can pivot 180° with no hex movement cost. If the creature moves forward into a new (micro/poly)hex, then they are entitled to make another free turn. A creature making two or more turns on the same space is effectively pivoting. Sidestepping or moving in reverse out of an opponent's threatened area provokes attacks of opportunity, unless withdrawing (a full-round action).

Creatures and vehicles capable of flight have more considerations when considering maneuverability, largely owing to the aerodynamic requirements necessary to keep a flying creature or vehicle aloft. For this reason, a creature's flight maneuverability will not necessarily be related to their Dexterity attribute.

Table: Flight Maneuverability

Maneuver	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Half	Half	Half
Hover	Yes	Yes	Yes	No	No
Fly backward	Yes	Yes	No	No	No
Maximum reverse speed	Full speed	$\frac{1}{2}$ speed	—	—	—
Free turn in motion	Any	120° per n hexes	120° per n hexes	60° per n hexes	60° per n hexes
Pivot / turn in place	Any (no hex cost)	120°/ n hexes	60°/ n hexes	No	No
Maximum turn per round	Any	Any	120°	120°	60°
Up angle	Any	Any	90°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0 ft.	0 ft.	5 ft.	10 ft.	20 ft.

Minimum Forward Speed: If a flying creature or vehicle fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the

creature or vehicle to the ground, the pilot must succeed at a Pilot check (DC 20) to recover. Otherwise, it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Maximum Reverse Speed: How fast the creature or vehicle can maintain a facing and start flying backward.

Free Turn in motion: How much the flying creature or vehicle can turn after covering the stated distance.

Pivot / Turn in Place: Any creature or vehicle with less than perfect maneuverability must spend some of its movement to turn in place. Any angle turn less than the angle given can be taken at no movement cost.

Maximum Turn: How much the flying creature or vehicle can turn in any one space.

Up Angle: The angle at which the flying creature or vehicle can ascend.

Up Speed: How fast the flying creature or vehicle can ascend.

Down Angle: The angle at which the flying creature or vehicle can descend.

Down Speed: A flying creature or vehicle can descend at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flying creature or vehicle must fly level for a minimum distance after descending and before ascending. The distance required is 5 feet per n -polyhex space of the creature or vehicle at the personal and vehicular scales, and it is 250 feet per n -polyhex space of the creature or vehicle at the stellar scale. Any flying creature or vehicle can begin descending after an ascent without an intervening distance.

Vehicles and Maneuverability Classes

Vehicles, as artificial extensions of the pilot's body, require a Balance, Ride, Drive, or Pilot skill check typically (some vehicles offering multiple modes of movement may require two or more at different times), all of which are Dex-based skills. A vehicle's maneuverability, depending on its composition, can have poor or even clumsy maneuverability, meaning the vehicle can only do so much, regardless of the pilot's skill modifier or personal maneuverability based on their Dexterity attribute. For this reason, a vehicle's ability to maneuver can become crucial in certain scenarios, especially in combat and chase scenes!

Table: Skills Required for Vehicles

Type of Vehicle	Required Skill
Bicycle, hoverboard, unicycle	Balance
Motorcycle, mount	Ride
ATV, automobile, tank, truck	Drive
Hovercraft, mecha, planes, power armor, starships	Pilot

Because the mode of movement vehicles offer is not a "natural" mode of movement for the pilot, maneuverability is a consideration in how agile the vehicle can change its facing, which is a consideration in determining where the vehicle's (occupant's) weapons can aim. Some vehicles have fixed-mount weapons that can only shoot in one direction, while other weapons have firing arcs that allow them to shoot in multiple directions. Thus, to bring such weapons to bear against a target, the vehicle must change its facing to do so.

Facing is also important in combat. A creature or vehicle with melee weaponry only threatens hexes in front and on either side of it; their rear hexes are not threatened. Similarly, a creature or vehicle is considered flanked by an opponent attacking them from a rear hex, unless they have a way to see the opponent attacking from the rear to be able to protect themselves. If they haven't moved in the round, Medium-sized and smaller creatures can use their free 5-foot move to pivot, up to their maximum pivot distance based on their terrestrial maneuverability class.

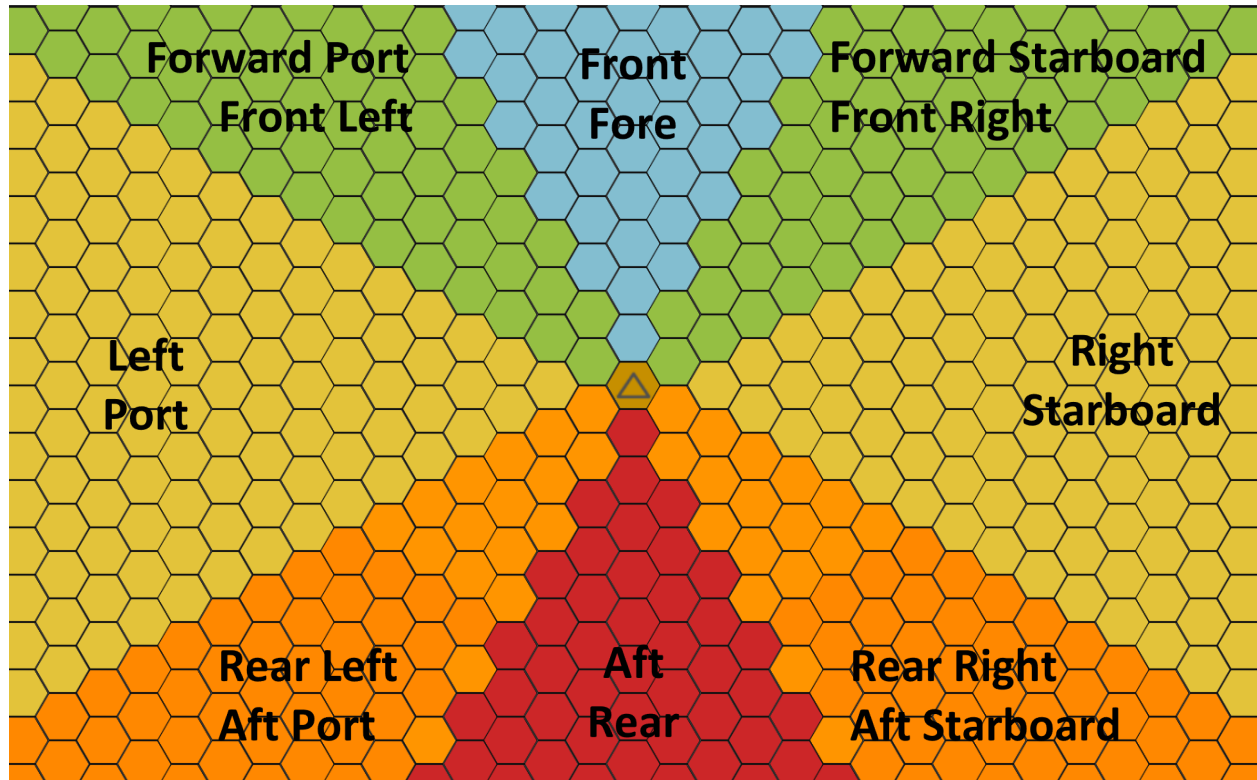
Optional Rule: Facings for Weapons and Shields

If desired, the areas that weapons can be used to attack and that shields can be used to defend are dependent on the hand / limb holding the weapon or shield. If a weapon is held in the right hand, it can be used to attack any target within its threatened area on the right side or in front of it. If a weapon is held in the left hand, it can be used to attack any target within its threatened area on the left side of it or in front of it. Similarly for a

shield, the shield's bonus to AC can be used against any attack from the same side as the shield or from the front of the bearer.

If using this rule, the feat Weapon Focus should allow the weapon to be used on the opposite flank as well (so if the weapon is being held in the right hand it can be used to attack a target on the left side, and vice versa). Similarly, the feat Shield Parry should allow the shield to be used on the opposite flank to defend its bearer.

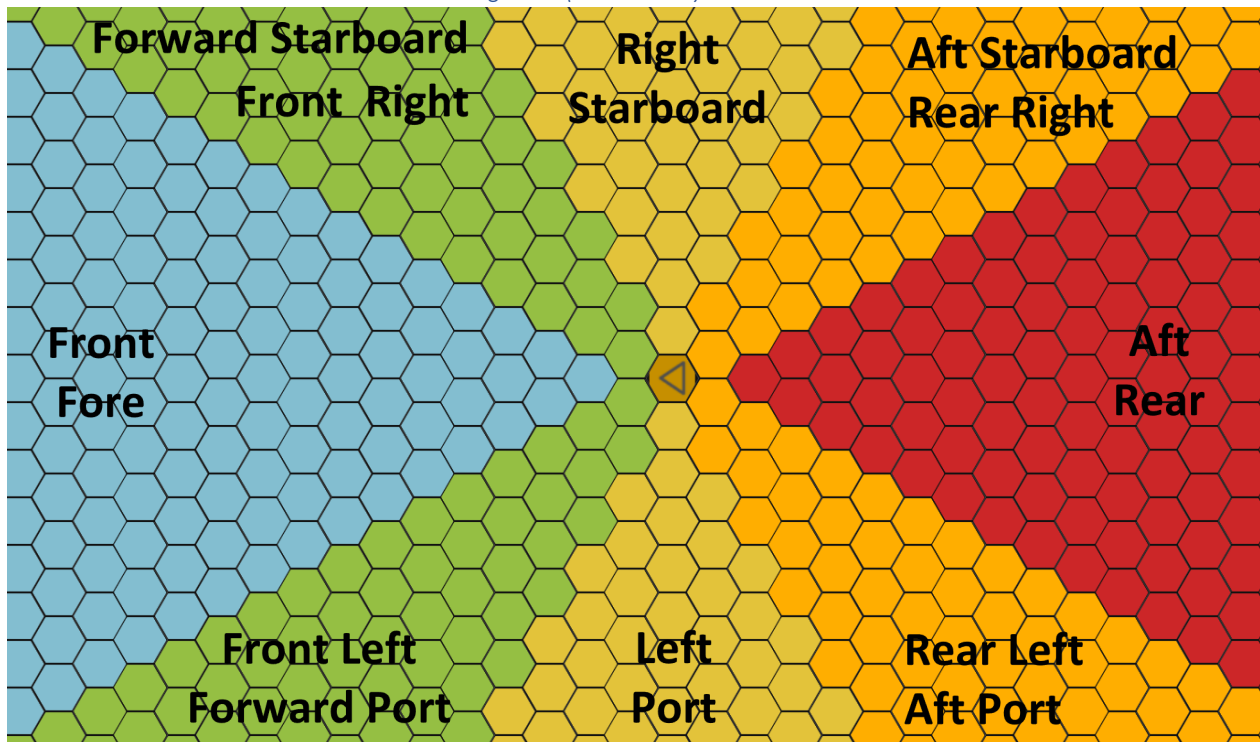
Hex Grid with Associated Flanks and Firing Arcs (North-South)



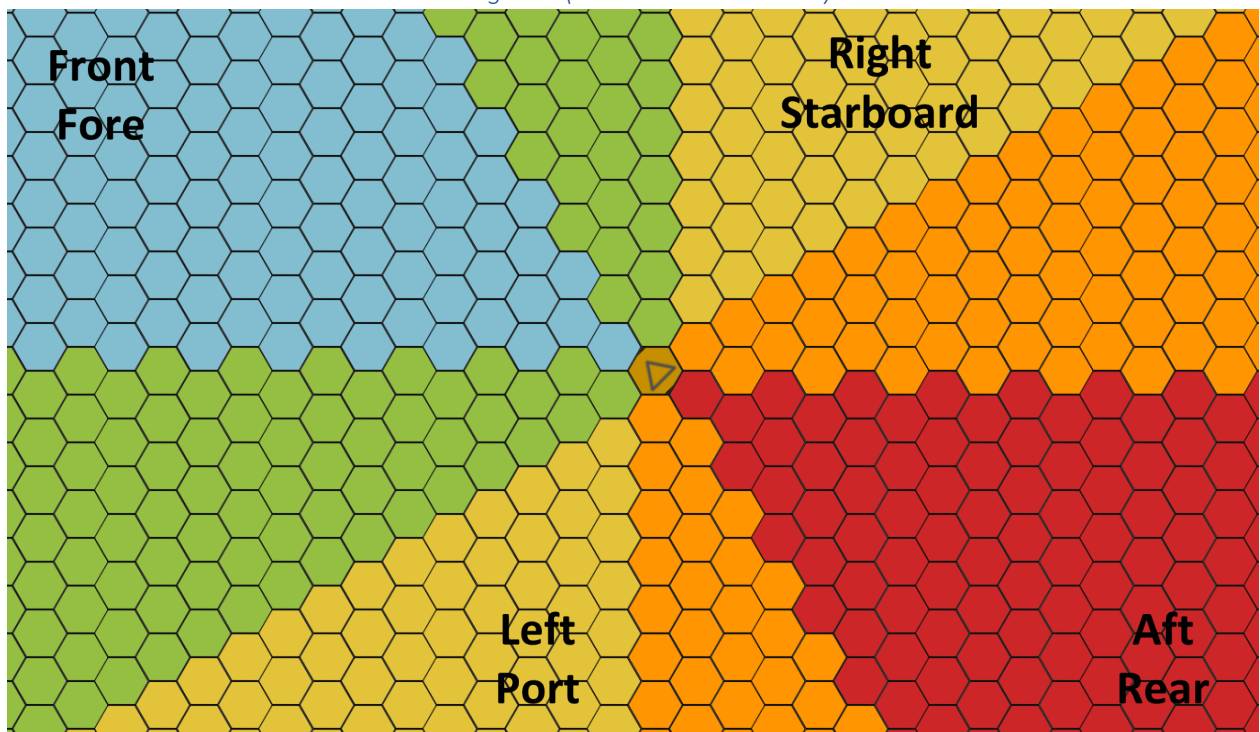
This is based on a Medium-sized Creature / Ultralight Starship 1-Hex scale. Blue and green hexes: can attack, and be attacked from, the Front / Fore; yellow with adjoining green and orange hexes: can attack, and be attacked from, the Left / Port or Right / Starboard, as appropriate; red and orange hexes: can attack, and be attacked from, the Rear / Aft. These are the firing arcs for a creature / vehicle / mecha / starship facing north; just flip the grid configuration when facing south.

Here is the hex grid configuration for firing arcs based on a creature / vehicle / mecha / starship facing west; again, for the grid configuration for something facing east, just flip the grid configuration for the west-facing configuration.

Hex Grid with Associated Flanks and Firing Arcs (West-East)



Hex Grid with Associated Flanks and Firing Arcs (Northwest-Southeast)



Like the other hex grids, the northwest-southeast grid is flipped along the vertical axis to give the northeast-southwest grid, and it is flipped along the horizontal axis to give the southwest-northeast grid. When flipped along both the vertical axis and the horizontal axis you have the southeast-northwest grid.

Starship Facings and Infrastructure

Every starship has 5 basic locations for damage; the 4 outer facings, known as the front ("fore"), the rear ("aft"), the left side ("port"), and the right side ("starboard"), as well as an internal Hit Die total, known as the "infrastructure" (IS). Every starship's Hit Dice (HD) are divided evenly between these 5 locations, with any remainder assigned to the Infrastructure. Thus, every starship's facings are designated as follows, based on the polyhex it occupies; Fore (front), Forward Port (front left), Forward Starboard (front right), Aft (rear), Aft Port (rear left), and Aft Starboard (rear right).

The hex an attack originates from will determine which side of the starship is hit by the attack. A forward-facing weapon can fire on any hex within the arc ranging from the forward-port hex to the forward-starboard hex, and any attack originating from any of those hexes can target the front of the starship. Similarly, a rear-facing weapon can fire on any hex within the arc ranging from the aft-port hex to the aft-starboard hex, and any attack originating from any of those hexes can target the aft of the starship. The arcs of the port and starboard sides are identical, ranging from the forward to aft on their respective sides.

Damaging and Disabling a Starship

Most starship weapons deal damage in capital dice (D), increments of 20 HP. Only a full increment of 20 HP counts as a capital die of damage (1D). Put another way, a single attack must inflict 20 or more points of damage to count as a capital die of damage; multiple lesser attacks that add up to 20 or more points of damage do not constitute capital damage. Furthermore, most starships have stellar-scale armor offering 1D or 2D Hardness to resist damage. Thus, in most cases, an attack must deal at least 40 points of damage, 2 capital dice of damage, to damage a starship with 1D Hardness; 20 points / 1D to overcome the ship's hull hardness, and 1D to inflict 1D of damage to the ship. Similarly, an attack must deal at least 60 points of damage (3D) to inflict 1D of damage to a starship with a Hardness of 2D.

In order to disable a ship, its infrastructure must be reduced below 0D; this represents the destruction of the ship's critical operating systems, rendering it effectively useless. Normally, a ship's infrastructure can only be damaged if one of its sides has been breached, which is to say, when one of its sides has first been reduced to 0D. This represents a hull breach that can now be exploited in destroying the ship's vitals. Once an outer facing of the starship (aft, fore, port, or starboard) has been reduced to 0D, attacking ships can begin damaging the ship's infrastructure by targeting attacks on the destroyed facing. When a starship's infrastructure is reduced to 0D, it is "disabled"; once it is reduced to $-(\frac{1}{2} \text{ IS})\text{D}$ or less, begins "breaking apart" (as per the rules in d20 Future).

However, a starship's infrastructure can be damaged before reducing one of its outer facings to 0D; whenever an attacking ship scores a critical hit on a starship, it assigns $\frac{1}{2}$ of the inflicted damage to the infrastructure, with the remaining multipliers being assigned to the outer facing upon which the critical hit was scored. Also, attacking the ship from within, either through sabotage or boarding party, inflicts damage directly to the starship's IS. This represents an attack that has breached the hull of the ship and damaged the ship's interior, usually causing casualties and/or systems damage.

T/ACtical Armor Class

In DxD20, a character's Armor Class (AC) is represented as T/AC, which is their touch AC (T) compared to their total AC (AC). This gives the range of attack results that hit the character's armor versus hitting the character directly. Touch AC is the minimum result required to make contact with the character, while total AC is the minimum result required to make contact with an unarmored part of the character and the minimum result required to confirm a critical hit against the character.

$$\text{T/AC} = \text{Touch AC} / \text{Total AC}$$

For example, a 1st-level Strong Hero (+1 Defense Bonus) with a 12 Dex (+1 Dex modifier) who has the Heavy Armor Proficiency feat opts to wear full plate armor (+8 equipment modifier to AC, Hardness 10, HP 40). This character's touch AC is base 10 + Defense Bonus (+1 in this case) + Dex modifier (+1), touch AC 12. Adding the

+8 equipment modifier from the character's full plate, we calculate the Strong Hero's total AC at 20. Thus, this armored hero's T/AC is 12/20.

Touch AC = 10 + Defense Bonus (DB) + Dex modifier + other possible modifiers

Total AC = Touch AC + Equipment (Armor and/or Shield) bonus + Natural AC + possible others

What does that mean? It means that any attack result of 11 or less misses, a result of 12 to 19 hits the character's full plate, and a result of 20 or better hits the character directly. When the attack hits the armor, it still deals damage as normal, but now the damage is reduced by the armor's Hardness (in this case, 10 points), and the remainder is applied to either the armor's HP or to the wearer's HP. Where the damage is applied is decided by the wearer if they are proficient in the worn armor or determined by the attacker if the wearer is not proficient.

Now consider the 1st-level Fast Hero (+3 DB) with an 18 Dex (+4 modifier) who has Light Armor Proficiency wearing a suit of leather armor (+2 equipment modifier, Hardness 2, HP 10). Let's say this Fast Hero has also taken the Dodge feat (+1 dodge modifier to AC, meaning it applies to both touch AC and total AC). This character's T/AC is 18/20, meaning to-hit results of 17 or less miss completely, 18-19 hits the character's leather armor (Hardness 2) with the remainder of the damage being applied to either the character or their armor (proficient character's choice), and a result of 20 or higher does its damage to the Fast Hero directly.

This Fast Hero gets hit 30% less often than the Strong Hero given above (Touch AC 18 versus Touch AC 12). However, when the Fast Hero is hit it is usually direct damage (with a range of only 2 results to hit the armor 18-19), and even if it does hit the armor it offers little protection (2 Hardness, 10 HP). Put another way, the Strong Hero gets hit 30% more often than the Fast Hero, but in those instances the blow is hitting the full plate (10 Hardness, 40 HP), damaging the Strong Hero significantly less, if at all.

As seen here, touch Armor Class is easier to hit than total Armor Class, as it ignores natural modifiers from thick skin, scales, or the like, as well as ignoring equipment modifiers to AC like armor and shields. This means that successful hits occur more often using the T/ACtical ruleset. However, this increase in hitting is offset by the fact that the armor absorbs (some of) the damage, plus characters can possibly parry and/or dodge in DxD20 combat.

Natural Armor

A natural AC bonus gives a character a natural Hardness rating of 1 per +1 of Natural AC, and a bonus 5 hit points. This natural hardness is applied to any physical damage (except acid damage) or any naturally-occurring energy damage (except sonic damage) suffered. Disintegration, negative energy (as well as positive energy), and null energy attacks ignore hardness, including natural hardness.

Unlike artificial hardness from armor or shields, which only apply if the armor or shield is hit, natural hardness applies against every attack that hits the character. Natural hardness and artificial hardness stack, such that an attack that hits a character's armor must inflict enough damage to overcome the armor's hardness, and then any remaining damage has to overcome the character's natural hardness to actually inflict any damage to the character. If something ignores hardness, like a magical weapon or an armor-piercing bullet, it also ignores natural hardness.

However, natural armor does NOT stack with artificial armor for purposes of being hit. Instead, a character's natural armor class modifier is only added to the total AC of the character for purposes of confirming a critical. In the case of a character with artificial and natural armor modifiers, they will effectively have a "T/A/C", giving their touch AC, their total AC which includes their armor and shield modifiers for determining when the character is hit versus when their armor/shield is hit, and finally their critical confirmation AC, which is their total AC plus their natural armor modifier.

For example, a lizardfolk (natural AC modifier of +5) is wearing a breastplate (equipment AC of +5) with Medium Armor Proficiency. Assuming the character has a Dex of 10 and no Defense bonus modifiers, the character would have a T/A/C of 10/15/20; a touch AC of 10, a total AC of 15 with their breastplate, and a critical confirmation armor class of 20, meaning critical threat rolls require a result of 20 or higher to confirm a critical against the character. If the character is hit by a to-hit roll of 10-14, then the breastplate is hit, and the hardness of the breastplate is applied initially, then the character assigns the remainder of the damage to the armor and/or the character, although they will likely want to assign at least 5 points of the damage to the character, because their

natural hardness will absorb it. On a to-hit roll of 15 or higher, the lizardfolk character is hit directly; they apply their natural hardness only to the damage, with the remainder going against the character's HP. Finally, if the character is hit with a critical threat (a natural 20, for example), then the attacker needs to get a result of 20 or higher on the confirmation roll to confirm the critical.

Armor & Shields

Proficient characters get to assign where damage is taken whenever their armor is hit by physical damage (i.e., acid, ballistic, bludgeoning, force, piercing, and slashing damage). Energy sources of damage (i.e., cold, electricity, fire, sonic, concussion, and untyped energy) are typically treated like physical damage, assigned according to the armor-wearer's / shield-bearer's proficiency. If the energy source is an area effect that allows a Reflex save, then a successful save is resolved like a physical attack, with the armor-wearer / shield-bearer assigning the damage according to their proficiency.

However, a failed save against the area attack means full damage is taken by the wearer, and now the wearer must make a saving throw for each item on their person, including their armor and/or shield, Fort DC 15 (+1 for every 5 HP of damage beyond the item's hardness in potential damage suffered, if preferred). Note that enchanted items get a bonus to their save equal to their total enchantment modifier (i.e., +1 to +10 for non-epic items); mastercrafted items get a modifier equal to their mastercrafted modifier (i.e., +1 to +3). Each item that fails its Fort save also suffers full damage from the area effect, otherwise a successful save means it takes no damage (shielded from the effect by the wearer's body!).

In the case of a proficient character using an armor and/or shield who fails their save, they can assign up to half of the damage from the area effect to the proficient armor and/or shield; apply the hardness as usual. In many instances, players will elect to assign damage equal to their armor's / shield's hardness to the item without surpassing the hardness, ensuring the item takes no damage itself, and they take the rest upon the wearer. However, the wearer must always take at least half of the damage upon themselves on a failed Reflex save.

If an armor or shield reaches 0 HP, then it is broken. While broken it offers half the HP and armor class modifier (rounded down), possessing no special enchantment or tech abilities if continuing to be used for defense, purely serving as an intervening object. If the broken object is reduced to 0 HP or less again while broken, then it is destroyed; it falls to pieces, shattered and useless. Note that something that is broken can be repaired, whereas something that is destroyed cannot.

Power Armor

The T/ACTical ruleset also allows for the proper incorporation of power armor rules. Power armor is the apex of personal armor and mecha, offering the best of both worlds. It operates like body armor in most ways, but it is technically defined as "a mecha the same size category as its pilot". Thus, a Medium creature wearing power armor is in effect a pilot piloting a Medium-sized mecha.

However, just as mecha can be destroyed, power armor can be damaged and destroyed too. Unless otherwise noted, all TL 6 and higher power armors are assumed to have the Environmental Seal gadget, and thus all attacks, regardless of whether they hit the total AC, apply the armor's Hardness to reducing their damage, as the wearer is covered head-to-toe in the armor. In this sense the total AC for a proficient power armor wearer is only needed for purposes of confirming criticals, otherwise every attack that beats the touch AC hits the armor.

Like normal armor in the T/ACTical combat system, the proficient character must decide how much damage the armor takes and how much the character takes whenever damage does get through the Hardness of the power armor.

Also, a critical threat, when it is first scored, must be deemed by the power-armor proficient character as either a critical threat against their armor (which uses the Mecha Critical Hit chart), or a critical threat against the character (then resolved as normal, but all damage is inflicted to the character, with only the armor's hardness being applied).

If the character wearing the power armor is non-proficient, then the attacker gets to choose where the threat is resolved. Also, if the attacker has the feat Improved Sunder, then they can declare that they are attacking the armor, regardless of the wearer's wishes. Just remember, the critical threat still requires a confirmation roll against the character's total AC, incorporating the power armor's equipment AC modifier.

If the character is using a shield, its AC modifier also increases the total AC required for confirming any critical hits. If the character has a natural armor bonus, then its armor class bonus applies to the confirmation roll required to score a critical only if the defender opts to have the potential critical strike them directly; if the character chooses to have the threatening attack be resolved against their power armor, then their natural armor bonus does not apply to the total AC required to confirm the critical.

If a power armor is reduced to 0 HP then it is broken, and it offers no further access to any tech built into the armor. It is the equivalent of a basic body armor of the same type (light, medium, or heavy), with half the equipment AC modifier and half the HP of the original power armor.

A key difference between a power armor pilot and a mecha pilot is that a power armor pilot gets to apply their Defense Bonus to their touch AC (mecha pilots apply their Defense Bonus only to their total AC).

Conversely, a power armor wearer can still be targeted by spells that require line of sight to the target; for example, Charm effects or Instant Death effects typically require line of sight to the target. Thus, such effects could target a power armor pilot, but they could not target a mecha pilot (i.e., one where the mecha is one or more size categories larger than the pilot). In essence, the mecha puts a wall between the pilot and any who would target them, while a power armor is form-fitting and, like an armor, allows the wearer to be targeted.

Mechas and Starships

As mentioned above, power armor is a special type of mecha, insofar that it is a mecha the same size category as its pilot/wearer. Otherwise, a standard mecha is always one or more size categories larger than its pilot. Depending on its size, it may have one or more co-pilots and/or gunners, with the largest (Gargantuan+) mechas having room to carry troop units. Even larger than mecha are starships, massive vessels built to traverse the stars.

Thus, Armor Class is determined a little differently for starships, as they are much larger, easier-to-hit targets. A mecha's / starship's Touch AC is determined like a Medium-sized target, except they suffer size modifiers the larger they are. Being so large, a proficient pilot does not apply their Defense Bonus to the mecha's / starship's Touch AC, instead applying it to the total AC in helping protect the mecha / starship from critical hits. A non-proficient pilot does not apply their Defense Bonus to any aspect of the mecha's / starship's AC.

Mecha & Starship Touch AC = 10 – Size modifier + Dex modifier + other modifiers (Ace Pilot's DB?)

Mecha Total AC = Mecha Touch AC + Pilot's Defense Bonus + Equipment AC Modifier of Mecha's Armor

Starship Total AC = Starship Touch AC + Pilot's Defense Bonus + ½ Hardness of Starship

For example, a Large mecha made of Krithium (-1 Size modifier, base Dex 8, +10 equip AC modifier) with a +4 Dex upgrade (Dex 12, +1 modifier) is piloted by a proficient 2nd-level Fast Hero (Dex 14, Defense Bonus +4). This mecha's T/AC is (touch AC is base 10 -1 for size +1 for Dex equals) 10/24 (Touch AC 10 +4 Defense Bonus +10 Krithium armor equipment AC modifier). The Fast Hero, despite having a Dex of 14 and therefore a +2 Dex modifier, can only add +1 to the mecha's AC because the mecha's Dex is 12, and the pilot always uses the worse Dex modifier (time for another Dex upgrade maybe!).

As mentioned above, mecha basically behave like mobile armored (typically self-contained) rooms where the pilot sits, meaning that mecha and starship pilots cannot be targeted by any spells, powers, or abilities from that require line of sight from outside their vehicle. Damage is always done to the vehicle and only the vehicle, unless a critical result mentions crew casualties.

Mecha Critical Hits: As Tech constructs, mecha and power armor are susceptible to critical hits. To confirm a critical against a mecha, the mecha's full Armor Class, for purposes of confirming a critical, is equal to their touch Armor class plus one-half the mecha's Hardness (rounded up), plus the pilot's Defense Bonus plus their Shield equipment AC modifier, assuming the pilot is proficient in both the mecha and in the shield. Other modifiers might include the pilot's luck or insight bonuses to Armor Class.

Whenever you confirm a critical hit against a mecha, you may choose to roll a d20 and consult Table: Mecha Critical Hits instead of dealing the normal critical hit damage for the attack. However, you must accept the results of the roll, even if those results are less than desirable.

Find below a chart for determining to-hit locations on bipedal and quadrupedal mecha; roll a d20 to see where the critical hit struck the mecha. As the body parts are smaller than the body as a whole, an attacking creature suffers a penalty to hit when targeting a specific body part; see the column regarding the penalties to hit certain parts of the mecha's body.

There is no penalty to hit a mecha when specifically targeting its torso, but if the result of the roll to-hit would miss after applying the special -4 targeting penalty given below, then the attack still hit the mecha, but it struck another area of the mecha's body instead; roll 1d4 on the table below to determine which arm or leg was hit instead (or a d6 or d8, if more appropriate based on the design of the mecha being targeted).

Table: Random Mecha Hit Generator and Penalties for Targeting Specific Areas

D20 (d4)* Result	Mecha Body Part Hit	Penalty to Hit When Targeted Specifically
1-3 (1)*	(Rear) Left Leg	-4
4-6 (2)*	(Rear) Right Leg	-4
7-9, 11-13	Torso / Main Body	-0 (-4)
14-16 (3)*	Left Arm / Front Leg	-4
17-19 (4)*	Right Arm / Front Leg	-4
10 or 20	Head	-8

If a character wants to target a specific part of a mecha, they can do so, but note that mecha limbs cannot be blown off in this manner. Instead, if a critical is scored on the targeted area, then only sensor systems or weapons systems contained within slots on that limb can be affected by the critical. Thus, a highly skilled gunner could target specific areas of a mecha to reach the pilot(s) and/or disable certain systems of the mecha (usually determined after a sensor sweep has revealed what's where).

Table: Mecha Critical Hits

d20	Roll Effect(s)
1-3	Normal damage, crew dazed
4-7	Normal damage, equipment damaged
8-9	Normal critical hit, crew dazed
10	Normal damage, equipment destroyed
11-12	Normal critical hit, mecha knocked prone
13	Crew hit (normal damage)
14-16	Normal critical hit, equipment damaged
17-18	Normal critical hit, equipment destroyed
19	Severe critical hit, mecha knocked prone
20	Severe critical hit, mecha stunned

Note that, in every case, the attack must deal at least one point of damage on the scale of the target in question (so at least 1 hp of damage for smaller mechas, 5 HP / 1d of damage for terrestrial-sized mechas, and 20 HP / 1D of damage for stellar-sized mechas) for any related effect (such as crew dazed, equipment damaged or destroyed, slot damaged or destroyed).

Normal Damage: The attack deals normal damage (do not apply critical hit multipliers).

Crew Dazed: Each crewmember aboard the mecha, including its operator, must succeed on a Fortitude save (DC 15) or be dazed for 1 round. Unable to act, a dazed character can take no actions, but still retains their full Defense Bonus.

Equipment Damaged: One piece of equipment (attacker's choice) is damaged and ceases to function until repaired. It can be a flight system, sensor system, defense system, weapon (integrated only), or miscellaneous system. Repairing a damaged system requires 1 hour of work and a successful Repair check (DC 20).

Normal Critical Hit: Roll critical hit damage normally.

Equipment Destroyed: One piece of equipment (attacker's choice) is destroyed and ceases to function. It can be a flight system, sensor system, defense system, weapon (handheld or integrated), or miscellaneous system. A destroyed system cannot be repaired, only replaced.

Mecha Knocked Prone: The force of the attack knocks the mecha prone. All crewmembers and passengers aboard take 1d6 points of bludgeoning damage as they are knocked about their cockpits. A prone mecha takes a -4 penalty on melee attack rolls and can't use thrown ranged weapons. The mecha gains a +4 bonus to Defense against ranged attacks, but it takes a -4 penalty to Defense against melee attacks. Standing up from prone is a move action that provokes attacks of opportunity.

Crew Hit: The attack bypasses the mecha's structure. Apply normal damage to one crewmember or passenger (determined randomly), ignoring the mecha's hit points; only apply the mecha's hardness.

Severe Critical Hit: Roll critical hit damage using a x5 multiplier instead of the weapon's normal multiplier.

Mecha Stunned: The mecha automatically drops what it is holding and can take no attack or move actions for 1 round. While the mecha is stunned, the operator is not stunned.

Starships

Built to withstand the rigors of far space, TL 6 and higher starships always deal in capital dice (D). Starships intended for battle are usually more heavily armored, with Hardness of up to 40 / 2D. Thus, it would take 60 HP / 3D of damage to inflict 1D to a starship with Hardness 2D; 59 hit points of damage or less would do nothing to such a heavily armored starship.

Unlike the T/ACTical mecha rules where hit location is optional, hit location is crucial for starships. Dividing their total number of capital dice ("D") into five (5) equal portions for the Aft (A), Fore (F), Port (P), and Starboard (S) sides of the ship, with the fifth portion going to the infrastructure (IS) of the ship, starships have tactical considerations as to which flanks they expose during battle. Starfighters are highly effective in exploiting the weak side of a capital ship, able to harass the exposed flank with superior maneuverability while in tight. Once a starship is reduced to zero (0D) IS, then it is disabled, losing power until restored to at least 1D IS.

However, the Infrastructure can only be damaged in one of 3 ways; once one of the flanks (Aft, Fore, Port, Starboard) is reduced to 0D, then the IS can be damaged through the open flank; or whenever a critical hit is scored on the starship, then the damage done is equally divided between the flank and the IS of the ship; or the starship is dealt damage from within the hull, perhaps by a boarding party or internal sabotage, with 100% of the damage going to the IS. Once the ship reaches -50% of its Infrastructure, it is destroyed, breaking apart and/or exploding.

Only the smallest starships, like Gargantuan starfighters or Ultralight-Colossal fast freighters, can completely dodge incoming attacks. Otherwise, it is very easy to hit starships of Light-Colossal size or larger, owing to their great size, and their Armor Class is more about avoiding critical hits than avoiding hits completely. Unless otherwise noted, crew are not damaged when their starship is damaged, nor can they take damage on the starship's behalf.

Starship Critical Hits: Whenever a starship has a critical hit scored against it, the resulting damage (after its Hardness has been applied) is divided evenly between the flank upon which the attack was received (i.e., Fore, Port, Starboard, or Aft) and the Infrastructure of the starship.

A critical hit with a starship weapon normally multiplies the weapon's damage. Use the critical hit resolution system whenever a critical hit is confirmed; the attacker rolls a d20 and consults Table: Starship Critical Hit Results to determine the effects of the critical hit on the target.

Table: Starship Critical Hit Results

d20 Roll	Effect(s)
1-7	Normal critical hit
8-10	Normal critical hit, crew casualties
11	Damaged system: comm system
12	Damaged system: targeting system
13	Damaged system: weapon
14	Damaged system: defense system

15	Damaged system: engines
16	Damaged system: sensors
17	Destroyed defensive system
18	Destroyed weapon
19	Severe critical hit, crew casualties
20	Severe critical hit, artificial gravity disabled

Normal Critical Hit: Roll critical hit damage normally.

Crew Casualties: A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed). Roll 1d10 to determine the number of crew fatalities and, if the ship carries passengers, 1d10 to determine the number of passenger casualties. Only supporting GM characters are affected.

A starship with less than one-half of its normal crew complement takes a –2 penalty on all attack rolls and checks. A starship with less than one-quarter of its normal crew complement takes a –4 penalty on all attack rolls and checks. A starship with no crew flies on autopilot and cannot attack. If a crewless ship doesn't have a functional autopilot system, it is immobile. If this result is rolled again and the ship has no living crew or passengers, ignore this aspect of the result.

Damaged System: On top of being a normal critical hit, a damaged system result means that the system in question remains inoperable until it is repaired, which requires 10 hours of work and a successful Repair check (DC 30). A starship's engineer (or engineering team) can perform jury-rig repairs on the system as a full-round action with a successful Repair check (DC 25), but the repairs last only until the end of the battle (or until the system is disabled again). During that round of jury-rigged repairs, the starship can continue to take actions.

Comm System: One communications system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged comm systems, ignore this result and reroll.

Defense System: One defense system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged defense systems, ignore this result and reroll.

Engines: The starship's tactical speed decreases by 1,000 feet until the engines are repaired. If this result is rolled again, the effect is cumulative. If the ship's tactical speed has already been reduced to 0 feet due to engine damage, ignore this result and reroll.

Sensors: The starship is blinded until repaired. All the ship's targets gain the equivalent of total concealment (50% miss chance). If this result is rolled again, ignore the result and reroll.

Targeting System: The starship's targeting system ceases to function. The starship loses the targeting system's equipment bonus on attack rolls until the system is repaired. Reroll if this result comes up again.

Weapon: One of the starship's beam weapons, projectile weapons, or missile launchers (attacker's choice) ceases to function. The weapon remains inoperable until it is repaired. If this result is rolled again and the ship has no functional weapons, ignore this result and reroll.

Destroyed Defensive System: On top of being a normal critical hit, one of the starship's defensive systems (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no defensive systems, ignore this result and reroll.

Destroyed Weapon: On top of being a normal critical hit, one of the starship's weapons (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no weapons, ignore this result and reroll.

Severe Critical Hit: Roll critical hit damage using a ×10 multiplier instead of the weapon's normal multiplier. In addition, the ship and its crew are shaken for 1 round.

Artificial Gravity Disabled: The starship's artificial gravity is disabled for 1d10 rounds. During this time, an untrained crew takes a –4 penalty on all attack rolls and skill checks while coping with the zero-gravity conditions. Trained crews suffer a -3 penalty, expert crews suffer a -2 penalty, and ace crews suffer a -1 penalty while zero-gravity conditions prevail.

Overland Movement, Terrain, and Weather

Characters covering long distances cross-country use overland movement. Overland movement is measured in miles per hour or miles per day. A day represents 8 hours of actual travel time. For rowed watercraft, a day represents 10 hours of rowing. For a sailing ship, it represents 24 hours.

Walk: A character can walk 8 hours in a day of travel without a problem. Walking for longer than that can wear one out (see Forced March, below).

Hustle: A character can hustle (spend their move action and their standard action on walking) for 1 hour without a problem. Hustling for a second hour in between sleep cycles deals 1 point of nonlethal damage, and each additional hour deals twice the damage taken during the previous hour of hustling. A character who takes any nonlethal damage from hustling becomes fatigued.

A fatigued character can't run or charge and takes a penalty of –2 to Strength and Dexterity. Eliminating the nonlethal damage also eliminates the fatigue.

Run: A character can't run for an extended period of time. Attempts to run and rest in cycles effectively work out to a hustle. A character can only run for a number of rounds equal to 5 + their Con modifier before they must make a Constitution check (DC 10 + 2 per consecutive round running beyond their normal limit). Failure means taking 1d6 nonlethal damage. Once a character suffers two consecutive failed Constitution checks, they become fatigued and can no longer run.

A character who has just run their maximum number of consecutive rounds cannot begin running again until they have slowed down for an equal number of rounds. If they start running again before that, they can only run a number of rounds equal to the number of rounds they were slowed down before they must begin making Constitution checks again.

For example, a character with Con 20 (+5 modifier) can run for 10 rounds straight with no risk of incurring fatigue and nonlethal damage. On round 11 of consecutive running, the character must make a Constitution check DC 10 or suffer 1d6 points of nonlethal damage. Making the check, they take no damage. On round 12 of consecutive running, the character must make a Constitution check DC 12 or suffer 1d6 points of nonlethal damage. Failing this check, the character takes 3 points of nonlethal damage, but is capable of continuing to run. Deciding against possibly becoming fatigued, the character decides to slow down to a hustle for a round. However, the character's pursuers are threatening to catch up and they decide to begin running again. Having slowed down for one round, the character can run for 1 round before they must either slow down again or make a Constitution check (which has reset to DC 10) as they continue running. If the character suffers consecutive failed Constitution checks due to running, then they become fatigued.

Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to run themselves into the ground by incurring too much nonlethal damage while running. Also, a character who is running does not receive their Dex bonus to their AC.

Terrain: The terrain through which a character travels affects how much distance they can cover in an hour or a day (see Table: Terrain and Overland Movement). A highway is a straight, major, paved road. A road can be anything from paved road to dirt track. A trail is usually a dirt track that allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths.

Forced March: In a day of normal walking, a character walks for 8 hours. The rest of the daylight time is spent making and breaking camp, resting, and eating.

A character can walk for more than 8 hours in a day by making a forced march. For each hour of marching beyond 8 hours, a Constitution check (DC 10, +2 per extra hour) is required. If the check fails, the character takes 1d6 points of nonlethal damage. A character who takes any nonlethal damage from a forced march becomes fatigued. Eliminating the nonlethal damage also eliminates the fatigue. It's possible for a character to march into unconsciousness by pushing themselves too hard.

Mounted Movement: A mount bearing a rider can move at a hustle. The damage it takes when doing so, however, is lethal damage, not nonlethal damage. The creature can also be ridden in a forced march, but its Constitution checks automatically fail, and, again, the damage it takes is lethal damage. Mounts also become fatigued when

they take any damage from hustling or forced marches. See Table: Tech Level 0-3 Mounts and Vehicles for mounted speeds and speeds for vehicles pulled by draft animals.

Waterborne Movement: See Table: Tech Level 0-3 Mounts and Vehicles for speeds for water vehicles.

Table: Movement and Distance

Chosen Speed	Movement Rate					
	15 feet	20 feet	30 feet	40 feet	50 feet	60 feet
Move Action (Tactical)¹						
Walk	15 ft. (3)	20 ft. (4)	30 ft. (6)	40 ft. (8)	50 ft. (10)	60 ft. (12)
Hustle	30 ft. (6)	40 ft. (8)	60 ft. (12)	80 ft. (16)	100 ft. (20)	120 ft. (24)
Run (x3)	45 ft. (9)	60 ft. (12)	90 ft. (18)	120 ft. (24)	150 ft. (30)	180 ft. (36)
Run (x4)	60 ft. (12)	80 ft. (16)	120 ft. (24)	160 ft. (32)	200 ft. (40)	240 ft. (48)
One Minute (Local)²						
Walk	150 ft. (30)	200 ft. (40)	300 ft. (60)	400 ft. (80)	500 ft. (100)	600 ft. (120)
Hustle	300 ft. (60)	400 ft. (80)	600 ft. (120)	800 ft. (160)	1,000 ft. (200)	1,200 ft. (240)
Run (x3)	450 ft. (90)	600 ft. (120)	900 ft. (180)	1,200 ft. (240)	1,500 ft. (300)	1,800 ft. (360)
Run (x4)	600 ft. (120)	800 ft. (160)	1,200 ft. (240)	1,600 ft. (320)	2,000 ft. (400)	2,400 ft. (480)
One Hour (Overland)						
Walk	1-1/2 miles	2 miles	3 miles	4 miles	5 miles	6 miles
Hustle	3 miles	4 miles	6 miles	8 miles	10 miles	12 miles
Run	—	—	—	—	—	—
One Day (Overland)						
Walk	12 miles	16 miles	24 miles	32 miles	40 miles	48 miles
Hustle	—	—	—	—	—	—
Run	—	—	—	—	—	—
Chosen Speed	Movement Rate					
	70 feet	80 feet	90 feet	100 feet	150 feet	200 feet
One Round (Tactical)¹						
Walk	70 ft. (14)	80 ft. (16)	90 ft. (18)	100 ft. (20)	150 ft. (30)	200 ft. (40)
Hustle	140 ft. (28)	160 ft. (32)	180 ft. (36)	200 ft. (40)	300 ft. (60)	400 ft. (80)
Run (x3)	210 ft. (42)	240 ft. (48)	270 ft. (54)	300 ft. (60)	450 ft. (90)	600 ft. (120)
Run (x4)	280 ft. (56)	320 ft. (64)	360 ft. (72)	400 ft. (80)	600 ft. (120)	800 ft. (160)
One Minute (Local)²						
Walk	700 ft. (140)	800 ft. (160)	900 ft. (180)	1,000 ft. (200)	1,500 ft. (300)	2,000 ft. (400)
Hustle	1,400 ft. (280)	1,600 ft. (320)	1,800 ft. (360)	2,000 ft. (400)	3,000 ft. (600)	4,000 ft. (800)
Run (x3)	2,100 ft. (420)	2,400 ft. (480)	2,700 ft. (540)	3,000 ft. (600)	4,500 ft. (900)	6,000 ft. (1,200)
Run (x4)	2,800 ft. (560)	3,200 ft. (640)	3,600 ft. (720)	4,000 ft. (800)	6,000 ft. (1,200)	8,000 ft. (1,600)
One Hour (Overland)						
Walk	7 miles	8 miles	9 miles	10 miles	15 miles	20 miles
Hustle	14 miles	16 miles	18 miles	20 miles	30 miles	40 miles
Run	—	—	—	—	—	—
One Day (Overland)						
Walk	56 miles	64 miles	72 miles	80 miles	120 miles	160 miles
Hustle	—	—	—	—	—	—
Run	—	—	—	—	—	—

1 Tactical movement is often measured in hexes on the battle grid (1 hex = 5 feet) rather than feet; the number in parentheses is the number of hexes moved per movement action.

2 Local movement is given by the minute, keeping in mind there are 10 rounds, and therefore 10 move actions, in a minute. If a character wishes, they can expend their standard action of each round for another move action, allowing them to hustle (up to an hour before any rolls are required), or to run (for 5 + Con modifier rounds before any rolls are required), up to their maximum multiplier. For vehicular scale movement, divide the number of hexes given for each speed by 10.

Table: Hampered Movement

Condition	Additional Movement Cost
Difficult terrain	x2
Obstacle ¹	x2
Poor visibility	x2
Impassable	—

¹ May require a skill check.

Table: Terrain and Overland Movement

Terrain	Highway or Road	Trail	Trackless
Badlands	x1	x $\frac{3}{4}$	x $\frac{1}{2}$
Desert, sandy	x1	x $\frac{1}{2}$	x $\frac{1}{2}$
Forest	x1	x1	x $\frac{1}{2}$
Hills	x1	x $\frac{3}{4}$	x $\frac{1}{2}$
Jungle	x1	x $\frac{3}{4}$	x $\frac{1}{4}$
Moor	x1	x1	x $\frac{3}{4}$
Mountains	x $\frac{3}{4}$	x $\frac{3}{4}$	x $\frac{1}{2}$
Plains	x1	x1	x $\frac{3}{4}$
Swamp	x1	x $\frac{3}{4}$	x $\frac{1}{2}$
Tundra, frozen	x1	x $\frac{3}{4}$	x $\frac{3}{4}$

Table: Tech Level 0-3 Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Light horse or light warhorse	6 miles	48 miles
Light horse (151–450 lb.) ¹	4 miles	32 miles
Light warhorse (231–690 lb.) ¹	4 miles	32 miles
Heavy horse or heavy warhorse	5 miles	40 miles
Heavy horse (201–600 lb.) ¹	3.5 miles	28 miles
Heavy warhorse (301–900 lb.) ¹	3.5 miles	28 miles
Pony or warpony	4 miles	32 miles
Pony (76–225 lb.) ¹	3 miles	24 miles
Warpony (101–300 lb.) ¹	3 miles	24 miles
Donkey or mule	3 miles	24 miles
Donkey (51–150 lb.) ¹	2 miles	16 miles
Mule (231–690 lb.) ¹	2 miles	16 miles
Dog, riding	4 miles	32 miles
Dog, riding (101–300 lb.) ¹	3 miles	24 miles
Cart or wagon	2 miles	16 miles
Ship		
Raft or barge (poled or towed) ²	$\frac{1}{2}$ mile	5 miles
Keelboat (rowed) ²	1 mile	10 miles
Rowboat (rowed) ²	1.5 miles	15 miles
Sailing ship (sailed)	2 miles	48 miles
Warship (sailed and rowed)	2.5 miles	60 miles
Longship (sailed and rowed)	3 miles	72 miles
Galley (rowed and sailed)	4 miles	96 miles



1 Quadrupeds, such as horses, can carry heavier loads than characters can. See Carrying Capacity, above, for more information.

2 Rafts, barges, keelboats, and rowboats are used on lakes and rivers. If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Tech Level 4+ Vehicles and Overland Movement

With the motorized vehicles of Tech Level 4 and beyond using an independent power supply, overland travel is typically faster and easier than it is in prior Tech Levels. Most vehicles from Tech Levels 4 and higher can be used around the clock, with the only limitation being the endurance of the driver. The pilot of a vehicle can typically drive for 8 hours straight before fatigue begins to set in. If another pilot can fill in, the vehicle can continue its overland movement. Unlike animal- or weather-propelled vehicles, most self-propelled vehicles have an hourly speed that will allow them to traverse hundreds of kilometers or more in a single day of travel. Of course, self-propelled vehicles suffer the same penalties for hampered movement and terrain as other vehicles.

Navigation and Getting Lost

There are many ways to get lost in the wilderness. Following an obvious road, trail, or feature such as a stream or shoreline prevents any possibility of becoming lost, but travelers striking off cross-country may become disoriented—especially in conditions of poor visibility or in difficult terrain. Some terrain types, such as forests, hills, moors, and mountains, can force characters to have to change direction en route to their destination, inviting the possibility of miscalculation. While skills like Navigate and Survival can help, nonetheless characters may sometimes get lost.

Poor Visibility: Any time characters cannot see at least 60 feet in the prevailing conditions of visibility, they may become lost. Characters traveling through fog, snow, or a downpour might easily lose the ability to see any landmarks not in their immediate vicinity. Similarly, characters traveling at night may be at risk, too, depending on the quality of their light sources, the amount of moonlight, and whether they have darkvision or lowlight vision.

Difficult Terrain: Any character in forest, moor, hill, or mountain terrain may become lost if they move away from a trail, road, stream, or other obvious path or track. Forests are especially dangerous because they obscure far-off landmarks and make it hard to see the sun or stars. Terrain typically isn't a consideration for stellar travel, although a nebula could provide the equivalent of "poor visibility". In most instances where a Class I or better sensor system is available, the Navigate check can be made using a Computer Use check.

Chance to Get Lost: If conditions exist that make getting lost a possibility (i.e., no map, GPS, or sensor system), the character leading the way must succeed on a Navigation check or become lost. The difficulty of this check depends on how long the expected trip is, and it also varies based on the terrain, the visibility conditions, and whether the character has a map of the area being traveled through. Refer to the table below and apply all relevant DC modifiers to the base Navigate DC difficulty.

Length of Trip	Base DC	Terrain / Map Modifier	Navigate DC Modifier	Terrain / Map Modifier	Navigate DC Modifier
Short (a few hours)	20	Moor or hill, map	-4	Mountain, map	-2
Moderate (two days)	22	Moor or hill, no map	+0	Mountain, no map	+2
Long (up to a week)	25	Poor visibility	+2	Forest or jungle	+5
Extreme (a week+)	28	By darkvision or at night	+4	Vista (forest or jungle only)	-1 to -4

A character with at least 5 ranks in Knowledge (geography) and/or Knowledge (local) pertaining to the area being traveled through gains a +2 bonus on this check (to have both is a cumulative +4 bonus).

If the character succeeds, they move via the best reasonable course toward their goal. If the character fails, they still reach the goal, but it takes the character twice as long (the character loses time backtracking and correcting their path). If the character fails by more than 5, they travel the expected time, but only gets halfway to their destination, at which point the character becomes lost.

A character may attempt a Survival check (DC 15) or attempt a second Navigate check (DC 20) to regain their path. If the character succeeds, they continue on to their destination, but the total time for the trip is twice the normal time. If the character fails, they lose half a day before the character can try again. The character keeps trying until they succeed, losing half a day for each failure.

In the case of a party moving together, only the character leading the way makes the check.

Effects of Being Lost: If a party becomes lost, it is no longer certain of moving in the direction it intended to travel. Randomly determine the direction in which the party actually travels during each hour of local or overland movement. The characters' movement continues to be random until they blunder into a landmark they can't miss, or until they recognize that they are lost and make an effort to regain their bearings.

Recognizing that You're Lost: Once per half-day of random travel, each character in the party may attempt a Navigation check (DC 20, -1 per consecutive half-day of random travel after the first half-day) to recognize that they are no longer certain of their direction of travel. Some circumstances may make it obvious that the characters are lost.

Setting a New Course: A lost party is also uncertain of determining in which direction it should travel in order to reach a desired objective. Determining the correct direction of travel once a party has become lost requires a Navigation check (DC 15, +2 per half-day of random travel). If a character fails this check, they choose a random direction as the "correct" direction for resuming travel.

Once the characters are traveling along their new course, correct or incorrect, they may get lost again. If the conditions still make it possible for travelers to become lost, check once per half-day of travel as described in Chance to Get Lost, above, to see if the party maintains its new course or begins to move at random again.

Conflicting Directions: It's possible that several characters may attempt to determine the right direction to proceed after becoming lost. Make a Navigation check for each character in secret, then tell the players whose characters succeeded the correct direction in which to travel and tell the players whose characters failed a random direction they think is right.

Regaining Your Bearings: There are several ways to become un-lost. First, if the characters successfully set a new course and follow it to the destination they're trying to reach, they're not lost anymore. Second, the characters through random movement might run into an unmistakable landmark. Third, if conditions suddenly improve—for example, the fog lifts (so the +2 poor visibility modifier is removed) or a vista comes available (giving a circumstance modifier from +1 to +4)—lost characters may attempt to set a new course, as described above. Finally, magic or technology may make their course clear.

Different Types of Terrain

Whether it be the blasted dustbeds of a dead planet, the lush jungles of a living one, or a vast labyrinth in the bowels of another world, terrain should always be a part of your scenario. You don't have to make your scenario about the terrain, but the terrain should be a consideration every time. As soon as there's a roll for initiative, terrain becomes significant. But some terrains are inimical to most humanoid forms of life, like underwater or outer space. Thus, every terrain has its own considerations to keep in mind when bringing your world to life, as given below.

Aquatic Terrain

Aquatic terrain is the one of the least hospitable to most PCs, mainly because they can't breathe there. Aquatic terrain doesn't offer the variety that land terrain does. The ocean floor holds many marvels, including undersea analogues of any of the terrain elements described elsewhere in this section. But if characters find themselves in the water because they were bull rushed off the deck of a pirate ship, the tall kelp beds hundreds of

feet below them don't matter. Accordingly, these rules simply divide aquatic terrain into two categories: flowing water (such as streams and rivers) and nonflowing water (such as lakes and oceans).

Flowing Water: Large, placid rivers move at only a few miles per hour, so they function as still water for most purposes. But some rivers and streams are swifter; anything floating in them moves downstream at a speed of 10 to 40 feet per round. The fastest rapids send swimmers bobbing downstream at 60 to 90 feet per round. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20). If a character is in moving water, move them downstream the indicated distance at the end of their turn. A character trying to maintain their position relative to the riverbank can spend some or all of their turn swimming upstream.

Swept Away: Characters swept away by a river moving 60 feet per round or faster must make DC 20 Swim checks every round to avoid going under. If a character gets a check result of 5 or more over the minimum necessary, they arrest their motion by catching a rock, tree limb, or bottom snag—they are no longer being carried along by the flow of the water. Escaping the rapids by reaching the bank requires three DC 20 Swim checks in a row. Characters arrested by a rock, limb, or snag can't escape under their own power unless they strike out into the water and attempt to swim their way clear. Other characters can rescue them as if they were trapped in quicksand (described in Marsh Terrain, below).

Nonflowing Water: Lakes and oceans simply require a swim speed or successful Swim checks to move through (DC 10 in calm water, DC 15 in rough water, DC 20 in stormy water). Characters need a way to breathe if they're underwater; failing that, they risk drowning. When underwater, characters can move in any direction as if they were flying with perfect maneuverability.

Stealth and Detection Underwater: How far you can see underwater depends on the water's clarity. As a guideline, creatures can see 4d8×10 feet if the water is clear, and 1d8×10 feet if it's murky. Moving water is always murky, unless it's in a particularly large, slow-moving river. It's hard to find cover or concealment to hide underwater (except along the seafloor). Listen and Move Silently checks function normally underwater.

Invisibility: An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

Underwater Combat

Land-based creatures can have considerable difficulty when fighting in water. Water affects a creature's Armor Class, attack rolls, damage, and movement. In some cases, a creature's opponents may get a bonus on attacks. The effects are summarized in the accompanying table. They apply whenever a character is swimming, walking in chest-deep water, or walking along the bottom. Typically, only hand-held piercing weapons have full effect (see below).

Ranged Attacks Underwater: Thrown weapons are ineffective underwater, even when launched from land. Attacks with other physical ranged and ballistic weapons take a -2 penalty on attack rolls for every 5 feet of water they pass through, in addition to the normal penalties for range. All ranged and ballistic weapons lose 1 die of damage for every 5 feet of water they pass through.

For every Tech Level beyond Tech Level 5 that a ranged weapon's rating is, double the distance allowed before suffering penalties to hit and damage (so a Tech Level 6 ranged weapon gets -2 to hit and -1d6 damage for every 10 feet of water passed through, a Tech Level 7 ranged weapon gets -2 to hit and -1d6 damage for every 20 feet of water passed through, a Tech Level 8 ranged weapon gets -2 to hit and -1d6 damage for every 40 feet of water passed through. A Tech Level 9 weapon likely has no penalty underwater, but if it did, it would be -2 to hit and -1d6 damage for every 80 feet of water passed through.). Note that electricity- and ionic-based attacks do not suffer these penalties.

Attacks from Land: Characters swimming, floating, or treading water on the surface, or wading in water at least chest deep, have improved cover (+8 bonus to AC, +4 bonus on Reflex saves) from opponents on land. Landbound opponents who have *freedom of movement* effects ignore this cover when making melee attacks against targets in the water. A completely submerged creature has total cover against opponents on land unless those opponents have *freedom of movement* effects. Magical effects are unaffected except for those that require attack rolls (which are treated like any other effects) and fire effects.

Fire: Nonmagical fire (including alchemist's fire) does not burn underwater. Magic spells, psionic powers, and psi- or spell-like effects with the fire descriptor are ineffective underwater unless the caster / manifester makes a Spellcraft / Psicraft check (DC 20 + spell / power level). If the check succeeds, the spell or power creates a bubble of steam instead of its usual fiery effect, but otherwise it works as described. A supernatural fire effect (including a fire-based super-power) is ineffective underwater unless its description states otherwise. The surface of a body of water blocks the line of effect for any fire spell or psionic power. If the caster / manifester has made a Spellcraft / Psicraft check to make the fire spell / power usable underwater, the surface still blocks the spell's / power's line of effect.

Table: Combat Adjustments Underwater

	-----Attack / Damage-----			
Condition	Slashing or Bludgeoning	Tail	Movement	Off Balance? ⁴
<i>Freedom of Movement</i>	Normal / normal	Normal / normal	Normal	No
Has a Swim speed	-2 hit / ½ damage	Normal / normal	Normal	No
Successful Swim skill check	-2 hit / ½ damage ¹	-2 hit / ½ damage	¼ or ½ ²	No
Firm footing ³	-2 hit / ½ damage	-2 hit / ½ damage	½	No
None of the above	-2 hit / ½ damage	-2 hit / ½ damage	Normal	Yes

¹ A creature without a *freedom of movement* effects or a swim speed makes grapple checks underwater at a –2 penalty, but deals damage normally when grappling.

² A successful Swim check lets a creature move one-quarter its speed as a move action or one-half its speed as a full-round action.

³ Creatures have firm footing when walking along the bottom, braced against a ship's hull, or the like. A creature can only walk along the bottom if it wears or carries enough gear to weigh itself down—at least 16 pounds for Medium creatures, twice that for each size category larger than Medium, and half that for each size category smaller than Medium.

⁴ Creatures flailing about in the water (usually because they failed their Swim checks) have a hard time fighting effectively. An off-balance creature loses its Dexterity bonus to Armor Class, and opponents gain a +2 bonus on attacks against it.

Floods

In many wilderness areas, river floods are a common occurrence. Typically in the spring, an enormous snowmelt can engorge the streams and rivers it feeds. Other catastrophic events such as massive rainstorms or the destruction of a dam can create floods as well.

During a flood, rivers become wider, deeper, and swifter. Assume that a river rises by 1d10+10 feet during the spring flood, and its width increases by a factor of 1d4×50%. Fords may disappear for days, bridges may be swept away, and even ferries might not be able to manage the crossing of a flooded river. A river in flood makes Swim checks one category harder (calm water becomes rough, and rough water becomes stormy). Rivers also become 50% swifter.

Badland / Desert / Tundra Terrain

Desert terrain exists in warm, temperate, and cold climates, but all deserts share one common trait: little rain. The three categories of desert terrain are tundra (cold deserts), rocky desert (also known as badlands, often temperate), and sandy desert (often warm).

Tundra differs from the other desert categories in two important ways. Because snow and ice cover much of the landscape, it's easy to find water. And during the height of summer, the permafrost thaws to a depth of a foot or so, turning the landscape into a vast field of mud. The muddy tundra affects movement and skill use as the shallow bogs described in marsh terrain, although there's little standing water.

The table above describes terrain elements found in each of the three desert categories. The terrain elements on this table are mutually exclusive; for instance, a hex of tundra may contain either light undergrowth or an ice sheet, but not both.

Desert Terrain Features

	-----Desert Category-----		
	Tundra (d%)	Badlands (d%)	Sandy (d%)
Light undergrowth	15% (01-15)	5% (01-05)	5% (01-05)
Ice sheet	25% (16-40)	---	---
Light rubble	5% (41-45)	30% (06-35)	10% (06-15)
Dense rubble	---	30% (36-65)	5% (16-20)
Barren land	55% (46-00)	35% (66-00)	80% (21-00)

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth functions as described for other terrain types.

Ice Sheet: The ground is covered with slippery ice. It costs 2 hexes of movement to enter a hex covered by an ice sheet, and the DC of Balance and Tumble checks there increases by 5. A DC 10 Balance check is required to run or charge across an ice sheet.

Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult more difficult. The DC of Balance and Tumble checks increases by 2.

Dense Rubble: This terrain feature consists of more and larger stones. It costs 2 hexes of movement to enter a hex with dense rubble. The DC of Balance and Tumble checks increases by 5, and the DC of Move Silently checks increases by 2.

Barren Land: This sort of terrain is typically bereft of life and water, offering little to no shelter from the elements. Survival checks made to survive in such terrain suffer a -4 penalty.

Sand Dunes (sandy deserts only): Created by the action of wind on sand, sand dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of hexes. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side. Anyone trying to use the Navigate skill to navigate over any distance greater than a few hours receives a -2 to navigate, due to the shifting dunes.

Other Desert Terrain Features: Tundra is sometimes bordered by forests, and the occasional tree isn't out of place in the cold wastes. Rocky deserts and badlands have towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (described in Mountain Terrain, below). Sandy deserts sometimes have quicksand; this functions as described in Marsh Terrain, below, although desert quicksand is a waterless mixture of fine sand and dust. All desert terrain is crisscrossed with dry streambeds (treat as trenches 5 to 15 feet wide) that fill with water on the rare occasions when rain falls.

Stealth and Detection in the Desert: In general, the maximum distance in desert terrain at which a Spot check for detecting the nearby presence of others can succeed is 6d6×20 feet (average 420 feet); beyond this distance, elevation changes and heat distortion in warm deserts makes spotting impossible. The presence of dunes in sandy deserts limits spotting distance to 6d6×10 feet (average 210 feet). The desert imposes neither bonuses nor

penalties on Listen or Spot checks. The scarcity of undergrowth or other elements that offer concealment or cover makes hiding more difficult.

Sandstorms: A sandstorm reduces visibility to 1d10×5 feet and provides a –4 penalty on Listen, Search, and Spot checks. A sandstorm deals 1d3 points of nonlethal damage per hour to any creatures caught in the open and leaves a thin coating of sand in its wake. Driving sand creeps in through all but the most secure seals and seams, to chafe skin and contaminate carried gear.

Forest / Jungle Terrain

Forest terrain can be divided into three categories: sparse, medium, and dense (which includes jungles). An immense forest could have all three categories within its borders, with more sparse terrain at the outer edge of the forest and dense forest at its heart. Jungles are dense tropical forests that do not suffer forest fires (see below). The table below describes in general terms how likely it is that a given hex has a terrain element in it. For each forest hex, check once for the type of trees (typical or massive) and the type of undergrowth (light or heavy). Check for a water source as well (Survival DC 15 to locate).

Forest Terrain Features

Trees, Undergrowth, Water?	-----Category of Forest-----		
	Sparse (d%)	Medium (d%)	Dense (d%)
Typical trees	100% (01-00)	90% (01-90)	80% (01-80)
Massive trees	0% (---)	10% (91-00)	20% (81-00)
Light undergrowth	80% (01-80)	65% (01-65)	50% (01-50)
Heavy undergrowth	20% (81-00)	35% (66-00)	50% (51-00)
Water source	5% (01-05)	5% (01-05)	10% (01-10)

Trees: The most important terrain element in a forest is the trees, obviously. A creature standing in the same hex as a typical tree gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a tree doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the tree to its advantage when it can. The trunk of a typical tree has AC 4, hardness 5, and 150 hp. A DC 15 Climb check is sufficient to climb a tree. Medium and dense forests have massive trees as well. These trees take up an entire hex and provide cover to anyone behind them. They have AC 3, hardness 5, and 600 hp. Like their smaller counterparts, it takes a DC 15 Climb check to climb them.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 hexes of movement to move into, and it provides concealment. Undergrowth increases the DC of Tumble and Move Silently checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 hexes of movement to move into, and it provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Tumble and Move Silently checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Hide checks. Running and charging are impossible.

Forest Canopy: It's common for elves and other forest dwellers to live on raised platforms far above the surface floor. These wooden platforms generally have rope bridges between them. To get to the treehouses, characters generally ascend the trees' branches (Climb DC 15), use rope ladders (Climb DC 0), or take pulley elevators (which can be made to rise a number of feet equal to a Strength check, made each round as a full-round action). Creatures on platforms or branches in a forest canopy are considered to have cover when fighting creatures on the ground, and in medium or dense forests they have concealment as well.

Other Forest Terrain Elements: Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Water sources are usually either natural springs, forming small pools, or forest streams, generally 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests,

allowing normal movement and providing neither cover nor concealment. These paths are less common in dense forests, but even unexplored forests will have occasional game trails.

Stealth and Detection in a Forest: In a sparse forest, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 3d6×10 feet (average 105 feet). In a medium forest, this distance is 2d8×10 feet (average 90 feet), and in a dense forest it is 2d6×10 feet (average 70 feet).

Because any hex with undergrowth provides concealment, it's usually easy for a creature to use the Hide skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.

The background noise in the forest makes Listen checks more difficult, increasing the DC of the check by 2 per 10 feet, not 1 (but note that Move Silently is also more difficult in undergrowth).

Forest Fires (CR 6)

Most campfire sparks ignite nothing, but if conditions are dry, winds are strong, or the forest floor is dried out and flammable, a forest fire can result. Lightning strikes often set trees afire and start forest fires in this way. Whatever the cause of the fire, travelers can get caught in the conflagration. (Note that jungles do not suffer forest fires.)

A forest fire can be spotted from as far away as 2d6×100 feet (average 700 feet) by a character who makes a Spot check, treating the fire as a Colossal creature (reducing the DC by 16-20). If all characters fail their Spot checks, the fire moves closer to them. They automatically see it when it closes to half the original distance. Depending on prevailing winds and the presence of a character with the Scent ability, the fire may be detected from further away (GM's discretion).

Characters who are blinded or otherwise unable to make Spot checks can feel the heat of the fire (and thus automatically "spot" it) when it is 100 feet away.

The leading edge of a fire (the downwind side) can advance faster than a human can run (assume 120 feet per round for winds of moderate strength). Once a particular portion of the forest is ablaze, it remains so for 2d4×10 minutes before dying to a smoking smolder. Characters overtaken by a forest fire may find the leading edge of the fire advancing away from them faster than they can keep up, trapping them deeper and deeper in its grasp.

Within the bounds of a forest fire, a character faces three dangers: heat damage, catching on fire, and smoke inhalation.

Heat Damage: Getting caught within a forest fire is even worse than being exposed to extreme heat (see Heat Dangers). Breathing the air causes a character to take 1d6 points of damage per round (no save). In addition, a character must make a Fortitude save every 5 rounds (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. A character who holds his breath can avoid the lethal damage, but not the nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saving throws. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

Catching on Fire: Characters engulfed in a forest fire are at risk of catching on fire when the leading edge of the fire overtakes them, and are then at risk once per minute thereafter (see Catching on Fire).

Smoke Inhalation: Forest fires naturally produce a great deal of smoke. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Also, smoke obscures vision, providing concealment to characters within it.

Hills Terrain

A hill can exist in most other types of terrain, but hills can also dominate the landscape. Hills terrain is divided into two categories: gentle hills and rugged hills. Hills terrain often serves as a transition zone between

rugged terrain such as mountains and flat terrain such as plains. If the hills have terrain heavier than light undergrowth (ie. sparse trees and/or heavy undergrowth), refer to the Forest Terrain section, above.

Hills Terrain Features

	Hills Category	
Slope and Undergrowth	Gentle Hill (d%)	Rugged Hill (d%)
Gradual slope	75% (01-75)	40% (01-40)
Steep slope	20% (76-95)	50% (41-90)
Cliff	5% (96-00)	10% (91-00)
Light undergrowth	25% (01-25)	15% (01-15)

Gradual Slope: This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep Slope: Characters moving uphill (to the adjacent hex of higher elevation) must spend 2 hexes of movement to enter each hex of steep slope. Characters running or charging downhill (moving to an adjacent hex of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope hex. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the hex where they end their movement. A steep slope increases the DC of Tumble checks by 2.

Cliff: A cliff typically requires a DC 15 Climb check to scale and is 1d4×10 feet tall, although the needs of your map may mandate a taller cliff. A cliff isn't perfectly vertical, taking up 5-foot hexes if it's less than 30 feet tall and 10-foot hexes if it's 30 feet or taller.

Light Undergrowth: Sagebrush and other scrubby bushes grow on hills, although they rarely cover the landscape as they do in forests and marshes. Light undergrowth provides concealment and increases the DC of Tumble and Move Silently checks by 2.

Other Hills Terrain Elements: Trees aren't out of place in hills terrain, and valleys often have active streams (5 to 10 feet wide and no more than 5 feet deep) or dry streambeds (treat as a trench 5 to 10 feet across) in them. If you add a stream or streambed, remember that water always flows downhill.

Stealth and Detection in Hills: In gentle hills, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 2d10×10 feet (average 110 feet). In rugged hills, this distance is 2d6×10 feet (average 70 feet).

Hiding in hills terrain can be difficult if there isn't undergrowth around. A hilltop or ridge provides enough cover to hide from anyone below the hilltop or ridge. Hills don't affect Listen or Move Silently checks.

Marsh / Swamp Terrain

Wetlands, lands covered by water for long periods of time, consist of two main types; relatively open marshes and relatively forested swamps. Both are often bordered by lakes (described in Aquatic Terrain, above), which effectively are a third category of terrain found in marshes.

Marsh / Swamp Terrain Features

	Marsh / Swamp Category	
Bog Type and Undergrowth?	Marsh (d%)	Swamp (d%)
Shallow bog	60% (01-60)	50% (01-50)
Deep bog	20% (61-80)	40% (51-90)
Dry bog	20% (81-00)	10% (91-00)
Light undergrowth	80% (01-80)	60% (01-60)
Heavy undergrowth	20% (81-00)	40% (61-00)

Bogs: If a hex is part of a shallow bog, it has deep mud or standing water of about 1 foot in depth. It costs 2 hexes of movement to move into a hex with a shallow bog, and the DC of Tumble checks in such a hex increases by 2.

A hex that is part of a deep bog has roughly 4 feet of standing water. It costs Medium or larger creatures 4 hexes of movement to move into a hex with a deep bog, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog. Anything deeper would be considered Aquatic terrain (see above).

The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't underwater.

Deep bog hexes are usually clustered together and surrounded by an irregular ring of shallow bog hexes. Both shallow and deep bogs increase the DC of Move Silently checks by 2.

Undergrowth: The bushes, rushes, and other tall grasses in marshes and swamps function as undergrowth does in a forest (see above). A hex that is part of a bog does not also have undergrowth.

Quicksand

Patches of quicksand present a deceptively solid appearance (appearing as undergrowth or open land) that may trap careless characters. A character approaching a patch of quicksand at a normal pace is entitled to a DC 8 Survival check to spot the danger before stepping in, but charging or running characters don't have a chance to detect a hidden bog before blundering in. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries them 1d2×5 feet into the quicksand.

Effects of Quicksand: Characters in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet in whatever direction is desired. If a trapped character fails this check by 5 or more, they sink below the surface and begins to drown whenever they can no longer hold their breath (see the Swim skill description).

Characters below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Rescue: Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 feet closer to safety.

Other Marsh Terrain Elements: Swamps have trees just as forests do, usually clustered in small stands, but some swamps are as dense as jungle (and are treated as such, compounded by the difficulties of the swamp bog). Paths lead across many marshes, winding to avoid bog areas. As in forests, paths allow normal movement and don't provide the concealment that undergrowth does. Many marshes and swamps generate fog, mist, and gases; see the description for fog under Weather, below.

Stealth and Detection in a Marsh or Swamp: In a marsh, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6×10 feet (average 210 feet). In a swamp, this distance is 2d8×10 feet (average 90 feet). Fogs, mists, and gases can reduce those ranges further (GM's discretion). Undergrowth and deep bogs provide plentiful concealment, so it's easy to hide in a marsh. A marsh imposes no penalties on Listen checks, and using the Move Silently skill is more difficult in both undergrowth and bogs.

Mountain Terrain

The three mountain terrain categories are alpine meadows, rugged mountains, and forbidding mountains. As characters ascend into a mountainous area, they're likely to face each terrain category in turn, beginning with alpine meadows, extending through rugged mountains, and reaching forbidding mountains near the summit.

Mountains have an important terrain element, the rock wall, that is marked on the border between hexes rather than taking up hexes itself.

Mountain Terrain Features

	Mountain Category		
	Alpine Meadow	Rugged	Forbidding
Gradual slope	50% (01-50)	25% (01-25)	15% (01-15)
Steep slope	40% (51-90)	55% (26-80)	55% (16-70)
Cliff ¹	10% (91-00)	15% (81-95)	20% (71-90)
Chasm ¹	0% (---)	5% (96-00)	10% (91-00)
Light undergrowth	20% (01-20)	10% (01-10)	0% (---)
Scree	0% (---)	20% (11-30)	30% (01-30)
Dense rubble	0% (---)	20% (31-50)	60% (31-60)

¹ Do not roll for the presence of undergrowth, scree, or dense rubble on cliffs or chasms.

Gradual and Steep Slopes: These function as described in Hills Terrain, above.

Cliff: These terrain elements also function like their Hills terrain counterparts, but they're typically 2d6×10 feet tall. Cliffs taller than 80 feet take up 20 feet of horizontal space.

Chasm: Usually formed by natural geological processes, chasms function like pits in a dungeon setting. Chasms aren't hidden, so characters won't fall into them by accident (although bull rushes are another story). A typical chasm is 2d4×10 feet deep, at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm. In forbidding mountain terrain, chasms are typically 2d8×10 feet deep.

Light Undergrowth: This functions as described in Forest Terrain, above.

Scree: A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increases by 2 if there's scree on a gradual slope and by 5 if there's scree on a steep slope. The DC of Move silently checks increases by 2 if the scree is on a slope of any kind.

Dense Rubble: The ground is covered with rocks of all sizes. It costs 2 hexes of movement to enter a hex with dense rubble. The DC of Balance and Tumble checks on dense rubble increases by 5, and the DC of Move Silently checks increases by +2.

Rock Wall: A vertical plane of stone, rock walls require DC 25 Climb checks to ascend. A typical rock wall is 2d4×10 feet tall in rugged mountains and 2d8×10 feet tall in forbidding mountains. Rock walls are drawn on the edges of hexes, not in the hexes themselves.

Cave Entrance: Found in cliff and steep slope hexes and next to rock walls, cave entrances are typically between 5 and 20 feet wide and 5 feet deep. Beyond the entrance, a cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are 1d4×10 feet across.

Other Mountain Terrain Features: Most alpine meadows begin above the tree line, so trees and other forest elements are rare in the mountains. Mountain terrain can include active streams (5 to 10 feet wide and no more than 5 feet deep) and dry streambeds (treat as a trench 5 to 10 feet across). Particularly high-altitude areas tend to be colder than the lowland areas that surround them, so they may be covered in ice sheets (described below).

Stealth and Detection in Mountains: As a guideline, the maximum distance in mountain terrain at which a Spot check for detecting the nearby presence of others can succeed is 4d10×10 feet (average 220 feet). Certain peaks and ridgelines afford much better vantage points, of course, and twisting valleys and canyons have much shorter spotting distances. Because there's little vegetation to obstruct line of sight, the specifics on your map are your best guide for the range at which an encounter could begin. As in Hills terrain, a ridge or peak provides enough cover to hide from anyone below the high point.

It's easier to hear faraway sounds in the mountains. The DC of Listen checks increases by 1 per 20 feet between listener and source, not per 10 feet.

Avalanches (CR 7)

The combination of high peaks and heavy snowfalls means that avalanches are a deadly peril in many mountainous areas. While avalanches of snow and ice are common, it's also possible to have an avalanche of rock and soil.

An avalanche can be spotted from as far away as 1d10×500 feet downslope by a character who makes a DC 20 Spot check, treating the avalanche as a Colossal creature. If all characters fail their Spot checks to determine the encounter distance, the avalanche moves closer to them, and they automatically become aware of it when it closes to half the original distance. It's possible to hear an avalanche coming even if you can't see it. Under optimum conditions (no other loud noises occurring), a character who makes a DC 15 Listen check can hear the avalanche or landslide when it is 1d6×500 feet away. This check might have a DC of 20, 25, or higher in conditions where hearing is difficult (such as in the middle of a thunderstorm).

A landslide or avalanche consists of two distinct areas: the bury zone (in the direct path of the falling debris) and the slide zone (the area the debris spreads out to encompass). Characters in the bury zone always take damage from the avalanche; characters in the slide zone may be able to get out of the way. Characters in the bury zone take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried (see below). Characters in the slide zone take 3d6 points of damage, or no damage if they make a DC 15 Reflex save. Those who fail their saves are buried.

Buried characters take 1d6 points of nonlethal damage per minute. If a buried character falls unconscious, they must make a DC 15 Constitution check or take 1d6 points of lethal damage each minute thereafter until freed or dead.

The typical avalanche has a width of 1d6×100 feet, from one edge of the slide zone to the opposite edge. The bury zone in the center of the avalanche is half as wide as the avalanche's full width.

To determine the precise location of characters in the path of an avalanche, roll 1d6×20; the result is the number of feet from the center of the path taken by the bury zone to the center of the party's location.

Avalanches of snow and ice advance at a speed of 500 feet per round, and rock avalanches travel at a speed of 250 feet per round.

Mountain Travel

High altitude can be extremely fatiguing—or sometimes deadly—to creatures that aren't used to it. Cold becomes extreme, and the lack of oxygen in the air can wear down even the most hardy of warriors.

Acclimated Characters: Creatures accustomed to high altitude generally fare better than lowlanders. Any creature with an Environment entry that includes mountains is considered native to the area, and acclimated to the high altitude. Characters can also acclimate themselves by living at high altitude for a month. Characters who spend more than two months away from the mountains must reacclimate themselves when they return. Undead, constructs, and other creatures that do not breathe are immune to altitude effects.

Altitude Zones: In general, mountains present three possible altitude bands: low pass, low peak/high pass, and high peak.

Low Pass (lower than 5,000 feet): Most travel in low mountains takes place in low passes, a zone consisting largely of alpine meadows and forests. Travelers may find the going difficult (which is reflected in the movement modifiers for traveling through mountains), but the altitude itself has no game effect.

Low Peak or High Pass (5,000 to 15,000 feet): Ascending to the highest slopes of low mountains, or most normal travel through high mountains, falls into this category. All nonacclimated creatures labor to breathe in the thin air at this altitude. Characters must succeed on a Fortitude save each hour (DC 15, +1 per previous check) or be fatigued. The fatigue ends when the character descends to an altitude with more air. Acclimated characters do not have to attempt the Fortitude save. A character wearing an environmentally-sealed suit with an independent air supply does not need to make these saves.

High Peak (more than 15,000 feet): The highest mountains exceed 20,000 feet in height. At these elevations, creatures are subject to both high altitude fatigue (as described above) and altitude sickness, whether or not they're acclimated to high altitudes. Altitude sickness represents long-term oxygen deprivation, and it affects mental and physical ability scores. After each 6-hour period a character spends at an altitude of over 15,000 feet, they must succeed on a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Creatures acclimated to high altitude receive a +4 competence bonus on their saving throws to resist high altitude effects and altitude sickness, but eventually even seasoned mountaineers must abandon these dangerous elevations. A character wearing an environmentally-sealed suit with an independent air supply does not need to make these saves.

Plains Terrain

Plains come in three categories: farmlands, grasslands, and battlefields. Farmlands are common in settled areas, of course, while grasslands represent untamed plains. The battlefields where large armies clash are temporary places, usually reclaimed by natural vegetation or the farmer's plow. Battlefields represent a third terrain category because adventurers tend to spend a lot of time there, not because they're particularly prevalent.

The table below shows the proportions of terrain elements in the different categories of plains. On a farm, light undergrowth represents most mature grain crops, so farms growing vegetable crops will have less light undergrowth, as will all farms during the time between harvest and a few months after planting. The terrain elements in the table below are mutually exclusive.

Plains Terrain Features

	Plains Category		
	Farmland	Grassland	Battlefield
Light undergrowth	40% (01-40)	30% (01-30)	10% (01-10)
Heavy undergrowth	0% (---)	10% (31-40)	0% (---)
Light rubble	0% (---)	0% (---)	10% (11-20)
Trench	5% (41-45)	0% (---)	5% (21-25)
Hedgerow / Berm ¹	5% (46-50)	0% (---)	5% (26-30)

¹ This result is a hedgerow for farmland, and a berm for a battlefield.

Undergrowth: Whether they're crops or natural vegetation, the tall grasses of the plains function like light undergrowth in a forest. Particularly thick bushes form patches of heavy undergrowth that dot the landscape in grasslands.

Light Rubble: On the battlefield, light rubble usually represents something that was destroyed: the ruins of a building or the scattered remnants of a stone wall, for example. It functions as described in the Desert terrain section above.

Trench: Often dug before a battle to protect soldiers, a trench functions as a low wall, except that it provides no cover against adjacent foes. It costs 2 hexes of movement to leave a trench, but it costs nothing extra to enter one.

Creatures outside a trench who make a melee attack against a creature inside the trench gain a +1 bonus on melee attacks because they have higher ground. In farm terrain, trenches are generally irrigation ditches.

Hedgerows: Common in cultivated plains and grasslands, hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows function as low walls, and it takes 15 feet of movement to cross them. Wide hedgerows are more than 5 feet tall and take up entire hexes. They provide total cover, just as a wall does. It takes 4 hexes of movement to move through a hex with a wide hedgerow; creatures that succeed on a DC 10 Climb check need only 2 hexes of movement to move through the hex.

Berm: A common defensive structure, a berm is a low, earthen wall that slows movement and provides a measure of cover. Put a berm on the map by drawing two adjacent rows of steep slope (described in Hills Terrain, above), with the edges of the berm on the downhill side. Thus, a character crossing a two-hex berm will travel uphill for 1 hex, then downhill for 1 hex. Two hex berms provide cover as low walls for anyone standing behind them. Larger berms provide the low wall benefit for anyone standing 1 hex downhill from the top of the berm.

Fences: Wooden fences are generally used to contain livestock or impede oncoming soldiers. It costs an extra hex of movement to cross a wooden fence. A stone fence provides a measure of cover as well, functioning as low walls. Mounted characters can cross a fence without slowing their movement if they succeed on a DC 15 Ride check. If the check fails, the steed crosses the fence, but the rider falls out of the saddle.

Other Plains Terrain Features: Occasional trees dot the landscape in many plains, although on battlefields they're often felled to provide raw material for siege engines (described in Urban Features). Streams, generally 5 to 20 feet wide and 5 to 10 feet deep, are commonplace.

Stealth and Detection in Plains: In plains terrain, the maximum distance at which a Spot check for detecting the nearby presence of others can succeed is 6d6×40 feet, although the specifics of your map may restrict line of sight. Plains terrain provides no bonuses or penalties on Listen and Spot checks. Cover and concealment are not uncommon, so a good place of refuge is often nearby, if not right at hand.

Weather

Even when there's nothing else to talk about, there's always the weather. While PCs must always deal with the weather, sometimes weather can play an important role in an adventure. Table: Random Weather is an appropriate weather table for general use, and can be used as a basis for a local weather tables. Terms on that table are defined as follows.

Calm: Wind speeds are light (0 to 10 mph).

Cold: Between 0° and 40° Fahrenheit during the day, 10 to 20 degrees colder at night.

Cold Snap: Lowers temperature by –10° F.

Downpour: Treat as rain (see Precipitation, below), but conceals as fog. Can create floods (see above). A downpour lasts for 2d4 hours.

Heat Wave: Raises temperature by +10° F.

Hot: Between 85° and 110° Fahrenheit during the day, 10 to 20 degrees colder at night.

Moderate: Between 40° and 60° Fahrenheit during the day, 10 to 20 degrees colder at night.

Powerful Storm (Windstorm/Blizzard/Hurricane/Tornado): Wind speeds are over 50 mph (see Table: Wind Effects). In addition, blizzards are accompanied by heavy snow (1d3 feet), and hurricanes are accompanied by downpours (see above). Windstorms last for 1d6 hours. Blizzards last for 1d3 days. Hurricanes can last for up to a week, but their major impact on characters will come in a 24-to-48-hour period when the center of the storm

moves through their area. Tornadoes are very short-lived (1d6×10 minutes), typically forming as part of a thunderstorm system.

Precipitation: Roll d% to determine whether the precipitation is fog (01–30), rain/snow (31–90), or sleet/hail (91–00). Snow and sleet occur only when the temperature is 30° Fahrenheit or below. Most precipitation lasts for 2d4 hours. By contrast, hail lasts for only 1d20 minutes but usually accompanies 1d4 hours of rain.

Storm (Duststorm/Snowstorm/Thunderstorm): Wind speeds are severe (30 to 50 mph) and visibility is cut by three-quarters. Storms last for 2d4–1 hours. See Storms, below, for more details.

Warm: Between 60° and 85° Fahrenheit during the day, 10 to 20 degrees colder at night.

Windy: Wind speeds are moderate to strong (10 to 30 mph); see Table: Wind Effects below.

Table: Random Weather

d%	Weather	Cold Climate	Temperate Climate ¹	Warm Climate
01-70	Normal weather	Cold, calm	Normal for season ²	Hot, calm
71-80	Abnormal weather	Heat wave (01-30) or cold snap (31-00)	Heat wave (01-50) or cold snap (51-00)	Heat wave (01-50) or windy (51-00)
81-90	Inclement weather	Precipitation (snow)	Precipitation (seasonal)	Hot, windy
91-99	Storm	Snowstorm	Storm (seasonal)	Duststorm
00	Powerful storm	Blizzard	Windstorm, blizzard, hurricane, tornado	Downpour

¹ Temperate includes forest, hills, marsh, mountains, plains, and warm aquatic.

² Winter is cold, summer is warm, spring and autumn are temperate. Marsh regions are slightly warmer in winter.

Rain, Snow, Sleet, and Hail

Bad weather frequently slows or halts travel and makes it virtually impossible to navigate from one spot to another. Torrential downpours and blizzards obscure vision as effectively as a dense fog.

Most precipitation is rain, but in cold conditions it can manifest as snow, sleet, or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice. Rain: Rain reduces visibility ranges by half, resulting in a –4 penalty on Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind.

Snow: Falling snow has the same effects on visibility, ranged weapon attacks, and skill checks as rain, and it costs 2 hexes of movement to enter a snow-covered hex. A day of snowfall leaves 1d6 inches of snow on the ground.

Heavy Snow: Heavy snow has the same effects as normal snowfall, but also restricts visibility as fog does (see Fog, below). A day of heavy snow leaves 1d4 feet of snow on the ground, and it costs 4 hexes of movement to enter a hex covered with heavy snow. Heavy snow accompanied by strong or severe winds may result in snowdrifts 1d4×5 feet deep, especially in and around objects big enough to deflect the wind—a cabin or a large tent, for instance. There is a 10% chance that a heavy snowfall is accompanied by lightning (see Thunderstorm, below). Snow has the same effect on flames as moderate wind.

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (–4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of lethal damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms

The combined effects of precipitation (or dust) and wind that accompany all storms reduce visibility ranges by three quarters, imposing a –8 penalty on Spot, Search, and Listen checks. Storms make ranged weapon attacks impossible, except for those using siege weapons or mecha / starship weapons, which have a –4 penalty on

attack rolls. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table: Wind Effects for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following three types.

Duststorm (CR 3): These desert storms differ from other storms in that they have no precipitation. Instead, a duststorm blows fine grains of sand that obscure vision, smother unprotected flames, and can even choke protected flames (50% chance). Most duststorms are accompanied by severe winds and leave behind a deposit of 1d6 inches of sand. However, there is a 10% chance for a greater duststorm to be accompanied by windstorm-magnitude winds (see Table: Wind Effects). These greater duststorms deal 1d3 points of nonlethal damage each round to anyone caught out in the open without shelter and also pose a choking hazard (see Drowning—except that a character with a scarf or similar protection across their mouth and nose does not begin to choke until after a number of rounds equal to $10 \times$ their Constitution score). Greater duststorms leave 2d3–1 feet of fine sand in their wake.

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armor). As a rule of thumb, assume one bolt per minute for a 1-hour period at the center of the storm. Each bolt causes electricity damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

Powerful Storms: Very high winds and torrential precipitation reduce visibility to zero, making Spot, Search, and Listen checks and all ranged weapon attacks impossible, except for those using mecha / starship weapons, which have a -8 penalty on attack rolls. Unprotected flames are automatically extinguished, and protected flames have a 75% chance of being doused. Creatures caught in the area must make a DC 20 Fortitude save or face the effects based on the size of the creature (see Table: Wind Effects). Powerful storms are divided into the following four types.

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind.

Blizzard: The combination of high winds, heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds and heavy rain, hurricanes are accompanied by floods. Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado.

Fog: Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

Winds

The wind can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapors away. If powerful enough, it can even knock characters down (see Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks, such as Pilot.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a –2 penalty on ranged attack rolls and on Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a –4 penalty. This is the velocity of wind produced by a gust of wind spell.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible, siege weapons have a –4 penalty on attack rolls, and mecha / starship weapons have a -2 penalty on attack rolls. Listen checks are at a –8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible, siege weapons have a –8 penalty on attack rolls, and mecha / starship weapons have a -4 penalty on attack rolls. Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado (CR 10): All flames are extinguished. Ranged attacks are impossible, even with siege weapons, as are Listen checks. Mecha / starship weapons can make attacks with a -8 penalty, assuming they made their Fortitude save to avoid the wind's other effects (ie. blown away, knocked down, or checked). Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Table: Wind Effects

Wind Force	Wind Speed	Ranged Attacks / Siege Weapons ¹ / Mecha & Starship Weapons	Creature / Vehicle Size ²	Wind Effect on Creatures / Vehicles	Fortitude Save / Pilot DC
Light	0-10 mph	--/--/--	Any	None	---
Moderate	11-20 mph	--/--/--	Any	None	---
Strong	21-30 mph	-2/--/--	Tiny or smaller Small +	Knocked down None	10 ---
Severe	31-50 mph	-4/--/--	Tiny Small Medium Large +	Blown away Knocked down Checked None	15 15 15 ---
Windstorm	51-75 mph	Impossible/-4/-2	Small or smaller Medium Large or Huge Gargantuan +	Blown away Knocked down Checked None	18 18 18 ---
Hurricane	76-175 mph	Impossible/-8/-4	Medium or smaller Large Huge Gargantuan +	Blown away Knocked down Checked None	20 20 20 ---
Tornado	176-300 mph	Impossible/Impossible/-8	Large or smaller Huge Gargantuan +	Blown away Knocked down Checked	30 30 30

¹ The siege weapon category includes ballista and catapult attacks as well as boulders tossed by giants.

² Flying or airborne creatures and vehicles are treated as one size category smaller than their actual size, so an airborne Gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6×5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6×10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4×10 feet, taking 1d4 points of nonlethal damage per 10 feet. Flying creatures are blown back 2d6×10 feet and take 2d6 points of nonlethal damage due to battering and buffeting.

Extreme Environmental Effects

While the terrains and weather conditions given above are common to our world, there are rarer places on our world, and much more common on other worlds, that are inimical to carbon-based, air-breathing life-forms. Described below are some of those more extreme conditions.

Acid Effects

Some extreme planets and planets have an acidic gaseous atmosphere. Corrosive acids and acidic atmospheres deal 1d6 points of damage per round of exposure to living matter except in the case of total immersion (such as into a vat of acid), which deals 10d6 points of damage per round. An attack with acid, such as from a hurled vial or a monster's spittle, counts as a round of exposure. Corrosive atmospheres (i.e. gaseous acid, not liquid acid) do their damage more slowly to non-living matter, causing 1d4 acid damage per hour of exposure.

The fumes from most acids are inhaled poisons. Those who are immersed in such an atmosphere, or who come close enough to a large body of acid to dunk a creature in it must make a DC 13 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1d4 points of Constitution damage.

Creatures immune to acid's caustic properties might still drown in it if they are totally immersed (see Drowning).

Cold Dangers

Many planets and moons are too far from the closest star to support water-based life, because the water necessary for life (if any) is frozen solid. In game terms, cold and exposure deal nonlethal damage to the victim. This nonlethal damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, + 1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the Survival skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat them as fatigued). These penalties end when the character recovers the nonlethal damage they took from the cold and exposure.

Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing non-environmental metal armor or coming into contact with very cold metal are affected as if by a *chill metal* spell.

Ice Effects: Characters walking on ice must spend 2 hexes of movement to enter a hex 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

Whether underground or on the far side of a moon, darkness is a predominant terrain feature in many places. Darkvision allows many characters and monsters to see perfectly well without any light at all, but characters with normal vision (or low-light vision, for that matter) can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of subterranean wind, tech sources of light can be drained or ionized, magical light sources can be dispelled or countered, or magical traps might create fields of impenetrable darkness.

In many cases, some characters or monsters might be able to see, while others are blinded. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

—Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a sneak attack).

—Blinded creatures are hampered in their movement and pay 2 hexes of movement per hex moved into (double normal cost). Blinded creatures can't run or charge.

—All opponents have total concealment from a blinded creature, so the blinded creature has a 50% miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right hex; if the blinded creature launches an attack without pinpointing its foe, it attacks a random hex within its reach. For ranged attacks or spells / powers against a foe whose location is not pinpointed, roll to determine which adjacent hex the blinded creature is facing; its attack is directed at the closest target that lies in that direction.

—A blinded creature loses its Dexterity adjustment to AC and takes a –2 penalty to AC.

—A blinded creature takes a –4 penalty on 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.

—Creatures blinded by darkness cannot use gaze attacks and are immune to gaze attacks.

—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's hex (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 their hands or a weapon into two adjacent hexes using a standard action. If an unseen target is in one of the designated hexes, 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 them (until the unseen creature moves, of course). The only exception is if the unseen creature has a reach greater than 5 feet (in which case the blinded character knows the location of the unseen opponent, but has not pinpointed them) or uses a ranged attack (in which case, the blinded character knows the general direction of the foe, but not their location).

—A creature with the Scent ability automatically pinpoints unseen creatures within 5 feet of its location.

Falling

Where there's gravity, there's the potential of falling. When it comes to falling damage, the basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6 (in Earth-like 1G gravity conditions; see Gravity Effects below).

If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 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 nonlethal damage. Thus, a character who slips from a ledge 30 feet up takes 3d6 damage. If the same character deliberately jumped, they take 1d6 points of nonlethal damage and 2d6 points of lethal damage. And if the character leaps down with a successful Jump or Tumble check, they take only 1d6 points of nonlethal damage and 1d6 points of lethal damage from the plunge.

Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment).

Characters who deliberately dive into water take no damage on a successful DC 15 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 in Lighter-Than-Earth Gravity: Falling in light-gravity conditions inflicts 50% less damage per 10 feet of distance fallen; 1d3 per 10 feet or 1d6 damage per 20 feet, GM's choice, up to a maximum of 20d3 or 10d6 damage for a 200-foot or greater fall.

Falling in Heavier-Than-Earth Gravity: Falling in heavy-gravity conditions inflicts 50% more damage per 10 feet of distance fallen; 3d3 or 1d10 damage per 10 feet of distance fallen, GM's choice, up to a maximum of 60d3 or 20d10 damage for a 200-foot or greater fall.

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 every 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 much damage an object inflicts, based on its base size falling from a minimum of 10 feet, up to a maximum falling damage based on the object's maximum falling speed / "terminal velocity".

As noted above, lighter-than-Earth gravity will typically inflict 50% less damage, while heavier-than-Earth gravity will typically inflict 50% more damage.

Table: Damage from Falling Objects

Object or Creature Size	Damage based on Size (damage die from Speed)
Colossal (5,000+ lb.)	5d20 (d20, max 20d20)
Gargantuan (1,001-5,000 lb.)	4d12 (d12, max 20d12)
Huge (501-1,000 lb.)	3d10 (d10, max 20d10)
Large (251-500 lb.)	2d8 (d8, max 20d8)
Medium-size (126-250 lb.)	1d6 (d6, max 20d6)
Small (31-125 lb.)	1d4 (d4, max 20d4)
Tiny (6-30 lb.)	1d3 (d3, max 15d3)
Diminutive (1-5 lb.)	1d2 (d2, max 10d2)
Fine (less than 1 lb.) ¹	---

¹ Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

Gravity Variations

Otherworldly planes and distant planets offer widely-varying gravity conditions. For more information on the gravity variations possible (Low-Gravity, High-Gravity, and No-Gravity), see the section on "[Gravity Conditions](#)".

Heat Dangers

Our world has many places where the heat can threaten one's life. Heat deals nonlethal damage that cannot be recovered until the character gets cooled off (reaches shade, survives until nightfall, gets doused in water, is targeted by *endure elements*, and so forth). Once rendered unconscious through the accumulation of nonlethal damage, the character begins to take lethal damage at the same rate.

A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the Survival skill description). Characters reduced to unconsciousness begin taking lethal damage (1d4 points per hour).

In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage. Characters wearing heavy clothing or armor of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well. Characters reduced to unconsciousness begin taking lethal damage (1d4 points per each 10-minute period).

A character who takes any nonlethal damage from heat exposure now suffers from heatstroke and is fatigued. These penalties end when the character recovers the nonlethal damage they took from the heat.

Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals 1d6 points of damage per minute (no save). In addition, a character must make a Fortitude save every 5 minutes (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage. Those wearing heavy clothing or any sort of armor take a –4 penalty on their saves. In addition, those wearing metal armor or coming into contact with very hot metal are affected as if by a heat metal spell.

Boiling water deals 1d6 points of scalding damage, unless the character is fully immersed, in which case it deals 10d6 points of damage per round of exposure.

Catching on Fire

Characters exposed to burning oil, bonfires, and noninstantaneous magic or psionic fires might find their clothes, hair, or equipment on fire. Spells and powers with an instantaneous duration don't normally set a character on fire, since the heat and flame from these come and go in a flash.

Characters at risk of catching fire are allowed a DC 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, they take 1d6 points of damage immediately. In each subsequent round, the burning character

must make another Reflex saving throw. Failure means they take another 1d6 points of damage that round. Success means it's extinguished. (That is, once they succeed on their saving throw, they're no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse themselves. 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 fire damage per round.

Damage from magma continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

An immunity or resistance to fire serves as an immunity to lava or magma. However, a creature immune to fire might still drown if completely immersed in lava (see Suffocation, below).

Radiation Exposure

From a nuclear accident to a cursed item to a space walk gone wrong, radiation exposure can prove fatal if left untreated. See "[Radiation Sickness](#)" for more details on Radiation Exposure and Radiation Sickness.

Smoke Effects

Burning buildings and smoldering volcanoes are just two examples of how smoke can play a factor. A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Smoke also 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 characters need at least a gallon of fluids and about a pound of decent food per day to avoid starvation. (Small characters need half as much.) 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 their 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 nonlethal 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 nonlethal damage.

Characters who have taken nonlethal damage from lack of food or water are fatigued. Nonlethal damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

Suffocation

Finding oneself trapped underwater, under a landslide, or in outer space, can ultimately lead to death by suffocation. A character who has no air to breathe can hold their 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 their 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, they begin to suffocate. In the first round, the suffocating character falls unconscious (0 hit points). In the following round, they drop to -1 hit points and is dying. In the third round, the character suffocates and dies (- Con hit points).

Slow Suffocation: A Medium 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 nonlethal damage every 15 minutes. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time.

Vacuum Exposure

For rules on how to treat the vacuum of space, see the Section on [“The Vacuum of Space and Decompression”](#).

Water Dangers

Any character can wade in relatively calm water that isn't over his head, no check required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult. See the Swim skill description.)

By contrast, fast-moving water is much more dangerous. On a failed DC 15 Swim check or a DC 15 Strength check, the struggling swimmer is swept along by the water's flow, suffering 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals water pressure damage of 1d6 points per minute for every 100 feet the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

Drowning: See [Suffocation](#), above.

Artificial Terrains

Besides all the naturally-occurring terrains that PCs may have to contend with, there are two major artificial terrains they will most often find themselves confronted with; the dungeon, and the city.

Dungeon Types

There are four basic dungeon types, defined by their current status. Many dungeons are variations on these basic types or combinations of more than one of them. Sometimes old dungeons are used again and again by different inhabitants for different purposes. The phrase “dungeon” has developed a much wider interpretation since its original meaning in the TTRPG world, and can refer to any scenario, usually isolated in nature, that is not a city, where enemies and treasure can expect to be found.

Ruined Structure: Once occupied, this place is now abandoned (completely or in part) by its original creator or creators, and other creatures have wandered in. Many creatures look for abandoned constructions in which to make their lairs. Any traps that might exist have probably been set off, but wandering beasts might very well be common.

Occupied Structure: This type of dungeon is still in use. Creatures (usually intelligent) live there, although they may not be the dungeon's creators. An occupied structure might be a home, a fortress, a temple, an active mine, a prison, or a headquarters. This type of dungeon is less likely to have traps or wandering beasts, and more likely to have organized guards—both on watch and on patrol. Traps or wandering beasts that might be encountered are usually under the control of the occupants. Occupied structures have furnishings to suit the inhabitants, as well as

decorations, supplies, and the ability for occupants to move around (doors they can open, hallways large enough for them to pass through, and so on). The inhabitants might have a communication system, and they almost certainly control access to the outside.

Some dungeons are partially occupied and partially empty or in ruins. In such cases, the occupants are typically not the original builders but instead a group of intelligent creatures that have set up their base, lair, or fortification within an abandoned dungeon.

Safe Storage: When people want to protect something, they might build a specialized structure within which to place it, usually but not always underground. Whether the item they want to protect is a fabulous treasure, a forbidden artifact, or the dead body of an important figure, these valuable objects are placed within a dungeon and surrounded by barriers, traps, and guardians.

The safe storage type of dungeon is the most likely to have traps but the least likely to have wandering beasts. This type of dungeon normally is built for function rather than appearance, but sometimes it has ornamentation in the form of statuary or painted walls. This is particularly true of the tombs of important people.

Sometimes, however, a vault or a crypt is constructed in such a way as to house living guardians. The problem with this strategy is that something must be done to keep the creatures alive between intrusion attempts. Magic and/or tech are usually the best solutions to provide food and water for these creatures on a prolonged basis. Even if there's no way anything living can survive in a safe storage dungeon, certain monsters can still serve as guardians. Builders of vaults or tombs often place undead creatures or constructs, both of which have no need for sustenance or rest to guard their dungeons. Magic traps can attack intruders by summoning monsters into the dungeon. These guardians also need no sustenance, since they appear only when they're needed and disappear when their task is done. Hi-tech sensor systems and weaponry can maintain a near-eternal vigil with proper powering and construction.

Natural Cavern Complex: The only one of the dungeon types that is necessarily underground, caves and cavern complexes provide homes for all sorts of subterranean monsters. Created naturally and connected by a labyrinthine tunnel system, these caverns lack any sort of pattern, order, or decoration. With no intelligent force behind its construction, this type of dungeon is the least likely to have traps or even doors.

Fungi of all sorts thrive in caves, sometimes growing in huge forests of mushrooms and puffballs. Subterranean predators prowl these forests, looking for those feeding upon the fungi. Some varieties of fungus give off a phosphorescent glow, providing a natural cavern complex with its own limited light source. In other areas, a daylight spell or similar magical effect can provide enough light for green plants to grow.

Often, a natural cavern complex connects with another type of dungeon, the caves having been discovered when the manufactured dungeon was delved. A cavern complex can connect two otherwise unrelated dungeons, sometimes creating a strange mixed environment. A natural cavern complex joined with another dungeon often provides a route by which subterranean creatures find their way into a manufactured dungeon and populate it.

Dungeon Terrain

The basic types of "terrain" encountered in a dungeon are as follows; walls, floors, doors, rooms, and corridors, along with the most common miscellaneous features, including stairs, pillars, pools, slimes, and fungi.

Walls

Sometimes, masonry walls—stones piled on top of each other (usually but not always held in place with mortar)—divide dungeons into corridors and chambers. Dungeon walls can also be hewn from solid rock, leaving them with a rough, chiseled look. Or, dungeon walls can be the smooth, unblemished stone of a naturally occurring cave or the smooth, polished metal of a carefully crafted hallway. Dungeon walls are difficult to break down or through, but they're generally easy to climb.

Table: Walls

Wall Type	Typical Thickness	Break DC	Hardness	Hit Points ¹	Climb DC
Masonry (TL 1+)	1 ft.	35	8	90	15
Superior Masonry (TL 2+)	1 ft.	35	8	90	20
Reinforced Masonry (TL 3+)	1 ft.	45	8	180	15
Hewn Stone (TL 1+)	3 ft.	50	8	540	22
Unworked Stone	5 ft.	65	8	900	20
Paper (TL 1+)	Paper-thin	1	--	1	30
Wood (TL 1+)	6 in.	20	5	60	21
Iron (TL 1+)	3 in.	30	10	90	25
Steel (TL 5+)	1 in.	40	10	180	30
Duralloy (TL 6+)	1 in.	50	15	180	30
Neovulcanium (TL 7+)	1 in.	60	20	360	30
Megatanium (TL 8+)	1 in.	70	30	540	30
Magically-treated ²	---	+20	X2	X2 ³	---

¹ Per 10-foot-by-10-foot section.

² These modifiers can be applied to any of the other wall types.

³ Or an additional 50 hit points, whichever is greater.

Masonry Walls: The most common kind of dungeon wall for Tech Levels 1-3, masonry walls are usually at least 1 foot thick. Often these ancient walls sport cracks and crevices, and sometimes dangerous slimes or small monsters live in these areas and wait for prey. Masonry walls stop all but the loudest noises. It takes a DC 20 Climb check to travel along a masonry wall.

Superior Masonry Walls: Sometimes masonry walls are better built (smoother, with tighter-fitting stones and less cracking, typically Tech Levels 3+), and occasionally these superior walls are covered with plaster or stucco. Covered walls often bear paintings, carved reliefs, or other decoration. Superior masonry walls are no more difficult to destroy than regular masonry walls but are more difficult to climb (DC 25).

Hewn Stone Walls: Such walls usually result when a chamber or passage is tunneled out from solid rock. The rough surface of a hewn wall frequently provides minuscule ledges where fungus grows and fissures where vermin, bats, and subterranean snakes live. When such a wall has an “other side” (it separates two chambers in the dungeon), the wall is usually at least 3 feet thick; anything thinner risks collapsing from the weight of all the stone overhead. It takes a DC 25 Climb check to climb a hewn stone wall.

Unworked Stone Walls: These surfaces are uneven and rarely flat. They are smooth to the touch but filled with tiny holes, hidden alcoves, and ledges at various heights. They’re also usually wet or at least damp, since it’s water that most frequently creates natural caves. When such a wall has an “other side,” the wall is usually at least 5 feet thick. It takes a DC 15 Climb check to move along an unworked stone wall.

Special Walls

Reinforced Walls: These are masonry walls with iron bars on one or both sides of the wall, or placed within the wall to strengthen it. The hardness of a reinforced wall remains the same, but its hit points are doubled and the Strength check DC to break through it is increased by 10.

Paper Walls: Paper walls are the opposite of iron walls, placed as screens to block line of sight but nothing more.

Wooden Walls: Wooden walls often exist as recent additions to older dungeons, used to create animal pens, storage bins, or just to make a number of smaller rooms out of a larger one.

Iron Walls: These walls are placed within dungeons around important places such as vaults.

Steel / Duralloy / Neovulcanium / Megatanium Walls: The upgrade to iron walls, these walls are typically very smooth (thus the increased difficulty to climb) and likewise placed around important areas, as the scenario’s Tech Level allows.

Magically Treated Walls: These walls are stronger than average, with a greater hardness, more hit points, and a higher break DC. Magic can usually double the hardness and hit points and can add up to 20 to the break DC. A magically treated wall also gains a saving throw against spells that could affect it, with the save bonus equaling 2 + one-half the caster level of the magic reinforcing the wall. Creating a magic wall requires the Craft Wondrous Item feat and the expenditure of 1,500 gp for each 10 foot-by-10-foot wall section.

Walls with Firing Slits: Walls with firing slits can be made of any durable material but are most commonly masonry, hewn stone, or wood. Such a wall allows defenders to fire ranged weapons at intruders from behind the safety of the wall. Shooters behind firing slits have improved cover that gives them a +8 bonus to Armor Class, a +4 bonus on Reflex saves, and the benefits of the improved evasion class feature.

Floors

As with walls, dungeon floors come in many types, typically dictated by the type of dungeon and the Tech Level of the scenario.

Flagstone: Like masonry walls, flagstone floors are made of fitted stones. They are usually cracked and only somewhat level. Slime and mold grows in these cracks. Sometimes water runs in rivulets between the stones or sits in stagnant puddles. Flagstone is the most common dungeon floor.

Uneven Flagstone: Over time, some floors can become so uneven that a DC 10 Balance check is required to run or charge across the surface. Failure means the character can't move in this round. Floors as treacherous as this should be the exception, not the rule.

Hewn Stone Floors: Rough and uneven, hewn floors are usually covered with loose stones, gravel, dirt, or other debris. A DC 10 Balance check is required to run or charge across such a floor. Failure means the character can still act, but can't run or charge in this round.

Light Rubble: Small chunks of debris litter the ground. Light rubble adds 2 to the DC of Balance and Tumble checks.

Dense Rubble: The ground is covered with debris of all sizes. It costs 2 hexes of movement to enter a hex with dense rubble. Dense rubble adds 5 to the DC of Balance and Tumble checks, and it adds 2 to the DC of Move Silently checks.

Smooth Stone or Metal Floors: Finished and sometimes even polished, smooth floors are found only in dungeons with capable and careful builders.

Natural Stone Floors: The floor of a natural cave is as uneven as the walls. Caves rarely have flat surfaces of any great size. Rather, their floors have many levels. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks to get from one surface to the other. Unless a path has been worn and well marked in the floor of a natural cave, it takes 2 hexes of movement to enter a hex with a natural stone floor, and the DC of Balance and Tumble checks increases by 5. Running and charging are impossible, except along paths.

Special Floors

Slippery: Water, ice, slime, or blood can make any of the dungeon floors described in this section more treacherous. Slippery floors increase the DC of Balance and Tumble checks by 5.

Grate: A grate often covers a pit or an area lower than the main floor. Grates are usually made from iron (or the prevailing Tech Level alloy), but large ones can also be made from iron-bound timbers. Many grates have hinges to allow access to what lies below (such grates can be locked like any door), while others are permanent and designed not to move. A typical 1-inch-thick iron grate has 25 hit points, hardness 10, and a DC of 27 for Strength checks to break through it or tear it loose.

Ledge: Ledges allow creatures to walk above some lower area. They often circle around pits, run along underground streams, form balconies around large rooms, or provide a place for archers to stand while firing upon enemies below. Narrow ledges (12 inches wide or less) require those moving along them to make Balance checks. Failure results in the moving character falling off the ledge. Ledges sometimes have railings. In such a case,

characters gain a +5 circumstance bonus on Balance checks to move along the ledge. A character who is next to a railing gains a +2 circumstance bonus on his or her opposed Strength check to avoid being bull rushed off the edge. Ledges can also have low walls 2 to 3 feet high along their edges. Such walls provide cover against attackers within 30 feet on the other side of the wall, as long as the target is closer to the low wall than the attacker is.

Transparent Floor: Transparent floors, made of reinforced glass or magic materials (even a *wall of force*), allow a dangerous setting to be viewed safely from above. Transparent floors are sometimes placed over lava pools, arenas, monster dens, and torture chambers. They can be used by defenders to watch key areas for intruders.

Sliding Floors: A sliding floor is a type of trapdoor, designed to be moved and thus reveal something that lies beneath it. A typical sliding floor moves so slowly that anyone standing on one can avoid falling into the gap it creates, assuming there's somewhere else to go. If such a floor slides quickly enough that there's a chance of a character falling into whatever lies beneath—a spiked pit, a vat of burning oil, or a pool filled with sharks—then it's a trap.

Trap Floors: Some floors are designed to become suddenly dangerous. With the application of just the right amount of weight, or the pull of a lever somewhere nearby, spikes protrude from the floor, gouts of steam or flame shoot up from hidden holes, or the entire floor tilts. These strange floors are sometimes found in an arena, designed to make combats more exciting and deadly. Construct these floors as you would any other trap.

Doors

Doors in dungeons are much more than mere entrances and exits. Often they can be encounters all by themselves. Dungeon doors come in three basic types: wooden, stone, and metal.

Table: Doors

Door Type	Typical Thickness	Hardness	Hit Points	Break DC	
				Stuck	Locked
Simple wooden (TL 1+)	1 in.	5	10	13	15
Good wooden (TL 1+)	1.5 in.	5	15	16	18
Strong wooden (TL 1+)	2 in.	5	20	23	25
Stone (TL 1+)	4 in.	8	60	28	28
Iron (TL 1+)	2 in.	10	60	28	28
Steel (TL 5+)	1 in.	10	60	28	30
Duralloy (TL 6+)	1 in.	15	60	30	35
Neovulcanium (TL 7+)	1 in.	20	120	35	40
Megatanium (TL 8+)	1 in.	30	180	40	50
Portcullis, wooden (TL 1+)	3 in.	5	30	25 ¹	25 ¹
Portcullis, iron (TL 1+)	2 in.	10	60	25 ¹	25 ¹
Portcullis, steel (TL 5+)	1 in.	10	60	25 ¹	25 ¹
Portcullis, duralloy (TL 6+)	1 in.	15	60	25 ¹	25 ¹
Portcullis, neovulcanium (TL 7+)	1 in.	20	120	30 ¹	30 ¹
Portcullis, megatanium (TL 8+)	1 in.	30	180	35 ¹	35 ¹
Lock, iron (TL 1+)	---	15	30	---	---
Hinge, iron (TL 1+)	---	10	30	---	---

¹ This is the DC to lift the portcullis, keeping in mind that most portcullis are designed to lock upon falling into place. If trying to bend the bars or otherwise break the portcullis, use the appropriate door type for breaking.

Wooden Doors: Constructed of thick planks nailed together, sometimes bound with iron for strength (and to reduce swelling from dungeon dampness), wooden doors are the most common type. Wooden doors come in varying strengths: simple, good, and strong doors. Simple doors (break DC 13) are not meant to keep out motivated attackers. Good doors (break DC 16), while sturdy and long-lasting, are still not meant to take much punishment. Strong doors (break DC 23) are bound in iron and are a sturdy barrier to those attempting to get past

them. Iron hinges fasten the door to its frame, and typically a circular pull-ring in the center is there to help open it. Sometimes, instead of a pull-ring, a door has an iron pull-bar on one or both sides of the door to serve as a handle. In inhabited dungeons, these doors are usually well maintained (not stuck) and unlocked, although important areas are locked up if possible.

Stone: Carved from solid blocks of stone, these heavy, unwieldy doors are often built so that they pivot when opened, although dwarves and other skilled craftsfolk are able to fashion hinges strong enough to hold up a stone door. Secret doors concealed within a stone wall are usually stone doors. Otherwise, such doors stand as tough barriers protecting something important beyond. Thus, they are often locked or barred.

Iron: Rusted but sturdy, iron doors in a dungeon are hinged like wooden doors. These doors are the toughest form of nonmagical door, at least until Tech Level 5 steel alloys are developed. They are usually locked or barred.

Steel / Duralloy / Neovulcanium / Megatanium: These advanced alloys offer greater hardness and/or hit points than their predecessors. The density of later Tech Level alloys makes for a significant difference in their weight, affecting their hardness, their hit points, and their Break DC.

Locks, Bars, and Seals: Dungeon doors may be locked, trapped, reinforced, barred, magically sealed, or sometimes just stuck. All but the weakest characters can eventually knock down a door with a heavy tool such as a sledgehammer, and a number of spells, powers, and items give characters an easy way around a locked door.

Attempts to literally chop a door down with a slashing or bludgeoning weapon use the hardness and hit points given in Table: Doors. Often the easiest way to overcome a recalcitrant door is not by demolishing it but by breaking its lock, bar, or hinges. When assigning a DC to an attempt to knock a door down, use the following as guidelines:

DC 10 or Lower: a door just about anyone can break open.

DC 11–15: a door that a strong person could break with one try.

DC 16–20: a door that almost anyone could break, given time.

DC 21–25: a door that only a strong or very strong person has a hope of breaking.

DC 26 or Higher: a door that only an exceptionally strong person has a hope of breaking.

For specific examples in applying these guidelines, see Table: Random Door Types.

Locks: Dungeon doors are often locked, and thus the Open Lock skill comes in very handy. Locks are usually built into the door, either on the edge opposite the hinges or right in the middle of the door. Built-in locks either control an iron bar that juts out of the door and into the wall of its frame, or else a sliding iron bar or heavy wooden bar that rests behind the entire door. By contrast, padlocks are not built-in but usually run through two rings, one on the door and the other on the wall. More complex locks, such as combination locks and puzzle locks, are usually built into the door itself. Because such keyless locks are larger and more complex, they are typically only found in sturdy doors (strong wooden, stone, or iron doors).

The Open Lock DC to pick a lock often falls into the range of 20 to 30, although locks with lower or higher DCs can exist. A door can have more than one lock, each of which must be unlocked separately. Locks are often trapped, usually with poison needles that extend out to prick a rogue's finger.

Breaking a lock is sometimes quicker than breaking the whole door. If a PC wants to whack at a lock with a weapon, treat the typical lock as having hardness 15 and 30 hit points (based on iron; for higher Tech Levels, change the hardness and hit points accordingly). A lock can only be broken if it can be attacked separately from the door, which means that a built-in lock is immune to this sort of treatment. In an occupied dungeon, every locked door should have a key somewhere.

A special door (see below for examples) might have a lock with no key, instead requiring that the right combination of nearby levers must be manipulated or the right symbols must be pressed on a keypad in the correct sequence to open the door.

Stuck Doors: Dungeons are often damp, and sometimes doors get stuck, particularly wooden doors. Assume that about 10% of wooden doors and 5% of nonwooden doors are stuck. These numbers can be doubled (to 20% and 10%, respectively) for long-abandoned or neglected dungeons.

Barred Doors: When characters try to bash down a barred door, it's the quality of the bar that matters, not the material the door is made of. It takes a DC 25 Strength check to break through a door with a wooden bar, and a DC

30 Strength check if the bar is made of iron. Characters can attack the door and destroy it instead, leaving the bar hanging in the now-open doorway.

Magic Seals: In addition to magic traps spells such as *arcane lock* can discourage passage through a door. A door with an *arcane lock* spell on it is considered locked even if it doesn't have a physical lock. It takes a *knock* spell, a *dispel magic & psionics* spell, or a successful Strength check to get through such a door.

Hinges: Most doors have hinges. Obviously, sliding doors do not. (They usually have tracks or grooves instead, allowing them to slide easily to one side.)

Standard Hinges: These hinges are metal, joining one edge of the door to the doorframe or wall. Remember that the door swings open toward the side with the hinges. (So, if the hinges are on the PCs' side, the door opens toward them; otherwise it opens away from them.) Adventurers can take the hinges apart one at a time with successful Disable Device checks (assuming the hinges are on their side of the door, of course). Such a task has a DC of 20 because most hinges are rusted or stuck. Breaking a hinge is difficult. Most have hardness 10 and 30 hit points. The break DC for a hinge is the same as for breaking down the door.

Nested Hinges: These hinges are much more complex than ordinary hinges, and are found only in areas of excellent construction (almost always in Tech Level 5+ scenarios, if not a sliding door). These hinges are built into the wall and allow the door to swing open in either direction. PCs can't get at the hinges to fool with them unless they break through the doorframe or wall. Nested hinges are typically found on stone doors but sometimes on wooden or iron doors as well.

Pivots: Pivots aren't really hinges at all, but simple knobs jutting from the top and bottom of the door that fit into holes in the doorframe, allowing the door to spin. The advantages of pivots is that they can't be dismantled like hinges and they're simple to make. The disadvantage is that since the door pivots on its center of gravity (typically in the middle), nothing larger than half the door's width can fit through. Doors with pivots are usually stone and are often quite wide to overcome this disadvantage. Another solution is to place the pivot toward one side and have the door be thicker at that end and thinner toward the other end so that it opens more like a normal door. Secret doors in walls often turn on pivots, since the lack of hinges makes it easier to hide the door's presence. Pivots also allow objects such as bookcases to be used as secret doors.

Secret Doors: Disguised as a bare patch of wall (or floor, or ceiling), a bookcase, a fireplace, or a fountain, a secret door leads to a secret passage or room. Someone examining the area finds a secret door, if one exists, on a successful Search check (DC 20 for a typical secret door to DC 30 for a well-hidden secret door). Elves have a chance to detect a secret door just by casually looking at an area.

Many secret doors require a special method of opening, such as a hidden button or pressure plate. Secret doors can open like normal doors, or they may pivot, slide, sink, rise, or even lower like a drawbridge to permit access. Builders might put a secret door down low near the floor or high up in a wall, making it difficult to find or reach. Wizards and sorcerers have a spell, *phase door*, that allows them to create a magic secret door that only they can use.

Magic Doors: Enchanted by the original builders, a door might speak to explorers, warning them away. It might be protected from harm, increasing its hardness or giving it more hit points as well as an improved saving throw bonus against *disintegrate* and other similar spells. A magic door might not lead into the space revealed beyond, but instead it might be a portal to a faraway place or even another plane of existence. Other magic doors might require passwords or special keys to open them.

Portcullises: These special doors consist of iron or thick, ironbound, wooden shafts that descend from a recess in the ceiling above an archway. Sometimes a portcullis has crossbars that create a grid, sometimes not. Typically raised by means of a winch or a capstan, a portcullis can be dropped quickly, and the shafts end in spikes to discourage anyone from standing underneath (or from attempting to dive under it as it drops). Once it is dropped, a portcullis locks, unless it is so large that no normal person could lift it anyway. In any event, lifting a typical (iron) portcullis requires a DC 25 Strength check.

Walls, Doors, and Detect Spells & Powers: Stone walls, iron walls, and iron doors are usually thick enough to block most detect spells and powers, such as *detect thoughts*. Wooden walls, wooden doors, and stone doors are usually

not thick enough to do so. However, a secret stone door built into a wall and as thick as the wall itself (at least 1 foot) does block most detect spells and powers.

Rooms

Rooms in dungeons vary in shape and size. Although many are simple in construction and appearance, particularly interesting rooms have multiple levels joined by stairs, ramps, ladders, or elevators, as well as statuary, altars, pits, chasms, consoles, bridges, and more.

Of note regarding the architecture of underground chambers; being prone to collapse, many rooms—particularly large ones—have arched ceilings and/or pillars to support the weight of the rock overhead.

Common dungeon rooms fall into the following broad categories.

Guard Post: Intelligent, social denizens of the dungeon will generally have a series of adjacent rooms they consider “theirs,” and they’ll guard the entrances to that common area.

Living Quarters: All but the most nomadic creatures have a lair where they can rest, eat, and store their treasure. Living quarters commonly include beds (if the creature sleeps), latrines (for bodily waste), possessions (both valuable and mundane), and some sort of food preparation area. Noncombatant creatures such as juveniles and the elderly are often found here.

Work Area: Most intelligent creatures do more than just guard, eat, and sleep, and many devote rooms to magic laboratories and libraries, workshops for weapons and armor, or studios for more esoteric tasks.

Shrine: Any creature that is particularly religious may have some place dedicated to worship, and others may venerate something of great historical or personal value. Depending on the creature’s resources and piety, a shrine can be humble or extensive. A shrine is where PCs will likely encounter NPC clerics, and it’s common for wounded monsters to flee to a shrine friendly to them when they seek healing.

Vault: Well protected, often by a locked iron door, a vault is a special room that contains treasure. There’s usually only one entrance—an appropriate place for a trap.

Crypt: Although sometimes constructed like a vault, a crypt can also be a series of individual rooms, each with its own sarcophagus, or a long hall with recesses on either side—shelves to hold coffins or bodies.

Those who are worried about undead rising from the grave take the precaution of locking and trapping a crypt from the outside—making the crypt easy to get into but difficult to leave. Those worried about tomb robbers make their crypts difficult to get into. Some builders do both, just to be on the safe side.

Corridors

All dungeons have rooms, and most have corridors. While most corridors simply connect rooms, sometimes they can be encounters in their own right because of traps, guard patrols, and wandering monsters out on the hunt.

Corridor Traps: Because passageways in dungeons tend to be narrow, offering few movement options, dungeon builders like to place traps in them. In a cramped passageway, there’s no way for intruders to move around concealed pits, falling stones, arrow traps, tilting floors, and sliding or rolling rocks that fill the entire passage. For the same reason, magic traps such as *glyphs of warding* are effective in hallways as well. In hi-tech scenarios, sensors scan restricted-access corridors, and in some cases, automated traps protect them from unauthorized use.

Mazes: Usually, passages connect chambers in the simplest and straightest manner possible. Some dungeon builders, however, design a maze or a labyrinth within the dungeon. This sort of construction is difficult to navigate (or at least to navigate quickly) and, when filled with monsters or traps, can be an effective barrier.

A maze can be used to cut off one area of the dungeon, deflecting intruders away from a protected spot. Generally, though, the far side of a maze holds an important crypt or vault—someplace that the dungeon’s regular inhabitants rarely need to get to.

Miscellaneous Features (Stairs, Bridges, Pillars, Pools, etc.)

Stairs: The usual way to connect different levels of a dungeon (at least for Tech Levels 1-5) is with stairs. Straight stairways, spiral staircases, or stairwells with multiple landings between flights of stairs are all common in dungeons, as are ramps (sometimes with an incline so slight that it can be difficult to notice; Spot DC 15). Stairs are important accessways, and sometimes they are guarded or trapped. Traps on stairs often cause intruders to slide or fall down to the bottom, where a pit, spikes, a pool of acid, or some other danger awaits.

Gradual Stairs: Stairs that rise less than 5 feet for every 5 feet of horizontal distance they cover don't affect movement, but characters who attack a foe below them gain a +1 bonus on attack rolls from being on higher ground. Most stairs in dungeons are gradual, except for spiral stairs (see below).

Steep Stairs: Characters moving up steep stairs (which rise at a 45-degree angle or steeper) must spend 2 hexes of movement to enter each hex of stairs. Characters running or charging down steep stairs must succeed on a DC 10 Balance check upon entering the first steep stairs hex. Characters who fail stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more take 1d6 points of damage and fall prone in the hex where they end their movement. Steep stairs increase the DC of Tumble checks by 5.

Spiral Stairs: This form of steep stairs is designed to make defending a fortress easier. Characters gain cover against foes below them on spiral stairs because they can easily duck around the staircase's central support.

Railings and Low Walls: Stairs that are open to large rooms often have railings or low walls. They function as described for ledges (see Special Floors).

Bridge: A bridge connects two higher areas separated by a lower area, stretching across a chasm, over a river, or above a pit. A simple bridge might be a single wooden plank, while an elaborate one could be made of mortared stone with iron supports and side rails.

Narrow Bridge: If a bridge is particularly narrow, such as a series of planks laid over lava fissures, treat it as a ledge (see Special Floors). It requires a Balance check (DC dependent on width) to cross such a bridge.

Rope Bridge: Constructed of wooden planks suspended from ropes, a rope bridge is convenient because it's portable and can be easily removed. It takes two full-round actions to untie one end of a rope bridge, but a DC 15 Use Rope check reduces the time to a move action. If only one of the two supporting ropes is attached, everyone on the bridge must succeed on a DC 15 Reflex save to avoid falling off, and thereafter must make DC 15 Climb checks to move along the remnants of the bridge. Rope bridges are usually 5 feet wide. The two ropes that support them have 8 hit points each.

Drawbridge: Some bridges have mechanisms that allow them to be extended or retracted from the gap they cross. Typically, the winch mechanism exists on only one side of the bridge. It takes a move action to lower a drawbridge, but the bridge doesn't come down until the beginning of the lowering character's next turn. It takes a full-round action to raise a drawbridge; the drawbridge is up at the end of the action. Particularly long or wide drawbridges may take more time to raise and lower, and some may require Strength checks to rotate the winch.

Railings and Low Walls: Some bridges have railings or low walls along the sides. If a bridge does, the railing or low walls affect Balance checks and bull rush attempts as described for ledges (see Special Floors). Low walls likewise provide cover to bridge occupants.

Chutes and Chimneys: Stairs aren't the only way to move up and down in a dungeon. Sometimes a vertical shaft connects levels of a dungeon or links a dungeon with the surface. Chutes are usually traps that dump characters into a lower area—often a place featuring some dangerous situation with which they must contend.

Pillar: A common sight in any dungeon, pillars and columns give support to ceilings. The larger the room, the more likely it has pillars. As a rule of thumb, the deeper in the dungeon a room is, the thicker the pillars need to be to support the overhead weight. Pillars tend to be polished and often have carvings, paintings, or inscriptions upon them.

Slender Pillar: These pillars are only a foot or two across, so they don't occupy a whole hex. A creature standing in the same hex as a slender pillar gains a +2 cover bonus to Armor Class and a +1 cover bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a slender pillar does not otherwise affect a creature's fighting space, because it's assumed that the creature is using the pillar to its advantage when it can. A typical slender pillar of stone has AC 4, hardness 8, and 250 hit points.

Wide Pillar: These pillars take up an entire hex and provide cover to anyone behind them. They have AC 3, hardness 8, and 900 hit points. A DC 20 Climb check is sufficient to climb most pillars; the DC increases to 25 for polished or unusually slick ones.

Stalagmite/Stalactite: These tapering natural rock columns extend from the floor (stalagmite) or the ceiling (stalactite). Stalagmites and stalactites function as slender pillars.

Statue: Most statues function as wide pillars, taking up a hex and providing cover. Some statues are smaller and act as slender pillars. A DC 15 Climb check allows a character to climb a statue.

Tapestry: Elaborately embroidered patterns or scenes on cloth, tapestries hang from the walls of well-appointed dungeon rooms or corridors. Crafty builders take advantage of tapestries to place alcoves, concealed doors, or secret switches behind them.

Tapestries provide total concealment (50% miss chance) to characters behind them if they're hanging from the ceiling, or concealment (20% miss chance) if they're flush with the wall. Climbing a big tapestry isn't particularly difficult, requiring a DC 15 Climb check (or DC 10 if a wall is within reach).

Pedestal: Anything important on display in a dungeon, from a fabulous treasure to a coffin, tends to rest atop a pedestal or a dais. Raising the object off the floor focuses attention on it (and, in practical terms, keeps it safe from any water or other substance that might seep onto the floor). A pedestal is often trapped to protect whatever sits atop it. It can conceal a secret trapdoor beneath itself or provide a way to reach a door in the ceiling above itself. Only the largest pedestals take up an entire hex; most provide no cover.

Pool: Pools of water collect naturally in low spots in dungeons (a dry dungeon is rare). Pools can also be wells or natural underground springs, or they can be intentionally created basins, cisterns, and fountains. In any event, water is fairly common in classic subterranean dungeons, harboring sightless fish and sometimes aquatic monsters. Pools provide water for dungeon denizens, and thus are as important an area for a predator to control as a watering hole aboveground in the wild.

Some pools have fountains. Occasionally these are merely decorative, but they often serve as the focus of a trap or the source of a pool's magic. A pool with a fountain may behave like a statue when used for cover in combat (see Statue, above).

Most pools are made of water, but anything's possible in a dungeon. Pools can hold unsavory substances such as blood, poison, oil, or magma. And even if a pool holds water, it can be holy water, saltwater, or water tainted with disease.

Shallow Pool: If a hex contains a shallow pool, it has roughly 1 foot of standing water. It costs 2 hexes of movement to move into a hex with a shallow pool, and the DC of Tumble checks in such hexes increases by 2.

Deep Pool: These hexes have at least 4 feet of standing water. It costs Medium or larger creatures 4 hexes of movement to move into a hex with a deep pool, or characters can swim if they wish. Small or smaller creatures must swim to move through a hex containing a deep pool. Tumbling is impossible in a deep pool. The water in a deep pool provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a –10 penalty on attacks against creatures that aren't also underwater. Deep pool hexes are usually clustered together and surrounded by a ring of shallow pool hexes. Both shallow pools and deep pools impose a –2 circumstance penalty on Move Silently checks.

Special Pools: Through accident or design, a pool can become magically or supernaturally enhanced. Rarely, a pool or a fountain may be found that has the ability to bestow beneficial magic on those who drink from it. However, magic pools are just as likely to curse the drinker. Typically, water from a magic pool loses its potency if removed from the pool for more than an hour or so.

Elevator: In place of or in addition to stairs, an elevator (ranging from an oversized dumbwaiter for Tech Levels 1-3 up to turbo-lifts for Tech Levels 6-8) can take inhabitants from one dungeon level to the next. Such an elevator may be mechanical (using gears, pulleys, and winches), electrical (using magnets and sensors), or magical (such as a *levitate* spell cast on a movable flat surface). A mechanical elevator might be as small as a platform that holds one character at a time, or as large as an entire room that raises and lowers. A clever builder might design an

elevator room that moves up or down without the occupants' knowledge to catch them in a trap, or one that appears to have moved when it actually remained still.

A typical (Tech Level 1-3) elevator ascends or descends 10 feet per round at the beginning of the operator's turn (or on initiative count 0 if it functions without regard to whether creatures are on it). Elevators of higher Tech Levels can accelerate to higher speeds (GM's discretion). Elevators can be enclosed, can have railings or low walls, or may simply be treacherous floating platforms.

Ladders: Whether free-standing or rungs set into a wall, a ladder requires a DC 0 Climb check to ascend or descend.

Shifting Stone or Wall: These features can cut off access to a passage or room, trapping adventurers in a dead end or preventing escape out of the dungeon. Shifting walls can force explorers to go down a dangerous path or prevent them from entering a special area. Not all shifting walls need be traps. For example, stones controlled by pressure plates, counterweights, or a secret lever can shift out of a wall to become a staircase leading to a hidden upper room or secret ledge.

Shifting stones and walls are generally constructed as traps with triggers and Search and Disable Device DCs. However they don't have Challenge Ratings because they're inconveniences, not deadly in and of themselves. Hi-tech sensors may offer a "hacking" option using the Computer Use skill (see skill description).

Teleporters: Sometimes useful, sometimes devious, places in a dungeon rigged with a teleportation effect (such as a *teleportation circle* or a Tech Level 8 Transportal) transport characters to some other location in the dungeon or someplace far away. They can be traps, teleporting the unwary into dangerous situations, or they can be an easy mode of transport for those who built or live in the dungeon, good for bypassing barriers and traps or simply to get around more quickly. Devious dungeon designers might place a teleporter in a room that transports characters to another seemingly identical room so that they don't even know they've been teleported. A *detect magic & psionics* spell will provide a clue to the presence of a teleporter, but direct experimentation or other research is the only way to discover where the teleporter leads.

Altars: Temples—particularly to dark gods—often exist in underground dungeon areas. Usually taking the form of a stone block, an altar is the main fixture and central focus of such a temple. Sometimes all the other trappings of the temple are long gone, lost to theft, age, and decay, but the altar survives. Some altars have traps or powerful magic within them. Most take up one or two hexes on the grid and provide cover to creatures behind them.

Cave-Ins and Collapses (CR 8)

Cave-ins and collapsing tunnels are extremely dangerous. Not only do dungeon explorers face the danger of being crushed by tons of falling rock, even if they survive they may be buried beneath a pile of rubble or cut off from the only known exit. A cave-in buries anyone in the middle of the collapsing area, and then sliding debris damages anyone in the periphery of the collapse. A typical corridor subject to a cave-in might have a bury zone with a 15-foot radius and a 10-foot-radius slide zone extending beyond the bury zone. A weakened ceiling can be spotted with a DC 20 Knowledge (architecture and engineering) or DC 20 Craft (stonemasonry) check. Remember that Craft checks can be made untrained as Intelligence checks. A dwarf can make such a check if he simply passes within 10 feet of a weakened ceiling.

A weakened ceiling may collapse when subjected to a major impact or concussion. A character can cause a cave-in by destroying half the pillars holding the ceiling up.

Characters in the bury zone of a cave-in take 8d6 points of damage, or half that amount if they make a DC 15 Reflex save. They are subsequently buried. Characters in the slide zone take 3d6 points of damage, or no damage at all if they make a DC 15 Reflex save. Characters in the slide zone who fail their saves are buried.

Characters take 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, they must make a DC 15 Constitution check. If it fails, they take 1d6 points of lethal damage each minute thereafter until freed or dead.

Characters who aren't buried can dig out their friends. In 1 minute, using only her hands, a character can clear rocks and debris equal to five times their heavy load limit. The amount of loose stone that fills a 5-foot-by-5-

foot area weighs one ton (2,000 pounds). Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly as by hand. You may allow a buried character to free themselves with a DC 25 Strength check.

Slimes, Molds, and Fungi

In a classic subterranean dungeon's damp, dark recesses, molds and fungi thrive (disposal areas of other types of dungeons may likewise allow for such organisms). While some plants and fungi are monsters and other slime, mold, and fungus is just normal, innocuous stuff, a few varieties are dangerous dungeon encounters. For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Like traps, dangerous slimes and molds have CRs, and characters earn XP for encountering them.

A form of glistening organic sludge coats almost anything that remains in the damp and dark for too long. This kind of slime, though it might be repulsive, is not dangerous.

Molds and fungi flourish in dark, cool, damp places. While some are as inoffensive as the normal dungeon slime, others are quite dangerous. Mushrooms, puffballs, yeasts, mildew, and other sorts of bulbous, fibrous, or flat patches of fungi can be found throughout most dungeons. They are usually inoffensive, and some are even edible (though most are unappealing or odd-tasting).

Green Slime (CR 4): This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot hex of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring a metal's hardness but not that of wood. It does not harm stone.

Yellow Mold (CR 6): If disturbed, a 5-foot hex of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a DC 15 Fortitude save or take 1d6 points of Constitution damage. Another DC 15 Fortitude save is required 1 minute later—even by those who succeeded on the first save—to avoid taking 2d6 points of Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant.

Brown Mold (CR 2): Brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes it to instantly double in size. Cold damage, such as from a *cone of cold*, instantly destroys it.

Phosphorescent Fungus (No CR): This strange underground fungus grows in clumps that look almost like stunted shrubbery. Drow elves cultivate it for food and light. It gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does.

City Terrain

At first glance, a city is much like a dungeon, made up of walls, doors, rooms, and corridors. Adventures that take place in cities have two salient differences from their dungeon counterparts, however. Characters have greater access to resources, and they must contend with law enforcement.

Access to Resources: Unlike in dungeons and the wilderness, characters can buy and sell gear quickly in a city. The general Tech Level of a city will determine exactly what resources are possibly available. A large city or metropolis probably has high-level NPCs and experts in obscure fields of knowledge who can provide assistance, access to restricted (and possibly higher Tech Level) items, and help deciphering clues. And when the PCs are battered and bruised, they can retreat to the comfort of a room at the inn.

The freedom to retreat and ready access to the marketplace means that the players have a greater degree of control over the pacing of an urban adventure.

Law Enforcement: The other key distinctions between adventuring in a city and delving into a dungeon is that a dungeon is, almost by definition, a lawless place where the only law is that of the jungle: Kill or be killed. A city, on the other hand, is held together by a code of laws (at least on the surface), many of which are explicitly designed to prevent the sort of behavior that adventurers engage in all the time: killing and looting. Even so, most cities' laws recognize monsters as a threat to the stability the city relies on, and prohibitions about murder rarely apply to monsters such as aberrations or evil outsiders. Most evil humanoids, however, are typically protected by the same laws that protect all the citizens of the city. Having an evil alignment is not a crime (except in some severely theocratic cities, perhaps, with the magical power to back up the law); only evil deeds are against the law. Even when adventurers encounter an evildoer in the act of perpetrating some heinous evil upon the populace of the city, the law tends to frown on the sort of vigilante justice that leaves the evildoer dead or otherwise unable to testify at a trial.

Weapon And Spell Restrictions: Different cities have different laws about such issues as carrying weapons in public and restricting spellcasters. The city's laws may not affect all characters equally. A monk or a martial artist isn't hampered at all by a law about peace-bonding weapons, but a cleric or a paladin is reduced to a fraction of their power if all holy symbols are confiscated at the city's gates.

Urban Features

Walls, doors, poor lighting, and uneven footing: In many ways a city is much like a dungeon. Some new considerations for an urban setting are covered below.

Walls and Gates: Many cities are surrounded by walls. A typical small city wall is a fortified stone wall 5 feet thick and 20 feet high. Such a wall is fairly smooth, requiring a DC 30 Climb check to scale. The walls are crenellated on one side to provide a low wall for the guards atop it, and there is just barely room for guards to walk along the top of the wall. A typical small city wall has AC 3, hardness 8, and 450 hp per 10-foot section.

A typical large city wall is 10 feet thick and 30 feet high, with crenellations on both sides for the guards on top of the wall. It is likewise smooth, requiring a DC 30 Climb check to scale. Such a wall has AC 3, hardness 8, and 720 hp per 10-foot section.

A typical metropolis wall is 15 feet thick and 40 feet tall. It has crenellations on both sides and often has a tunnel and small rooms running through its interior. Metropolis walls have AC 3, hardness 8, and 1,170 hp per 10-foot section.

Unlike smaller cities, metropolises often have interior walls as well as surrounding walls—either old walls that the city has outgrown, or walls dividing individual districts from each other. Sometimes these walls are as large and thick as the outer walls, but more often they have the characteristics of a large city's or small city's walls.

Watch Towers: Some city walls are adorned with watch towers set at irregular intervals. Few cities have enough guards to keep someone constantly stationed at every tower, unless the city is expecting attack from outside. The towers provide a superior view of the surrounding countryside as well as a point of defense against invaders. Watch towers are typically 10 feet higher than the wall they adjoin, and their diameter is 5 times the thickness of the wall. Arrow slits line the outer sides of the upper stories of a tower, and the top is crenellated like the surrounding walls are. In a small tower (25 feet in diameter adjoining a 5-foot-thick wall), a simple ladder typically connect the tower's stories and the roof. In a larger tower, stairs serve that purpose.

Heavy wooden doors, reinforced with iron and bearing good locks (Open Lock DC 30), block entry to a tower, unless the tower is in regular use. As a rule, the captain of the guard keeps the key to the tower secured on their person, and a second copy is in the city's inner fortress or barracks.

Gates: A typical city gate is a gatehouse with two portcullises and murder holes above the space between them. In towns and some small cities, the primary entry is through iron double doors set into the city wall.

Gates are usually open during the day and locked or barred at night. Usually, one gate lets in travelers after sunset and is staffed by guards who will open it for someone who seems honest, presents proper papers, or offers a large enough bribe (depending on the city and the guards).

Guards and Soldiers: A city typically has full-time military personnel equal to 1% of its adult population, in addition to militia or conscript soldiers equal to 5% of the population. The full-time soldiers are city guards responsible for maintaining order within the city, akin to the role of modern police, and (to a lesser extent) for defending the city from outside assault. Conscript soldiers are called up to serve in case of an attack on the city.

A typical city guard force works on three eight-hour shifts, with 30% of the force on a day shift (8 A.M. to 4 P.M.), 35% on an evening shift (4 P.M. to 12 A.M.), and 35% on a night shift (12 A.M. to 8 A.M.). At any given time, 80% of the guards on duty are on the streets patrolling, while the remaining 20% are stationed at various posts throughout the city, where they can respond to nearby alarms. At least one such guard post is present within each neighborhood of a city (each neighborhood consisting of several districts).

The majority of a city guard force is made up of warriors, mostly 1st level. Officers include higher-level warriors, fighters, a fair number of clerics, and wizards or sorcerers, as well as multiclass fighter/spellcasters.

Siege Engines and Besieging a City

Siege engines are Tech Level 1-3 large weapons, temporary structures, or pieces of equipment traditionally used in besieging a city, castle, or fortress. (Tanks and other large vehicles replace siege engines in later Tech Levels.)

Table: Siege Engines

Item (all TL 1+)	Cost (Purchase DC)	Damage	Critical	Range Increment	Typical Crew
Catapult, heavy	800 gp (DC 33)	6d6	20	200 ft. (100 ft. min.)	4
Catapult, light	550 gp (DC 32)	4d6	20	150 ft. (100 ft. min.)	2
Ballista	500 gp (DC 31)	3d8	19-20	120 ft.	1
Ram	1,000 gp (DC 34)	3d6*	---	---	10
Siege Tower	2,000 gp (DC 36)	---	---	---	20

* See description for special rules.

Catapult Attack Modifiers

Condition	Modifier
No line of sight to target hex	-6
Successive shots (crew can see result of prior shots)	Cumulative +2 per previous miss (maximum +10)
Successive shots (crew cannot see result but getting feedback)	Cumulative +1 per previous miss (maximum +5)

Catapult, Heavy: A heavy catapult is a massive engine capable of throwing rocks or heavy objects with great force. Because the catapult throws its payload in a high arc, it can hit hexes out of its line of sight. To fire a heavy catapult, the crew chief makes a special attack roll against AC 15 using only their base attack bonus, Intelligence modifier, range increment penalty, and the appropriate modifiers from the lower section of Table 3–26. Note that a character trained in Knowledge (engineering) can make a skill check DC 15 instead of the attack roll. If the attack roll / check succeeds, the catapult stone hits the hex the catapult was aimed at, dealing the indicated damage to any object or character in the hex. Characters who succeed on a DC 15 Reflex save take half damage. Once a catapult stone hits a hex, subsequent shots hit the same hex unless the catapult is re-aimed or the wind changes direction or speed.

If a catapult stone misses, roll 1d6 to determine where it lands. This determines the misdirection of the throw, with 1 being back toward the catapult and 2 through 6 counting clockwise around the target hex. Then, count 3 hexes away from the target hex for every range increment of the attack.

Loading a catapult requires a series of full-round actions. It takes a DC 15 Strength check to winch the throwing arm down; most catapults have wheels to allow up to two crew members to use the aid another action, assisting the main winch operator. A DC 15 Profession (siege engineer) check or DC 15 Knowledge (engineering) check latches the arm into place, and then another DC 15 Profession (siege engineer) check or DC 15 Knowledge (engineering) check loads the catapult ammunition. It takes four full-round actions to re-aim a heavy catapult (multiple crew members can perform these full-round actions in the same round, so it would take a crew of four only 1 round to re-aim the catapult).

A heavy catapult takes up a space 15 feet across.

Catapult, Light: This is a smaller, lighter version of the heavy catapult. It functions as the heavy catapult, except that it takes a DC 10 Strength check to winch the arm into place, and only two full-round actions are required to re-aim the catapult.

A light catapult takes up a space 10 feet across.

Ballista: A ballista is essentially a Huge heavy crossbow fixed in place. Its size makes it hard for most creatures to aim it. Thus, a Medium creature takes a –4 penalty on attack rolls when using a ballista, and a Small creature takes a –6 penalty. It takes a creature smaller than Large two full-round actions to reload the ballista after firing.

A ballista takes up a space 5 feet across.

Ram: This heavy pole is sometimes suspended from a movable scaffold that allows the crew to swing it back and forth against objects. As a full-round action, the character closest to the front of the ram makes an attack roll against the AC of the construction, applying the –4 penalty for lack of proficiency. (It's not possible to be proficient with this device.) In addition to the damage given on Table: Siege Engines, up to nine other characters holding the ram can add their Strength modifier to the ram's damage, if they devote an attack action to doing so. It takes at least one Huge or larger creature, two Large creatures, four Medium-size creatures, or eight Small creatures to swing a ram. (Tiny or smaller creatures can't use a ram.)

A ram is typically 30 feet long. In a battle, the creatures wielding the ram stand in two adjacent columns of equal length, with the ram between them.

Siege Tower: This device is a massive wooden tower on wheels or rollers that can be rolled up against a wall to allow attackers to scale the tower and thus to get to the top of the wall with cover. The wooden walls are usually 1 foot thick.

A typical siege tower takes up a space 15 feet across. The creatures inside push it at a speed of 10 feet (and a siege tower can't run). The eight creatures pushing on the ground floor have total cover, and those on higher floors get improved cover and can fire through arrow slits.

City Streets

Typical city streets are narrow and twisting. Most streets average 15 to 20 feet wide [(1d4+1)×5 feet]], while alleys range from 10 feet wide to only 5 feet. Cobblestones and paved roads in good condition allow normal movement, but ones in poor repair and heavily rutted dirt streets are considered light rubble, increasing the DC of Balance and Tumble checks by 2.

Although some cities have no larger thoroughfares, particularly cities that gradually grew from small settlements to larger cities, cities that are planned, or perhaps have suffered a major fire or other catastrophe that allowed authorities to construct new roads through formerly inhabited areas, will usually have a few larger streets through town. These main roads are 25 feet wide—offering room for vehicles to pass each other—with 5-to-10-foot-wide sidewalks on either side.

Crowds: Urban streets are often full of people going about their daily lives. In most cases, it isn't necessary to put every 1st-level commoner on the map when a fight breaks out on the city's main thoroughfare. Instead just indicate which hexes on the map contain crowds. If crowds see something obviously dangerous, they'll move away at 30 feet per round at initiative count 0. It takes 2 hexes of movement to enter a hex with crowds. The crowds provide cover for anyone who does so, enabling a Hide check and providing a bonus to Armor Class and on Reflex saves.

Directing Crowds: It takes a DC 15 Diplomacy check or DC 20 Intimidate check to convince a crowd to move in a particular direction, and the crowd must be able to hear or see the character making the attempt. It takes a full-round action to make the Diplomacy check, but only a free action to make the Intimidate check.

If two or more characters are trying to direct a crowd in different directions, they make opposed Diplomacy or Intimidate checks to determine whom the crowd listens to. The crowd ignores everyone if none of the characters' check results beat the DCs given above.

Above and Beneath the Streets: Rooftops and Sewers

Rooftops: Getting to a roof usually requires climbing a wall (see the Walls section), unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs, common only in warm climates (accumulated snow can cause a flat roof to collapse), are easy to run across. Moving along the peak of a roof requires a DC 20 Balance check. Moving on an angled roof surface without changing altitude (moving parallel to the peak, in other words) requires a DC 15 Balance check. Moving up and down across the peak of a roof requires a DC 10 Balance check.

Eventually a character runs out of roof, requiring a long jump across to the next roof or down to the ground. The distance to the next closest roof is usually 1d3×5 feet horizontally, but the roof across the gap is equally likely to be 5 feet higher, 5 feet lower, or the same height. Use the guidelines in the Jump skill (a horizontal jump's peak height is one-fourth of the horizontal distance) to determine whether a character can make a jump.

Sewers: To get into the sewers, most characters open a grate or access hatch (a full-round action) and jump down 10 feet. Sewers are built exactly like dungeons, except that they're much more likely to have floors that are slippery or covered with water. Sewers are also similar to dungeons in terms of creatures liable to be encountered therein. Some cities were built atop the ruins of older civilizations, so their sewers sometimes lead to treasures and dangers from a bygone age. Finally, some grey- and black-market dealings are not above using the sewers as both a method of smuggling wares as well as a method of escape when the operation is discovered.

City Buildings



Most city buildings fall into three categories. The majority of buildings in a city are two to five stories high, built side by side to form long rows separated by secondary or main streets. These row houses usually have businesses on the ground floor, with offices or apartments above.

Inns, successful businesses, and large warehouses—as well as millers, tanners, and other businesses that require extra space—are generally large, free-standing buildings with up to five stories. At higher Tech Levels, companies and corporations possess industrial parks that span entire city blocks! Conversely, small residences, shops, warehouses, or storage sheds are simple, one-story wooden buildings, especially if they're in poorer neighborhoods.

Most Tech Level 1-3 city buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch. A typical lower-story wall is 1 foot thick, with AC 3, hardness 8, 90 hp, and a Climb DC of 25. Upper-story walls are 6 inches thick, with AC 3, hardness 5, 60 hp, and a Climb DC of 21. Exterior doors on most buildings are good wooden doors that are usually kept locked, except on public buildings such as shops and taverns. Higher Tech Level buildings are typically built of substances available, including steel, duralloy, and other metals.

Buying Buildings: Characters might want to buy their own buildings or even construct their own base of operations. Use the prices in Table: Buildings directly, or as a guide for extrapolating costs for more exotic structures. As always, the prices given here are approximations, and may be influenced upward or downward depending on circumstantial market forces within your scenario (GM's discretion, from -95% to +1,000% or more, as circumstances dictate).

Table: Buildings

Building Type	Cost (TL 1-4)	Cost (TL 4-6)	Cost (TL 6-9)	Purchase DC
Simple house	1,000 gp	\$100,000	100,000 cr	34
Grand house	5,000 gp	\$500,000	500,000 cr	39
Mansion	100,000 gp	\$10,000,000	10,000,000 cr	50
Tower	50,000 gp	\$5,000,000	5,000,000 cr	47
Keep	150,000 gp	\$15,000,000	15,000,000 cr	51
Castle	500,000 gp	\$50,000,000	50,000,000 cr	55
Huge castle / fortress	1,000,000 gp	\$100,000,000	100,000,000 cr	58
Moat with bridge	50,000 gp	\$5,000,000	5,000,000 cr	47

Simple House: This one- to three-room house is made of the most economical substance for that Tech Level.

Grand House: This four- to ten-room house is made of most economical substance for that Tech Level.

Mansion: This ten- to twenty-room residence has two or three stories and is made superior substances for that Tech Level.

Tower: This round or rectangular, three-level tower is made of the most readily-available military-grade substances for that Tech Level.

Keep: This fortified building has fifteen to twenty-five rooms, and is made of the most readily-available military-grade substances for that Tech Level.

Castle: A castle is a keep surrounded by a 15-foot wall with four towers. The wall is 10 feet thick, and the castle is made of the most readily-available military-grade substances for that Tech Level.

Huge Castle / Fortress: A huge castle is a particularly large keep with numerous associated buildings (stables / garage, forge / lab, granaries, and so on) and an elaborate 20-foot-high wall that creates bailey and courtyard areas. The wall has six towers and is 10 feet thick. It is made of the most readily-available military-grade substances for that Tech Level.

Moat with Bridge: The moat is 15 feet deep and 30 feet wide. The bridge may be a wooden drawbridge or a permanent stone and/or metal structure, made of the most readily-available military-grade substances for that Tech Level.

City Lights

If a city has main thoroughfares, they are lined with lanterns (in Tech Levels 1-4) or streetlights (Tech Levels 5+) hanging at a height of 7+ feet from building awnings or their own dedicated poles. These lanterns / streetlights are typically spaced 60 feet apart, so their illumination is all but continuous. Secondary streets and alleys are sometimes not lit; it is common for citizens to hire lantern-bearers or have light-sources at the ready when going out after dark.

Alleys can be dark places even in daylight, thanks to the shadows of the tall buildings that surround them. A dark alley in daylight is rarely dark enough to afford true concealment, but it can lend a +2 circumstance bonus on Hide checks.

Trials and Tribulations

In some scenarios, the odds are stacked against the PCs for one reason or another. While most scenarios have a power struggle involved that inevitably leads to conflict, some scenarios have other, less obvious considerations. For example, being in a city or country suffering an outbreak of some sort of disease means potentially becoming infected with that disease. Similarly, a scenario wherein the PCs find themselves pitted against the Elder Gods, beings of unimaginable form causing madness with the slightest glance; will the PCs be driven mad, or will they keep it together long enough to find a way to stave off destruction?

Disease

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food, drink, or air, they must make an immediate Fortitude saving throw. If they succeed, the disease has no effect—their immune system fought off the infection. If they fail, they take damage after an incubation period. Once per day afterward, the infected character must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that they have fought off the disease and recover, taking no more damage. These Fortitude saving throws can be rolled secretly so that the player doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table: Diseases and defined below.

Disease: Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

Fort DC: The Difficulty Class for the Fortitude saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The ability damage the character takes after incubation and each day afterward.

Types of Diseases

This is just a sample of diseases, with many more out there. Use this chart as a point of reference when you try to quantify existing diseases or create new ones. Just keep in mind, anything that inflicts Con damage is potentially fatal, and ability drain represents the lingering damage of some diseases.

Anthrax: Depending on whether the spore takes hold on the skin or in the lungs, anthrax can have different symptoms. Can cause permanent ability drain.

Blinding Sickness: Spread in tainted water.

Cackle Fever: Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as "the shrieks."

Demon Fever: Night hags spread it. Can cause permanent ability drain.

Devil Chills: Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.

Filth Fever: Dire rats and otyughs spread it. Those injured while in filthy surroundings might also catch it.

Hantavirus: Given the long incubation period, it can be near-impossible to track vectors when there's a Hantavirus outbreak. Manifests as fever, nausea, headaches, and vomiting.

Mindfire: Feels like your brain is burning. Causes stupor.

Mummy Rot: Spread by mummies. Successful saving throws do not allow the character to recover (though they do prevent damage normally).

Necrotizing fasciitis: Known more commonly as flesh-eating disease, necrotizing fasciitis is a bacterial infection that spreads quickly and can cause death. Can cause permanent ability drain.

Red Ache: Skin turns red, bloated, and warm to the touch.

Salmonellosis: This disease is usually contracted through eating something infected. Although unpleasant, it is typically not life-threatening.

The Shakes: Causes involuntary twitches, tremors, and fits.

Slimy Doom: Victim turns into infectious goo from the inside out. Can cause permanent ability drain.

West Nile Virus: Typically spread through infected mosquito bites. Manifests as a fever, with difficulty breathing. Can cause permanent ability drain.

Table: Diseases

Disease	Method of Infection (Fort DC)	Incubation	Damage
Anthrax	Inhaled or Injury (DC 16)	1d2 days	1d4 Con ²
Blinding sickness	Ingested (DC 16)	1d3 days	1d4 Str ¹
Cackle fever	Inhaled (DC 16)	1 day	1d6 Wis
Demon fever	Injury (DC 18)	1 day	1d6 Con ²
Devil chills ³	Injury (DC 14)	1d4 days	1d4 Str
Filth Fever	Injury (DC 12)	1d3 days	1d3 Dex + 1d3 Con
Hantavirus	Injury (DC 14)	1d4 weeks	1d2 Str + 1d2 Con
Mindfire	Inhaled (DC 12)	1 day	1d4 Int
Mummy rot ⁴	Contact (DC 20)	1 day	1d6 Con
Necrotizing fasciitis	Contact (DC 13)	1d6 days	1d3 Con ²
Pneumonia	Inhaled (DC 12)	1d4 days	1d2 Str + 1d2 Con
Red ache	Injury (DC 15)	1d3 days	1d6 Str
Salmonellosis	Ingested (DC 13)	1 day	1 Str + 1d3 Dex
Shakes	Contact (DC 13)	1 day	1d8 Dex
Slimy doom	Contact (DC 14)	1 day	1d4 Con ²
Smallpox	Inhaled or Contact (DC 15)	2d4 days	1d2 Str + 1d2 Con
West Nile virus	Injury (DC 12)	1d4 days	1d2 Dex + 1d2 Con

¹ Each time the victim takes 2 or more damage from the disease, they must make another Fortitude save or be permanently blinded.

² When damaged, the character must succeed on another saving throw or 1 point of damage is permanent drain instead.

³ The victim must make three successful Fortitude saving throws in a row to recover from devil chills.

⁴ Successful saves do not allow the character to recover. Only magical healing can save the character.

Healing a Disease

Use of the Treat Injury skill can help a diseased character. Every time a diseased character makes a saving throw against disease effects (after the initial infection), the medic makes a check. The diseased character can use the medic's result in place of their saving throw if the Treat Injury check result is higher. The diseased character must be in the medic's care and must have spent the previous 8 hours resting.

Characters recover points lost to ability score damage at a rate of 1 per day per ability damaged, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Insanity

Where diseases are physical infections, insanities are mental afflictions. Insanity strikes whenever one of the character's mental attributes reaches 0 or lower. When that happens, the PC develops an insanity as a means of coping with the mental ability damage, and the ability returns to its normal score (which is to say, all ability damage inflicted to that mental attribute is effectively healed, although at a cost). On top of the consequences of having an insanity, the insane character now takes an additional +1 point of damage to any future mental attribute (i.e., Int, Wis, or Cha) damage incurred for each insanity the character is suffering from.

When PCs take mental damage, the GM should secretly note the amount of mental damage, only informing the PC that something "doesn't seem right", or the like. Characters with abilities dependent on their mental attributes will find they are unable to invoke such spells or powers if their relevant mental attribute no longer qualifies for said spells or powers. Classes especially vulnerable to insanity include Wizards (Int), Psions (Int), Clerics (Wis), Psychic Warriors (Wis), Sorcerers (Cha), Saints (Cha), and Wilders (Cha), just to name a few!

Besides the mental ability damage some creatures are capable of, insanity-inducing mental damage threatens to happen whenever a character's mind is confronted with something it cannot comprehend, typically referred to as some sort of "horror". This most commonly occurs whenever a character witnesses the existence of some being or power that they have never seen before, or they thought was otherwise impossible (up until now!).

Insanity-Inducing Event	Will Save DC Modifier	Mental Damage
Witness a Horror ² , power, or spell from a Level beyond Level 1 ¹	+1	1d2
Witness a Horror ² , power, or spell 1-3 levels higher than witness's level	+2	1d3
Witness a Horror ² , power, or spell from a Level beyond Level 0 ¹	+4	1d4
Witness a Horror ² , power, or spell 4+ levels higher than witness's level	+8	1d6+1
Witness a Horror ² smaller than the witness	+1	1d3
Witness a Horror ² the same size as the witness	+2	1d2+1
Witness a Horror ² 1 size category larger than the witness	+4	1d3+1
Witness a Horror ² 2 size categories larger than the witness	+6	1d4+1
Witness a Horror ² 3 size categories larger than the witness	+8	2d4
Witness a Horror ² 4+ size categories larger than the witness	+10	3d4
Witness a graphic maiming or death caused by a Horror ²	+6	1d2
Already have 1 or more insanities	+1 per insanity	+1 per insanity

¹ In this case, the witness's perceived "Level" refers the Arcane Level, Divine Level, Mutation Level, and/or Psionic Level that they believe is the rule of their reality.

² A Horror is any Aberration, Dragon, Fey, Magical Beast, Ooze, Outsider, Undead, or Vermin that the character encounters for the first time. Note that Horrors do not have to make saves vs. Insanity when encountering other Horrors.

Horror: In game terms, a Horror is any Aberration, Dragon, Fey, Magical Beast, Ooze, Outsider, Undead, or Vermin that the character encounters for the first time. Whenever a PC meets a Horror (see below) or a creature possessing an Arcane, Divine, Mutation, or Psionic Level greater than the one the PC believes their reality to be based upon, that character must make a Will save or else take mental damage as their minds begin to crack with the impossibility of what they're witnessing. A Will save vs. Insanity starts at a base DC 10, modified as given above. The GM may rule that once a certain caliber of Horror has been witnessed and survived, lesser instances of Horror have no effect. Horror is typically considered a mind-affecting, fear-based effect, meaning bonuses to save vs. fear apply, and creatures immune to fear or mind-affecting effects do not have to make Horror saves. However, in some instances (GM's discretion), the sheer inability to comprehend what one is witnessing that is forcing the save; in such cases, it is not considered a fear effect.

Insanity-Inducing Characteristic: This is the event witnessed by the character that is challenging their grasp on reality. Every being has a self-formulated theory on what the rules of their universe are, whether governed by math or madness, but when those theories are challenged, a being's perception of reality can begin to fray.

If a being believes that their world is Arcane Level 0 because they've never seen anything magical before, they will have problems trying to get their head around how a magical item (a 1st-level spell, equivalent Arcane Level 1) works. In this instance, the Will save DC would be base 10, plus +2 for witnessing a spell 1-3 Levels higher than the witness's (perceived) Arcane Level 0, +4 for witnessing a spell from a Level believed to be 0, total Will save DC 16 vs. Insanity or take 1d3 mental damage + 1d4 mental damage, a total of 2-7 points of mental damage. How mental damage is assigned is discussed below (see "Mental Damage").

As another example, say a character who has seen a lot of things so far and has already incurred one insanity (paranoia) is confronted by a Great Old One as it emerges from a portal. Thankfully this character has already established that the Arcane Level is Level 5, so no displays of magic will impress them, but witnessing a Colossal Horror with paranoia is a Will save DC base 10 +10 for witnessing a Colossal Horror +1 for being paranoid already, total DC 21 Will save or take 3d4+1 mental damage.

Will Save DC Modifier: This is the modifier added to the base DC 10 Will save whenever the character witnesses a potential insanity-inducing event. There are 4 main modifiers that stack when calculating the save DC; whether the character has no belief in the spell or power (Level 0) or has at least some reason to believe in the existence of the spell or power (Level 1); whether the spell or power is close to what the character has seen in their life (1-3 levels higher than the character's total character level) or well beyond what the character has seen in their life (4+ levels higher than the character's total character level); whether this new Horror is concerning, threatening, or

downright terrifying (Horror's size category); whether or not the character has already suffered mental breaks as a result of witnessing other insanity-inducing events.

Horrors (i.e., Aberrations, Dragons, Fey, Magical Beasts, Oozes, Outsiders, Undead, and Vermin) do not need to make Horror Will saves when confronted with other Horrors. If the character makes their Will save vs. Insanity when confronted with a Horror, they no longer have to make such a Will save when encountering the same type of creature in the future.

Mental Damage: Mental damage represents the fraying of the mind when it is confronted by forces and beings beyond its comprehension. When a character suffers mental damage due to a failed Will save vs. Insanity, the mental damage is always assigned to the character's lowest mental attribute (Int, Wis, Cha; in the case of a tie, choose randomly). When the damaged attribute reaches zero (0), an Insanity manifests (see below), and the character's mental damage is immediately healed, as the mental break resulting in insanity (at least temporarily) relieves the pressure of the horrors witnessed.

In role-playing terms, typically Intelligence damage is a general lack of comprehension, a mental block; Wisdom damage is a weakening of one's resolve in the face of madness, a faltering spirit; Charisma damage is a waning of self-confidence and a growing doubt in how the universe works, a lost soul.

Given time to think about it (or forget about it) and the character's ability damage healing rate of 1 point per day, eventually the character will come to grips with what they experienced. However, several events in quick succession can drive one over the edge, causing more permanent mental afflictions, insanities, to take root.

Types of Insanity (Streamlined Version)

Two systems for adjudicating insanity are given here; a streamlined one, and a detailed one. The streamlined system refers to insanity in general terms, with a character's insanity being considered "Mildly Insane", "Severely Insane", and "Completely Insane". Conversely, the detailed system gives different rules for dozens of possible insane conditions.

Streamlined Insanity Rules



Mildly Insane: The first time the character's mental attribute reaches zero (0), they become "Mildly Insane". Being mildly insane, their insanity only manifests when the character is under extreme pressure. In game terms, whenever the character is reduced to 25% or less of their total HP, they must make a Will save DC 15 or suffer a bout of insanity, as the spell / power of the same name (see the "Insanity" entry in the DxD20 Hero's Handbook). The temporary break lasts for a number of rounds equal to 10 – the character's best mental attribute modifier. So, a character with a 10 Int (+0), 12 Wis (+1) and 15 Cha (+2) would suffer a bout of insanity for (10-2=) 8 rounds.

Severely Insane: If the character is already Mildly Insane and one of their mental attributes is reduced to zero, they become Severely Insane. At this point the insanity expresses itself more often; whenever the character is reduced to 50% or less of their total HP or they suffer a failed Will save in combat, they must make a Will save DC 20 or suffer a bout of insanity, as per the spell / power of the same name (see the "Insanity" entry in the DxD20 Hero's Handbook). The temporary break lasts for a number of rounds equal to 20 – the character's best mental attribute modifier. Given the same example above, the character would suffer a bout of insanity for (20-2=) 18 rounds.

Completely Insane: If the character is already Severely Insane and one of their mental attributes is reduced to zero, they become Completely Insane. At this point the character is always under the effect of their Insanity, as the spell/power of the same name (see the "Insanity" entry in the DxD20 Hero's Handbook). Without treatment or restraint, the character has become a threat to themselves and to those around them.

Curing Insanity

There are several magical and psionic means by which Insanity can be cured, including *Bend Reality*, *Greater Restoration*, *Heal*, *Limited Wish*, *Miracle*, *Psychic Surgery*, *Reality Revision*, or *Wish*. However, these are

all high-level spells and powers, typically only available in Arcane Level 5+, Divine Level 5+, and/or Psionic Level 5+ scenarios. Thus, more conventional means are required in scenarios where these Levels don't apply.

Counselling: With time, training, and treatment, mental health can be improved. After a minimum amount of time receiving proper counselling, a character gets to make a Will save to reduce the severity of their mental condition.

Difficulty and Timetable for Mental Health Treatment

Level of Insanity	Timeframe for Treatment	Will Save DC
Mildly Insane	1 month	20
Severely Insane	3 months	25
Completely Insane	6 months	30

If the character makes their Will save after treatment, then they reduce the level of insanity by one level (so Completely Insane becomes Severely Insane, Severely Insane is reduced to Mildly Insane, and Mildly Insane is cured). If the character fails their Will save, they can continue treatment; after another timeframe for treatment, they may make another Will save attempt, with a cumulative +1 for each prior treatment timeframe. However, if the treatment is disrupted by more than 48 hours, then they must start over.

Types of Insanity (Detailed Version)

Using the detailed version of insanity, characters acquire specific types of insanity (either randomly, or as the GM sees fit based on the circumstances causing the insanity. For example, a character driven insane by a snake-like creature may develop ophidiophobia, while a character who goes mad after discovering a secret cabal of necromancers may develop paranoia.).

Whenever the character develops an insanity, roll on the chart below, based on the attribute score that went to zero and caused the insanity.

Table: Mental Conditions Incurred by Attribute

Mental Condition	Intelligence = 0 (d20)	Wisdom = 0 (d20)	Charisma = 0 (d20)
Catatonia	1-2	1	1
Delusional Insanity	3	2	2-3
Dipsomania	4	3	4
Hallucinatory Insanity	5-6	4	5
Kleptomania	7	5	6
Lunacy	8	6	7
Manic depression	9	7-8	8
Megalomania	10	9-10	9-10
Melancholia	11	11	11
Monomania	12-13	12	12-13
Pathological Liar	14-15	13	14
Paranoia	16	14	15-16
Phobia	17-20	15-20	17-20

Catatonia: Possibly one of the most dangerous insanities for an adventurer, a character that suffers from catatonia risks dropping into a despondent, unresponsive torpor whenever their mind is threatened. Whenever the character fails a Will save, they immediately fall to the ground, completely unresponsive and effectively helpless. The character does not respond to stimuli, and casual onlookers may assume the character has died (although the eyes typically stay open, although unresponsive). This condition persists for 10-40 (1d4x10) minutes.

Delusional Insanity: The character believes something untrue to be true, or vice versa. Their delusion can be just about anything, but the end effect is the same; the character suffers a -4 to Diplomacy skill checks and a -2 to all

other Charisma-based skill checks as their delusions cause them to behave somewhat erratically in every conversation and interaction.

Dipsomania: Whenever this character's psyche is threatened, they turn to alcohol to numb themselves. If the character is ever forced to make a Will save vs. Insanity due to witnessing a Horror, they must immediately make a second Will save at the same DC. If they fail the second save, they feel the overwhelming desire to seek out the nearest source of alcohol and get drunk, as the memories of their first brushes with Horror come flooding back. Until they do so, they receive a -2 penalty to all saves and skill checks.

Hallucinatory Insanity: The character experiences visions and sounds that aren't there. Usually related to the cause of their insanity, these visions typically manifest when the character is under duress. Whenever the character rolls for initiative in a combat, they must make a Will save DC 15; failure means they suffer an untimely hallucination, affecting them as the *Insanity* spell / power (see "Bouts of Insanity", below), for the first round. During that round, the hallucination is the "enemy" being seen during the bout of insanity. After the first round, the character sees through the hallucination and may act normally.

Kleptomania: This character feels the need to pocket whatever they can. While afflicted with this insanity, the character is obligated to spend at least 2 skill points on the Sleight of Hand skill whenever they advance a level, until they reach the maximum ranks allowable for the character. Also, there is a 5% chance that whenever a member of the character's party attempts to retrieve an item from their belt (such as a money pouch, potion vial, or scroll tube), it is missing, and the kleptomaniac has it.

Lunacy: So named for its supposed relation to the phases of the moon, lunacy is another word for insanity. A lunatic character suffers from *insanity* (see "Bouts of Insanity", below). This form of insanity renders its victim unpredictable and dangerous, usually resulting in restraints and confinement.

Manic Depression: This character has two sides; a non-stop energetic go-getter, and a morose lethargic naysayer. Each day, the character has a 50% chance of being manic, and 50% chance of being depressive. If manic, the character receives a +1 to all d20 rolls for the day. If depressed, the character receives -2 to attack rolls and skill checks for the day. A character already suffering from Melancholia (see below) cannot also suffer Manic Depression; roll again on the Mental Conditions Incurred by Attribute table.

Megalomania: One who is obsessed with the exercise of power, especially in the domination of others, this character insists on being the party leader in all matters. From negotiations to combat tactics, this character insists on controlling it all; the megalomaniac gets a -2 modifier to all Charisma-based skill checks if they are not openly recognized as the leader of the party. However, whenever they ask for and receive help from a member of the party they command through the Aid Another action, they get an additional +1 modifier to their roll.

Melancholia: A severe form of depression, melancholia makes the character distant and uncaring, slow to react and quick to give up. Each day the character has an 80% chance of being melancholic, resulting in a -2 to initiative and all skill checks (the other 20% of the time they behave normally). A character already suffering from Manic Depression (see above) cannot also suffer Melancholia; roll again on the Mental Conditions Incurred by Attribute table.

Monomania: This insanity involves a single-minded devotion to a task or objective. The character can think of or do nothing else other than work towards the accomplishment of their goal. While working towards their goal, the character is dedicated to their cause, receiving a +1 to all d20 rolls. However, the character must make a Will save DC 15 to be able to sleep, otherwise they must continue to work towards their goal. Any character failing to get proper rest begins to suffer fatigue, eventually leading to exhaustion. Even exhausted, the character must make a Will save DC 15 in order to rest.

Pathological Liar: This character is unable to tell the truth, usually at crucial times. Whenever the character speaks to another, they must make a Concentration check DC 15 to be able to speak the truth; otherwise they tell the other party some sort of falsehood (the GM may have to temporarily play the PC for this part). The falsehood is usually believable (Sense Motive DC 20 to suspect a falsehood, unless the listener knows the speaker is a pathological liar). The character receives a +4 to Bluff checks.

Paranoia: The irrational fear that everyone and everything is out to get you, the paranoid character is untrusting and ever-suspicious of others' motives. This distrust translates into a -4 modifier to Diplomacy and Sense Motive skill checks. Furthermore, in combat the paranoid always delays their initiative to see what everyone else is doing before taking an action (i.e., the character goes at their initiative but always opts to delay until initiative 1 on the first round). On a positive note, the character's paranoia keeps them on edge, providing a +2 to Listen and Spot skill checks.

Phobia: Actually a subset of possible insanities, a phobia is an unreasonable fear of something. In game terms, a character with a phobia reacts to anything conforming to the fear as if affected by the *Aversion* spell/power (see "Phobic Responses", below), with no saving throw. If the character is forced within 30 feet of their phobia with no intervening protective barrier, they must make a Will save DC 20 or flee from the object as if affected by *Fear* (see the spell/power in the DxD20 Hero's Handbook).

Table: Phobias

D20 Result	Phobia	D20 Result	Phobia
1	Acrophobia (heights)	11	Necrophobia (undead)
2	Arachnophobia (spiders)	12	Ophidiophobia (snakes)
3	Astraphobia (storms)	13	Photophobia (light)
4	Demonophobia (evil outsiders)	14	Pyrophobia (fire)
5	Ecclesiophobia (churches)	15	Sciophobia (shadows)
6	Enochlophobia (crowds)	16	Spectrophobia (mirrors)
7	Entomophobia (insects)	17	Taphophobia (graves)
8	Hemophobia (blood)	18	Teraphobia (monsters)
9	Megalophobia (Huge+ creatures)	19	Toxiphobia (poison)
10	Nyctophobia (darkness)	20	Xenophobia (strangers)

Phobic Responses: A character's behaviour is single-minded when presented with a representation of their phobia. In game terms, the character experiences an Aversion to the phobic presence, which involves the following;

The source of the phobic response ("the phobic object") creates an aversion in the mind of the subject. The phobic character will prefer not to approach within 30 feet of it, unless there is a protective barrier between the object and the character. The subject takes all reasonable steps to avoid the object of its aversion, but will not put themselves in jeopardy by doing so. If the subject is forced to move within 30 feet of the phobic object without some sort of protective barrier, they must make a Will save DC 20 or flee the object until they are at least 30 feet from it. Even if they make their save, the phobic character is "Shaken", and takes a -2 penalty on any attack rolls, ability checks, or skill checks made while within 30 feet of the phobic object.

Bouts of Insanity: Whenever the character is suffering *Insanity*, they roll randomly each round to see what they do;

d% (d20)	Behavior
01-10 (1-2)	Attack enemy with melee or ranged weapons (or move toward if attack not possible).
11-20 (3-4)	Act normally.
21-50 (5-10)	Do nothing but babble incoherently.
51-70 (11-14)	Flee from enemy at top possible speed.

71-00 (15-20) Attack nearest creature¹.

¹ For this purpose, a psicrystal counts as part of the subject's self, but a familiar or animal companion does not.

Note that *Remove Curse* does not end a Bout of Insanity. Only *Bend Reality*, *Greater Restoration*, *Heal*, *Limited Wish*, *Miracle*, *Psychic Surgery*, *Reality Revision*, or *Wish*, and other similarly extreme measures, can restore the subject's sanity while suffering a Bout of Insanity.



Chapter IV: Prestige Classes

Prestige Classes are like Advanced Classes, insofar as they require prerequisites to be able to progress in them. However, unlike Advanced Classes which are typically available in any scenario that they qualify for, Prestige Classes must always be approved by your GM (thus their inclusion in the DxD20 GM's Guide). Unless otherwise noted, all Prestige classes have a scenario prerequisite of Tech Level 1 or higher to be available. Here is a synopsis of the Prestige Classes and their prerequisites:

Prestige Class:	Prerequisites:
<u>Anti-Hero</u>	Any attribute 13+, only available at 1 st level, no Allegiance to Good or Evil allowed
<u>Arcane Trickster</u>	Arcane Level 1 or higher scenario, cannot have an Allegiance to Law, Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana) 4 ranks, able to cast Far Hand, able to cast 3rd-level arcane spells, Sneak Attack +1d6
<u>Archmage</u>	Arcane Level 5 or higher scenario, Knowledge (arcana) 15 ranks, Spellcraft 15 ranks, Skill Focus (Spellcraft), Spell Focus (x2; any two schools), access to 7th-level arcane spells, knowledge of 5th-level or higher spells from at least 5 different schools
<u>Artificer</u>	Arcane Level 1 or Divine Level 1 or Psionic Level 1 or higher scenario, Craft (mechanical) 8 ranks, Craft (any one) 8 ranks, ability to cast or manifest 2nd-level spells or powers, any other Magic or Power feat
<u>Assassin</u>	Allegiance to / Alignment Evil, Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks, must have successfully completed a contract killing
<u>Bloodluster</u>	Base Attack +4, Concentration 8 ranks, Intimidate 8 ranks, Survival 8 ranks, either Rage or Euphoric class ability
<u>Crusader</u>	Divine Level 1 or higher scenario, Base Attack +3, Diplomacy 8 ranks, Knowledge (religion) 8 ranks, Knowledge (theology and philosophy) 4 ranks, ability to cast Domain spells spontaneously
<u>Ecclesiarch</u>	Divine Level 5 or higher scenario, Knowledge (religion) 15 ranks, ability to cast 7th-level spells, any two Magic feats
<u>Eldritch Knight</u>	Arcane Level 1 or higher scenario, Base Attack +3, Martial Weapons Proficiency, Still Spell or Combat Casting feat, ability to cast 3rd-level spells
<u>Elementalist</u>	Mutation Level 5 and/or Psionic Level 1 or higher scenario, Supernatural Mutation feat or Wild Talent feat
<u>Elocater</u>	Psionic Level 1 or higher scenario, Base Attack +3, Concentration 8 ranks, Mobility feat, Spring Attack feat, ability to manifest 1st-level psionic powers
<u>Guildmember (Magic)</u>	Arcane Level 1 or higher scenario, Knowledge (arcana) 10 ranks, Knowledge (civics) 5 ranks, access to 4th-level arcane spells, knowledge of Sending spell
<u>Guildmember (Psionic)</u>	Psionic Level 1 or higher scenario, Knowledge (psionics) 10 ranks, Knowledge (civics) 5 ranks, access to 4th-level psionic powers, knowledge of Correspond power
<u>Heavy</u>	Tech Level 6 or higher scenario, Con 13, three (3) or more cybernetic implants, one of which must be Heavy Subcutaneous Body Armor
<u>Holy Knight</u>	Divine Level 1 or higher scenario, Base Attack +3, Martial Weapons Proficiency, Still Spell or Combat Casting feat, ability to cast 3rd-level spells
<u>Loremaster</u>	Arcane Level 1 or Divine Level 1 or Psionic Level 1 scenario or higher, Knowledge (any two) 10 ranks each, any 3 Magic or Power feats, Skill Focus (Knowledge [any]), ability to cast seven (7) different Divination spells or manifest seven (7) different Clairvoyance powers, one of which must be 3rd-level or higher
<u>Metamind</u>	Psionic Level 5 or higher scenario, Knowledge (psionics) 15 ranks, Psicraft 15 ranks, Skill Focus (Psicraft), any two Power feats, access to 7th-level psionic powers, knowledge of 4th-level or higher powers from at least 2 different disciplines
<u>Mystic Theurge</u>	Arcane Level 1 or higher and Divine Level 1 or higher scenario, Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks, Skill Focus (Spellcraft), able to cast 2nd-level arcane spells, able to cast 2nd-level divine spells

Planestrider	Knowledge (the planes) or Knowledge (nature) 10 ranks, Navigate 10 ranks, Survival 10 ranks, Terrain Mastery class ability or ability to cast / manifest Plane Shift
Psychic Theurge	Arcane Level 1 or higher and Psionic Level 1 or higher scenario, Knowledge (arcana) 6 ranks, Knowledge (psionics) 6 ranks, Skill Focus (Spellcraft), able to cast 2nd-level arcane spells, able to manifest 2nd-level powers
Psychic Trickster	Psionic Level 1 or higher scenario, cannot have an Allegiance to Law, Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (psionics) 4 ranks, able to manifest Far Hand, able to manifest 3rd-level powers, Sneak Attack +1d6
Shadowjack	Tech Level 5 or higher scenario, Computer Use 6 ranks, Craft (electronics) 6 ranks, Decipher Script 6 ranks, Disable Device 6 ranks
Soulstalker	Psionic Level 1 or Mutation Level 5 scenario or higher, Base Attack +3, Survival 8 ranks, Scent of the Quarry power, Track or Urban Tracking feat
Splice	Tech Level 6 or higher and Mutation Level 1 or higher scenario, Con 13, surviving at least one cycle of gene therapy for 1st level (class description), resulting in the development of Mutation Points
Super-Hero	Heroic Level 1 or higher scenario and Mutation Level 5 or higher scenario, 1 level in any Hero class, Supernatural Mutation feat, 20 or more Mutation Points, Allegiance to Good
Super-Villain	Heroic Level 1 or higher scenario and Mutation Level 5 or higher scenario, 1 level in any Hero class, Supernatural Mutation feat, 20 or more Mutation Points, Allegiance to Evil
Technomage	Arcane Level 1 or higher scenario, Tech Level 5 or higher scenario, Computer Use 6 ranks, Craft (electronics) 6 ranks, Knowledge (arcana) 6 ranks, Knowledge (technology) 6 ranks, Repair 6 ranks, Gearhead feat
Technopath	Psionic Level 1 or higher scenario, Tech Level 5 or higher scenario, Computer Use 6 ranks, Craft (electronics) 6 ranks, Knowledge (psionics) 6 ranks, Knowledge (technology) 6 ranks, Repair 6 ranks, Gearhead feat

Anti-Hero



Beholden to none save their own set of rules, the Anti-Hero has learned some harsh lessons, and with them formed a jaded view of the world. For the Anti-Hero, justice usually takes a form of vengeance that most “do-gooders” cannot appreciate. Thus, they often must go it alone, leading to a self-sufficient “lone wolf” mentality.

Prerequisites: At least one attribute 13 or higher, only available at 1st level, cannot have an Allegiance to Good or to Evil.

Hit Die (of the Hero): d10 (d5+5)

Action Points: An Anti-Hero gains a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Anti-Hero’s class skills (and the key ability for each skill) are:

Bluff (Cha), Concentration (Con), Craft (any) (Int), Drive (Dex), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Navigate (Int), Pilot (Int), Read/Write/Speak Language (None), Research (Int), Sense Motive (Wis), Survival (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: An Anti-Hero gains any one Fighter feat and any one Armor Proficiency for which they qualify.

Anti-Hero Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+1	+1	+1	Not a Hero, Personal Reasons, Talent	+1	+0
2 nd	+1	+2	+2	+2	Adaptable, Make Your Own Luck	+1	+1
3 rd	+2	+2	+2	+2	Bonus Feat or Talent	+2	+1
4 th	+3	+2	+2	+2	Battle-Hardened, Take Charge	+2	+1
5 th	+3	+3	+3	+3	Bonus Feat or Talent	+3	+2

6 th	+4	+3	+3	+3	Adaptable, Comeback	+3	+2
7 th	+5	+4	+4	+4	Bonus Feat or Talent	+4	+2
8 th	+6	+4	+4	+4	Battle-Hardened, Army of One	+4	+3
9 th	+6	+4	+4	+4	Bonus Feat or Talent	+5	+3
10 th	+7	+5	+5	+5	Adaptable, Self-Determination	+5	+3

Class Features

All of the following are class features of the Anti-Hero.

Not a Hero: The Anti-Hero is not a Hero, in terms of either outlook or class. As such, they cannot take any levels in any Hero classes, nor do they get typical access to Action Points like Hero class characters do. The Anti-Hero is available for Heroic Level 0 scenarios, despite using Action Points. However, the Anti-Hero only has Action Points to pay for the activation cost of class abilities; they cannot spend an Action Point to add d6 to a d20 roll. If Fate Points are permitted (i.e., Heroic Level 5 or higher scenario), the Anti-Hero is not allowed to spend a Fate Point to force another being to re-roll a d20 result; they may only spend Fate Points to re-roll one of their own d20 results.

Personal Reasons: The Anti-Hero serves their own agenda (like most people do), however their sense of conviction is what sets them apart from others. Once per day as a free action, or whenever they opt to spend an Action Point to do so, the Anti-Hero can give themselves a morale bonus to all d20 rolls and damage rolls equal to one-third their Anti-Hero level, rounded up (so +1 for levels 1-3, +2 for levels 4-6, +3 for levels 7-9, and +4 for 10th level), for 5 rounds plus 1 round per Anti-Hero class level.

However, the Anti-Hero is never inspired by any other agenda either, such that they never receive positive morale bonuses from other sources. Similarly, their dedication to their cause makes them immune to negative morale modifiers from fear effects (such as being Shaken), including immunity to Fear.

Talent: At 1st level, the Anti-Hero starts with one Talent from any Hero class that they would otherwise qualify for (i.e., 13+ in the Hero class's associated attribute). Treat the Anti-Hero as a Hero of equal class level for the purposes of any Talent's level-related variables.

Adaptable: At 2nd, 6th, and 10th levels, the Anti-Hero has learned vital new lessons about survival. The Anti-Hero may either take a permanent +1 bonus to their Base Attack, a +1 bonus to their Defense Bonus, or they may designate any one cross-class skill as a permanent class skill, with an additional +1 competence bonus to that skill. The same option may be selected with each instance of Adaptable; if the same skill is selected more than once, the competence bonuses stack.

Make Your Own Luck: The 2nd-level Anti-Hero's "hard luck" view of the world creates a double-edged self-fulfilling prophecy. If the player wishes, whenever the character rolls a natural 20 in combat, whether it's on an ability check, an attack roll, a saving throw, or a skill check, they may choose to re-roll the d20, ignoring the natural 20 result, and gain 1 Action Point instead. The second result stands, and no further re-roll ability can be used on it. Any unspent Action Points are lost when gaining a level.

Bonus Feat or Talent: At 3rd, 5th, 7th, and 9th level, the Anti-Hero has the option of either selecting any feat for which they qualify, or they can opt instead to take a new Talent from any Hero class for which they qualify (i.e., 13+ in the Hero class's associated attribute and any associated prerequisite Talents). Treat the Anti-Hero as a Hero of equal class level for the purposes of any Talent's level-related variables.

Battle-Hardened: At 4th level and 8th level, the Anti-Hero's resistance to certain types of attack has grown. The Anti-Hero receives a permanent +1 bonus to any one saving throw type (i.e., Fortitude, Reflex, or Will). The same option may be selected with multiple instances of Battle-Hardened.

Take Charge: The 4th-level Anti-Hero has a hidden inner reservoir of energy that they can tap into once the choice is made to do something. Once per day, or whenever they opt to spend an action point to do so, the Anti-Hero can choose to either receive a +4 bonus to Initiative as an immediate free action, or they can opt to take an additional move action during their initiative. This ability is only usable once per round.

Comeback: By 6th level the Anti-Hero has taken their share of beatings, and they have learned how to endure them. Once per day, or whenever they opt to spend an Action Point to do so, the Anti-Hero can use a move action to "catch their breath" and recover 25% of their hit points, up to a maximum of 50% of their hit point total. The other 50% must be healed naturally or magically, as the character is stilled bloodied, just not beaten (at least not until the Action Points run out!).

Note that the Anti-Hero's Comeback ability can be used in tandem with their Take Charge ability, allowing the Anti-Hero to use Take Charge for a bonus move action, and then spend that move action to make a Comeback, gaining 25% of their hit points up to a maximum of 50% of their hit point total, and still have a full round available to them in how they want to stage their Comeback!

Army of One: At 8th level, the Anti-Hero's sense of self-sufficiency has reached a new plateau. Once per day, or whenever they opt to spend an action point to do so, the Anti-Hero receives a +4 to any saving throw they've just made as an immediate free action, or they can take an additional standard action during their initiative. This ability is only usable once per round.

Self-Determination: At 10th level, the Anti-Hero's determination gives them an intuitive accuracy when desperate times are calling for desperate measures. Once per day, or whenever the character opts to do so by spending an Action Point, the Anti-Hero may re-roll any d20 roll they have just rolled. Unlike other re-rolls, Self-Determination may be used multiple times on the same roll, with each additional re-roll costing the Anti-Hero another action point.

Archmage

A master of the arcane arts, the Archmage is not to be trifled with. Their exhaustive range of spells, from protective magic to transmutations to necromancy and illusions, makes the Archmage one of the most dangerous beings in existence.

Prerequisites: Arcane Level 5 or higher scenario, Knowledge (arcana) 15 ranks, Spellcraft 15 ranks, Skill Focus (Spellcraft), Spell Focus (x2; any two schools), access to 7th-level arcane spells, knowledge of 5th-level or higher spells from at least 5 different schools.

Hit Die (of the Hero): d4 (d2+2)

Action Points: Archmages gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Archmage's class skills (and the key ability for each skill) are: Concentration (Con), Craft (chemical) (Int), Decipher Script (Int), Knowledge (all, taken individually) (Int), Profession (Wis), Read/Write/Speak Language (none), Research (Int), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: The Archmage gains no armor or weapon proficiencies.

Archmage Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+0	+0	+2	Arcane Spellcasting, High Arcana	+0	+2
2 nd	+1	+0	+0	+3	Arcane Spellcasting, High Arcana	+1	+3
3 rd	+1	+1	+1	+3	Arcane Spellcasting, High Arcana	+1	+3
4 th	+2	+1	+1	+4	Arcane Spellcasting, High Arcana	+1	+3
5 th	+2	+1	+1	+4	Arcane Spellcasting, High Arcana	+2	+4

Class Features

All of the following are class features of the Archmage.

Arcane Spellcasting: When a new Archmage level is gained, the character gains new arcane power points per day (and spells known, if applicable) as if they had also gained a level in whatever arcane spellcasting class in which they could cast 7th-level spells before they added the prestige class level. They do not, however, gain any other benefit a character of that class would have gained. If a character had more than one arcane spellcasting class in which they could cast 7th-level spells before they became an Archmage, they must decide to which class they add each level of Archmage for the purpose of determining arcane power points per day.

High Arcana: An Archmage gains the opportunity to select a special ability from among those described below by permanently spending a requisite amount of arcane power points (they cannot spend arcane power points greater

than the highest-level spell they can cast). Each special ability has a minimum required permanent expenditure of power points, as specified in its description.

Arcane Fire (Su): The Archmage gains the ability to change arcane spell energy into arcane fire, manifesting it as a bolt of raw magical energy. The bolt is a ranged touch attack with long range (400 feet + 40 feet/level of Archmage) that deals 1d6 points of damage per class level of the Archmage plus 1d6 points of damage per 2 power points spent, up to a maximum power point expenditure equal to the Archmage's caster level. Note that, for 0 PP, the Archmage can manifest a bolt of arcane fire that deals the base 1d6 points of damage per Archmage class level. Arcane fire damage is only prevented by Universal Energy Resistance, but it has to penetrate Hardness as normal. This ability costs 17 power points spent permanently.

Arcane Mastery: In lieu of any other high arcana option, the Archmage may instead opt to master a new Magic feat. This option costs no permanent power points.

Arcane Reach (Su): The Archmage can use spells with a range of touch on a target up to 30 feet away. The Archmage must make a ranged touch attack. Arcane reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs 13 power points spent permanently per instance (up to 26 power points).

Mastery of Counterspelling: When the Archmage counterspells a spell, it is turned back upon the caster as if it were fully affected by a *Spell Turning* spell. If the spell cannot be affected by *Spell Turning*, then it is merely counterspelled. This ability costs 13 power points spent permanently.

Mastery of Elements: The Archmage can alter an arcane spell when cast so that it utilizes a different element from the one it normally uses. This ability can only alter a spell with the acid, cold, fire, electricity, or sonic descriptor. The spell's casting time is unaffected. The caster decides whether to alter the spell's energy type and chooses the new energy type when they begin casting. This ability costs 15 power points spent permanently.

Mastery of Shaping: The Archmage can alter area and effect spells that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the spell's area or effect that are not subject to the spell. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable spells have a minimum dimension of 5 feet instead of 10 feet. This ability costs 11 power points spent permanently.

Spell Power: This ability increases the Archmage's effective caster level by +1 (for purposes of determining level-dependent spell variables such as damage dice or range, and caster level checks only). This ability costs 9 power points spent permanently.

Spell-Like Ability: An Archmage who selects this type of high arcana can permanently spend power points (above and beyond the power points required to learn this or any other type of high arcana) to permanently prepare one of their arcane spells as a spell-like ability that can be used twice per day. The Archmage does not use any components when casting the spell, although a spell that costs XP to cast still does so and a spell with a costly material component instead costs the Archmage 10 times that amount in XP. This ability costs 9 power points spent permanently.

If the Archmage wishes, they can permanently spend the additional power points required to infuse the spell with one or more Magic feats, giving the spell-like ability the same modifications. The overall power point expenditure cannot be greater than the cost of the highest level arcane spell that the Archmage can cast.

The Archmage may permanently spend additional power points in order to use the spell-like ability more often. Spending 6 more power points permanently allows the Archmage to use the spell-like ability four times per day, and spending 12 more power points permanently allows it to be used six times per day.

The Archmage ability Spell-Like Ability may be selected more than one time as a high arcana choice.

Artificer

The Artificer specializes in the construction of supernaturally-powered items. Whether psionic or magic in nature, the Artificer's ability to encapsulate such energy for others to use is a coveted one, putting them in very high demand wherever they go.

Prerequisites: Arcane Level 1 or Divine Level 1 or Psionic Level 1 or higher scenario, Craft (mechanical) 8 ranks, Craft (any one) 8 ranks, ability to cast or manifest 2nd-level spells or powers, any other Magic or Power feat.

Hit Die (of the Hero): d6 (d3+3)

Action Points: Artificers gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Artificer's class skills (and the key ability for each skill) are:

Computer Use (Int), Concentration (Con), Craft (all; taken individually) (Int), Decipher Script (Int), Disable Device (Int), Drive (Dex), Forgery (Int), Knowledge (all, taken individually) (Int), Profession (Wis), Read/Write/Speak Language (none), Repair (Int), Research (Int), Search (Int), Use Magic Device (Cha), and Use Psionic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: The Artificer gains no armor or weapon proficiencies.

Artificer Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+0	+0	+2	Craft Artifice, Improved Capability	+0	+1
2 nd	+1	+0	+0	+3	Craft Artifice, Bonus Feat	+1	+2
3 rd	+1	+1	+1	+3	Craft Artifice, Improved Capability	+1	+2
4 th	+2	+1	+1	+4	Craft Artifice, Bonus Feat	+1	+2
5 th	+2	+1	+1	+4	Craft Artifice, Improved Capability	+2	+3

Class Features

All of the following are class features of the Artificer.

Craft Artifice: At each level of Artificer, the character receives a new Item Creation feat; select any Item Creation feat for which the character qualifies. The character also receives a 200 experience point buffer for each instance of Craft Artifice, allowing the Artificer to ignore the first 200 XP required for the creation of any item requiring XP to build. Thus, a 1st-level Artificer ignores the first 200 XP required for the creation of an item, while a 5th-level Artificer ignores the first 1,000 XP (5th-level x 200 XP per instance of Craft Artifice) whenever building an item.

Table: Item Creation Feats and Associated Craft Skillsets

Feat Name (Type)	Required Craft Skill(s)
Enchant Construct (Magic)	Craft (chemical, mechanical, structural)
Enchant Arms & Armor (Magic)	Craft (armorsmithing, chemical, mechanical, weaponsmithing)
Enchant Potion (Magic)	Craft (chemical)
Enchant Ring (Magic)	Craft (chemical, mechanical)
Enchant Rod (Magic)	Craft (chemical, mechanical)
Enchant Scroll (Magic)	Craft (chemical, writing)
Enchant Staff (Magic)	Craft (chemical, mechanical, weaponsmithing)
Enchant Wand (Magic)	Craft (chemical, mechanical)
Enchant Wondrous Item (Magic)	Craft (chemical, mechanical)
Imbue Cognizance Crystal (Power)	Craft (mechanical)
Imbue Construct (Power)	Craft (mechanical, structural)
Imbue Dorje (Power)	Craft (mechanical)
Imbue Power Stone (Power)	Craft (mechanical)
Imbue Psicrown (Power)	Craft (mechanical, visual arts)
Imbue Arms & Armor (Power)	Craft (armorsmithing, mechanical, weaponsmithing)
Imbue Ring (Power)	Craft (mechanical)
Imbue Tattoo (Power)	Craft (visual arts)
Imbue Universal Item (Power)	Craft (mechanical)

Improved Capability: At 1st, 3rd, and 5th level, the Artificer gains a level of ability in any spellcaster or psionic manifester class in which they already have one or more levels. The character gains new power points per day (and spells or powers known, as applicable) as if they had also gained a level in whatever spellcasting or manifesting class they had before learning the Improved Capability. They do not, however, gain any other benefit a

character of that class would have gained. If an Artificer has more than one spellcasting and/or manifesting class, they must decide to which class they add each level of Improved Capability for the purpose of determining power points (and spells/powers known) per day.

Bonus Feats: At 2nd and 4th level, the Artificer gets a bonus feat. The bonus feat must be selected from the Expert feat list, the Magic feat list, or the Power feat list, and the Artificer must meet all the prerequisites of the feat to select it.

Assassin

The silent knife in the night, the cold hand of dispassionate killing, the mercenary taking of life, such are the ways of the Assassin. Technically anyone willing to kill for hire may be called an assassin, but a true Assassin studies death, turning it into an art form.

Prerequisites: Evil alignment, Disguise 4 ranks, Hide 8 ranks, Move Silently 8 ranks, must have successfully completed a contract killing.

Hit Die (of the Hero): d6 (d3+3)

Action Points: Assassins gain a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Assassin's class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Computer Use (Int), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Read/Write/Speak Language (none), Research (Int), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: An Assassin gains the Light Armor Proficiency and one Weapon Proficiency feat of their choice at 1st level.



Assassin Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+1	+2	+1	Assassinate, Sneak Attack +1d6, Poison Use	+1	+0
2 nd	+1	+2	+3	+2	Improved Methods, Uncanny Dodge 1	+1	+0
3 rd	+2	+2	+3	+2	Poison Resistance +1, Sneak Attack +2d6	+2	+0
4 th	+3	+2	+4	+2	Bonus Feat, Improved Methods	+2	+1
5 th	+3	+3	+4	+3	Poison Resistance +2, Sneak Attack +3d6	+3	+1
6 th	+4	+3	+5	+3	Improved Methods, Uncanny Dodge 2	+3	+1
7 th	+5	+4	+5	+4	Poison Resistance +3, Sneak Attack +4d6	+4	+2
8 th	+6	+4	+6	+4	Bonus Feat, Improved Methods,	+4	+2
9 th	+6	+4	+6	+4	Poison Immunity, Sneak Attack +5d6	+5	+2
10 th	+7	+5	+7	+5	Guildmaster, Improved Methods	+5	+3

Class Features

All of the following are class features of the Assassin.

Sneak Attack: This is exactly like the Rogue ability of the same name. The extra damage dealt increases by +1d6 every other level after 1st (so 3rd, 5th, 7th, and 9th). If an Assassin gets a sneak attack bonus from another source the bonuses on damage stack.

Assassinate: If an Assassin studies their victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (Assassin's choice). While studying the victim, the Assassin can undertake other actions so long as his attention stays focused on the target and the target does not detect the Assassin or recognize the Assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the Assassin's class level + the Assassin's Int

modifier + any instances of Improved Methods; see below) against the kill effect, the victim dies (i.e., immediately reduced to –[Con score] hit points). If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the Assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the Assassin has completed the 3 rounds of study, they must make the assassination attempt within the next 3 rounds.

If an assassination is attempted and fails (the victim makes their save) or if the Assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before the Assassin can attempt another assassination strike.

Poison Use: Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Improved Methods: The Assassin hones their craft over time, either directly through their methods of assassination, or indirectly through their study of other esoteric arts. When the Assassin learns any instance of Improved Methods (so at 2nd, 4th, 6th, 8th, and 10th level), they have two options; the first option is increasing the save DC of their Assassinate ability by +1 per instance of Improved Methods (so a maximum of +5 at 10th level Assassin), making their attempts to Assassinate even more deadly.

The second option an Assassin has for Improved Methods allows them to choose to gain a level of ability in any spellcaster or psionic manifester class in which they already have one or more levels. The character gains new power points per day (and spells or powers known, as applicable) as if they had also gained a level in whatever spellcasting or manifesting class they had before learning the Improved Methods. They do not, however, gain any other benefit a character of that class would have gained. If an Assassin has more than one spellcasting and/or manifesting class, they must decide to which class they add each level of Improved Methods for the purpose of determining power points (and spells/powers known) per day.

Poison Resistance: As the Assassin grows familiar with poisons, they also make a point of training their immune systems by exposing themselves to survivable doses of the poisons, slowly developing a tolerance for them. The Assassin gains a natural saving throw bonus to all poisons, gained at 2nd level and increasing by +1 for every two additional levels the Assassin gains.

Uncanny Dodge: Starting at 2nd level, an assassin retains their Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (They still lose any Dexterity bonus to AC if immobilized.) If a character gains Uncanny Dodge from a second class the character automatically gains Improved Uncanny Dodge (see below).

Bonus Feat: At 4th and 8th level, the Assassin masters new forms of martial prowess; select a feat from the Fighter feat list. The Assassin must meet all the prerequisites of the feat to select it.

Improved Uncanny Dodge: At 6th level, an Assassin can no longer be flanked, since they can react to opponents on opposite sides of them as easily as they can react to a single attacker. This defense denies an opponent the ability to use flank attacks to sneak attack the Assassin. The exception to this defense is that a Rogue at least four levels higher than the Assassin can flank them (and thus sneak attack them).

If a character gains Uncanny Dodge (see above) from a second class the character automatically gains Improved Uncanny Dodge, and the levels from those classes stack to determine the minimum Rogue level required to flank the character.

Poison Immunity: At 9th level, an Assassin's internal system is completely inured to the threat of toxins, effectively gaining immunity to poison.

Guildmaster: The Assassin has proven to their peers their deadly nature, so much so that the Assassin's notoriety and/or infamy have begun attracting adherents of the Assassin's style / philosophy; the 10th level Assassin receives the Leadership feat, and their choice of either the Renown feat or the Low Profile feat.

Bloodluster

For some, they are not only capable of reaching new heights of capability through extreme emotions, they thrive upon them. Almost exclusively, these highs are only achieved through death-defying battle, pushing themselves to the limit yet maintaining the necessary control, and thus the Bloodluster was born.

Prerequisites: Base Attack +4, Concentration 8 ranks, Intimidate 8 ranks, Survival 8 ranks, either Rage or Euphoric class ability.

Hit Die (of the Hero): d12 (d6+6)

Action Points: A Bloodluster gains a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Bloodluster's class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Read/Write/Speak Language (none), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: A Bloodluster gains no new proficiencies.

Bloodluster Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+1	+2	+0	+2	Bloodlust	+0	+0
2 nd	+2	+3	+0	+3	Improved Bloodlust	+1	+0
3 rd	+3	+3	+1	+3	Improved Bloodlust	+1	+0
4 th	+4	+4	+1	+4	Improved Bloodlust	+2	+1
5 th	+5	+4	+1	+4	Bonus Feat, Improved Bloodlust	+2	+1
6 th	+6	+5	+2	+5	Improved Bloodlust	+3	+1
7 th	+7	+5	+2	+5	Improved Bloodlust	+3	+2
8 th	+8	+6	+2	+6	Improved Bloodlust	+4	+2
9 th	+9	+6	+3	+6	Improved Bloodlust	+4	+2
10 th	+10	+7	+3	+7	Bonus Feat, Perfect Storm	+5	+3

Class Features

All of the following are class abilities of the Bloodluster.

Bloodlust: At 1st level the character has learned a nominal amount of control, even in the midst of their emotional state, allowing them to ride the razor's edge between too much and more to be had. If the character is a Berserker, they may make a Concentration DC 20 check when they come out of a Rage to avoid suffering any Fatigue penalties. If the character is a Wilder, they may make a Concentration DC 20 check to avoid suffering Neuralgia. If the character is both Berserker and Wilder, then they may make a Concentration check DC 20 + the attempted power's level to attempt to manifest a psionic power while in a Rage.

If a Berserker/Wilder attempts to use a psionic power in a Bloodlust, it cannot be a power that requires further concentration (i.e. "Concentration" is not in the duration of the power). If desired, the Bloodluster can declare that the power is manifested without a display (see Concentration skill). These are the only permitted instances of using Concentration while in a state of Rage (at least, until a Bloodluster selects Concentration as an Improved Bloodlust special ability skill; see below).

Improved Bloodlust: From 2nd to 9th level, the character gains in the mastery of their emotional exultations. If the Bloodluster is a Berserker, then they gain a level for the purposes of additional uses of their Rage ability each day. Also, the Berserker Bloodluster may choose any one skill normally unusable during a Rage; the character can now use that skill while in a Rage.

If the character is a Wilder, then they gain a level for the purposes of their Wild Surge bonus, their Euphoric bonus, and their psionic manifesting ability. The character gains additional psionic power points per day and access to new powers as if they had also gained a level in Wilder.

Bonus Feat: At 5th and 10th level, the Bloodluster may select a new feat from either the Fighter feat list (if a Berserker) or the Power feat list (if a Wilder). The character must meet any prerequisites in order to select the feat.

Perfect Storm: By 10th level the Bloodluster has mastered their ability to push their emotions to the limit yet maintain full control. If the character is a Berserker Bloodluster, then they gain the Berserker's Greater Rage ability. Also, the Berserker Bloodluster no longer suffers Fatigue as a result of a Greater Rage.

If the character is a Wilder, then they gain an additional +1 morale bonus to their Euphoric ability. Also, the Wilder Bloodluster no longer has any chance of suffering from Neuralgia as a result of a Wild Surge.

If the Bloodluster is both Berserker and Wilder, then the character no longer needs to make Concentration checks to manifest their psionic powers while in a (Greater) Rage.

Crusader

One who actively promotes the growth of their church, a Crusader has earned their god's favour. Spreading their faith's tenets through educated word and zealous deed, the Crusader inspires others to do the same.

Prerequisites: Divine Level 1 or higher scenario, Base Attack +3, Diplomacy 8 ranks, Knowledge (religion) 8 ranks, Knowledge (theology and philosophy) 4 ranks, ability to cast Domain spells spontaneously.

Hit Die (of the Hero): d10 (d5+5)

Action Points: A Crusader gains a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Crusader's class skills (and the key ability for each skill) are:

Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (any) (Int), Listen (Wis), Profession (Wis), Read/Write/Speak Language (none), Ride (Dex), Sense Motive (Wis), and Treat Injury (Wis).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: A Crusader gains no new proficiencies.

Crusader Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+1	+1	+1	Improved Spellcaster, Zeal	+1	+1
2 nd	+1	+2	+2	+2	Improved Spellcaster, Proselytize	+1	+1
3 rd	+2	+2	+2	+2	Bonus Feat, Improved Spellcaster	+2	+1
4 th	+3	+2	+2	+2	Improved Spellcaster, Divine Appeal	+2	+2
5 th	+3	+3	+3	+3	Improved Spellcaster, Convert	+3	+2
6 th	+4	+3	+3	+3	Bonus Feat, Improved Spellcaster	+3	+2
7 th	+5	+4	+4	+4	Improved Spellcaster, Mass Appeal	+4	+3
8 th	+6	+4	+4	+4	Improved Spellcaster, Zealot	+4	+3
9 th	+6	+4	+4	+4	Bonus Feat, Improved Spellcaster	+5	+3
10 th	+7	+5	+5	+5	Improved Spellcaster, Pious Appeal	+5	+4

Class Features

All of the following are class abilities of the Crusader.

Improved Spellcaster: From 1st to 10th level, the Crusader will gain multiple instances of Improved Spellcaster. Each time, this ability grants the character new divine power points per day (and spells known, if applicable) as if they had also gained a level in whatever divine spellcasting class they had before they added the Crusader class level. They do not, however, gain any other benefit a character of that class would have gained. If a character had more than one divine spellcasting class in which they could improve, they must decide to which class they add each level of Crusader for the purpose of determining divine power points per day.

Zeal: The Crusader has a faith and devotion to their god and/or principles that manifests in subtler ways than obvious spellcasting. The Crusader may, as a swift action, spend an amount of power points equal to any spell level they are capable of casting; the character gains a luck bonus equal to that spell level on their next d20 roll.

For example, a Crusader who casts as a 3rd-level spellcaster could spend 1 power point to give themselves a +1 luck bonus to their next d20 roll, or spend 3 points, the equivalent cost of a 2nd level spell, to give themselves a +2 luck bonus to their next d20 roll.

Proselytize: At 2nd level, the Crusader has studied the tenets of their faith in great depth and learned how to speak with wise and eloquent words in trying to influence others. The Crusader applies a modifier equal to one-half their Crusader level (rounded up) to their Diplomacy and Knowledge (religion) checks.

Bonus Feat: At 3rd, 6th, and 9th level, the Crusader receives a bonus feat, from any feat list that they qualify for.

Divine Appeal: At 4th level, the Crusader has earned even greater favor with their god. So much so in fact that, once per day, or whenever the character opts to do so by spending an action point, in response to the result of any d20 roll they've just rolled, the Crusader can beseech their god to give them a divine advantage in the moment; allowing them to roll a second d20 and take the better result.

Convert (Su): By 5th level the Crusader has become so conversant in the teachings of their faith that they can elucidate the most poignant aspects very succinctly. Once per day, or whenever the character opts to do so by spending an action point, the Crusader can attempt to convert someone to their faith.

By spending 10 minutes in conversation with a target, and spending 5 power points, the Crusader can attempt to convert the target with a Diplomacy check, opposed by the target's Will save. A target who is forced or coerced into listening to the Crusader causes the Diplomacy check to automatically fail. If the Diplomacy check succeeds, then the target takes on the Crusader's alignment for 1 day, adopting a "Helpful" attitude toward the Crusader during that time.

At the end of one day, the target makes another Will save DC 15 + the Crusader's Wis modifier; if the target succeeds in the save, then they revert back to their old ways, and no lasting alignment change takes place. However, if the target fails the Will save after 1 day, then they take on the alignment of the Crusader, turning over a new leaf. Note that this power only works on NPCs. This is a supernatural ability.

Mass Appeal: By 7th level the Crusader has learned how to speak to groups of people about their faith. This works exactly like Convert, except it can affect one target plus one additional target for every point of Charisma modifier (minimum +1). Furthermore, the power point cost is 7 points, and the Crusader's Diplomacy check suffers a -2 circumstance penalty for each potential Convert beyond the first, due to the lack of personalized explanation.

Zealot: At 8th level, the Crusader's teachings have converted at least one being into an utterly loyal cohort. The Crusader gains a cohort, exactly as if the character had the Leadership feat, except the character gains no followers. Furthermore, if the Zealot cohort dies, the Crusader's god will replace the cohort within 7 days. The Crusader suffers no Leadership penalty for lost cohorts when considering a replacement Zealot. However, if the character is taking actions that consciously put their Zealot cohort in danger needlessly, then their god may take umbrage at the fickle treatment of their worshippers and discipline the Crusader accordingly.

Pious Appeal: By 10th level, the Crusader has accomplished so much in their god's name that, if circumstances were dire enough, the Crusader might be able to appeal to their god to personally intervene! A 10th level Crusader may petition their god for a Miracle, as per the 9th level Cleric spell. Depending on the circumstances, the character's god may or may not grant the Miracle, or they may modify it as they see fit. Just like the spell, if the GM merits it, the Pious Appeal can cost the Crusader anywhere from 0-5,000 experience points.

There is no limit to how often a 10th level Crusader may attempt to make a Pious Appeal, however if the GM deems that the power is being used flippantly, the Crusader's deity will revoke their Crusader abilities and/or still cost the character 5,000 XP. Revoked powers can be reinstated with an Atonement for the Crusader's lack of reverence.

Ecclesiarch

The Ecclesiarch, known sometimes as a Hierophant, is the figurative presence of their god upon the world. Favored by their deity for their pious devotion, the Ecclesiarch is truly capable of miracles in manifesting their god's will, and as such should only be treated with the greatest of respect or else risk divine wrath.

Prerequisites: Divine Level 5 or higher scenario, Knowledge (religion) 15 ranks, ability to cast 7th-level spells, any two Magic feats.

Hit Die (of the Hero): d8 (d4+4)

Action Points: An Ecclesiarch gains a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Ecclesiarch's class skills (and the key ability for each skill) are: Concentration (Con), Craft (all; taken individually) (Int), Diplomacy (Cha), Knowledge (arcana, history, religion, theology & philosophy) (Int), Profession (Wis), Read/Write/Speak Language (none), Spellcraft (Int), and Treat Injury (Wis).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: The Ecclesiarch gains no armor or weapon proficiencies.

Ecclesiarch Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+2	+0	+2	Godly Gift	+0	+2
2 nd	+1	+3	+0	+3	Divine Spellcasting, Godly Gift	+1	+3
3 rd	+1	+3	+1	+3	Divine Spellcasting, Godly Gift	+1	+3
4 th	+2	+4	+1	+4	Divine Spellcasting, Godly Gift	+1	+3
5 th	+2	+4	+1	+4	Divine Spellcasting, Godly Gift	+2	+4

Class Features

All of the following are class features of the Ecclesiarch.

Godly Gift: Every level, an Ecclesiarch gains a special ability of their choice from among the following. Note that some have requirements specific to certain divine spellcasting classes.

Blast Infidel (Su): An Ecclesiarch can use negative energy spells to their maximum effect on creatures with an alignment opposed to the Ecclesiarch. (See the table below for a list of which alignments are opposed to each alignment.) Any spell with a description that involves inflicting or channeling negative energy cast on a creature of the opposed alignment works as if under the effect of a Maximize Spell feat (without using a higher-level spell slot). Undead affected by this ability heal the maximized amount of damage.

Ecclesiarch Alignment	Opposed Alignment
Lawful good	Chaotic evil
Neutral good	Neutral evil
Chaotic good	Lawful evil
Lawful neutral	Chaotic neutral
Neutral	Lawful good, chaotic good, lawful evil, chaotic evil*
Chaotic neutral	Lawful neutral
Lawful evil	Chaotic good
Neutral evil	Neutral good
Chaotic evil	Lawful good
* A neutral Ecclesiarch chooses one of these alignments to be the one that they oppose, for the purposes of this special ability.	

Divine Reach (Su): An Ecclesiarch with this ability can use touch spells on targets up to 30 feet away. If the spell requires a melee touch attack, the Ecclesiarch must make a ranged touch attack instead. Divine reach can be selected a second time as a special ability, in which case the range increases to 60 feet.

Faith Healing (Su): An Ecclesiarch can use healing spells to their maximum effect on creatures of the same alignment as the Ecclesiarch (including the Ecclesiarch as well). Any spell with the healing descriptor cast on such creatures works as if under the effects of a Maximize Spell feat (without using more power points).

Gift of the Divine (Su): Available only to Ecclesiarches with Cleric levels, this ability allows an Ecclesiarch to transfer one or more uses of their turn undead ability to a willing creature. (Ecclesiarches who rebuke undead transfer uses of rebuke undead instead.) The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the number of turning attempts per day allowed to the Ecclesiarch is reduced by the number transferred. The recipient turns undead as a Cleric of the Ecclesiarch's Cleric level but uses their own Charisma modifier.

Living Incarnation (Su): Available only to Ecclesiarches with Saint levels, this ability allows the Ecclesiarch to become infused with their god's being, instantly transforming into an avatar of their deity. As a swift action, the Saint Ecclesiarch can cast any combination of spells from their Domains, up to a maximum number of power points equal to twice their Saint caster level. All spells cast via Living Incarnation must target the Saint. Note that this Godly Gift is a supernatural ability, and thus cannot be countered, interrupted, or dispelled (only suppressed by a Null Power Field or the like).

Mastery of Energy (Su): Available only to Ecclesiarches with Cleric levels, this ability allows an Ecclesiarch to channel positive or negative energy much more effectively, increasing their ability to affect undead. Add a +4 bonus to the Ecclesiarch's turning checks and turning damage rolls. This ability only affects undead, even if the Ecclesiarch can turn other creatures, such as with a granted power of a domain.

Magic Feat: A Ecclesiarch can choose a Magic feat in place of one of the special abilities described here if desired. The Ecclesiarch must meet any prerequisites in order to select the feat.

Power of Nature (Su): Available only to Ecclesiarches with Druid levels, this ability allows a Ecclesiarch to temporarily transfer one or more of their Druid class features to a willing creature. The transfer lasts anywhere from 24 hours to one week (chosen at the time of transfer), and while the transfer is in effect, the Ecclesiarch cannot use the transferred power. They can transfer any of their Druid powers except spellcasting and the ability to have an animal companion.

The Druid's Wildshape ability can be transferred. The Ecclesiarch chooses how many power points to provide the beneficiary with, which can only be used for Wildshape, regardless of whether the target can use divine power points themselves. Whatever form the Ecclesiarch is capable of taking, the recipient can as well. Note that the Druidic Ecclesiarch (usually referred to as a "Hierophant") does not lose the ability to Wildshape while granting another the Power of Nature, and the Druid can give the Power of Nature to as many as they wish, limited only by their power point total.

The Ecclesiarch remains responsible to their deity for any use to which the recipient puts the transferred abilities.

Spell Power: This special ability increases an Ecclesiarch's effective caster level by 1 for purposes of determining level-dependent spell variables and for caster level checks. This ability can be selected more than once, and changes to effective caster level are cumulative.

Spell-Like Ability: An Ecclesiarch who selects this special ability can use some of their divine power points to permanently prepare one of their divine spells as a spell-like ability that can be used twice per day. The Ecclesiarch does not use any components when casting the spell, although a spell that costs XP to cast still does so, and a spell with a costly material component instead costs him 10 times that amount in XP.

The spell permanently costs power points commensurate for the spell's level (or more, if the Ecclesiarch chooses to permanently attach a Magic feat to the spell chosen). The Ecclesiarch can spend more power points permanently to use the spell-like ability more than twice per day. Adding 6 more power points allows the Ecclesiarch to use the spell-like ability four times per day, while adding 12 more power points lets them use the spell-like ability six times per day. If selected more than one time as a special ability, this ability can apply to the same spell (increasing the number of times per day it can be used by 2) or to a different spell.

Divine Spellcasting: For each new Ecclesiarch level beyond 1st, the character gains new divine power points per day (and spells known, if applicable) as if they had also gained a level in whatever divine spellcasting class in which they could cast 7th-level spells before they added the prestige class level. They do not, however, gain any other benefit a character of that class would have gained. If a character had more than one divine spellcasting class in which they could cast 7th-level spells before they became an Ecclesiarch, they must decide to which class they add each level of Ecclesiarch for the purpose of determining divine power points per day.

Eldritch / Holy Knight

A student of warfare who embraces both physical and magical power, the Eldritch Knight fuses martial prowess with arcane power, while the Holy Knight brings the power of their god to bear through their blessed weapons.

Prerequisites: Arcane Level 1 (for Eldritch Knight) or Divine Level 1 (for Holy Knight) scenario or higher, Base Attack +3, Martial Weapons Proficiency, Still Spell or Combat Casting feat, ability to cast 3rd-level spells.

Hit Die (of the Hero): d8 (d4+4)

Action Points: Eldritch Knights gain a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Eldritch Knight's class skills (and the key ability for each skill) are:

Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Drive (Dex), Jump (Str), Knowledge (arcana, history, nobility & royalty, religion, tactics) (Int), Ride (Dex), Read/Write/Speak Language (none), Research (Int), Sense Motive (Wis), Spellcraft (Int), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: An Eldritch Knight gains one Armor Proficiency or Shield Proficiency of choice. They must meet any prerequisites for the feat in order to select it.

Eldritch / Holy Knight Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+1	+2	+0	+2	Battle Caster, Improved Spellcasting	+0	+0
2 nd	+2	+3	+0	+3	Improved Spellcasting	+1	+0
3 rd	+3	+3	+1	+3	Bonus Feat	+1	+1
4 th	+4	+4	+1	+4	Improved Spellcasting	+2	+1
5 th	+5	+4	+1	+4	Improved Spellcasting	+2	+1
6 th	+6	+5	+2	+5	Bonus Feat	+3	+1
7 th	+7	+5	+2	+5	Improved Spellcasting	+3	+2
8 th	+8	+6	+2	+6	Improved Spellcasting	+4	+2
9 th	+9	+6	+3	+6	Bonus Feat	+4	+2
10 th	+10	+7	+3	+7	Improved Spellcasting, Knighthood	+5	+2

Class Features

All of the following are class features of the Eldritch / Holy Knight.

Battle Caster: This ability depends on which feat(s) the Knight has in qualifying for the class. If the Eldritch Knight has the feat Still Spell, then they no longer pay the power point cost for memorizing a spell as a Still Spell, having fully adapted to casting spells while armored. Whenever the Knight pays the power point cost of a spell modified by the Still Spell feat, reduce the power point cost by 2 points.

If the Knight has the Combat Casting feat, then the character gets to re-roll any failed attempt to cast defensively while being threatened, but the 2nd result stands, even if it's worse than the 1st roll. Note that an Eldritch / Holy Knight who takes either of these feats after gaining Battle Caster also gains the associated effect at that time.

Improved Spellcasting: At 1st, 2nd, 4th, 5th, 7th, 8th, and 10th level, the Eldritch Knight gains new power points per day (and spells known, if applicable) as if they had also gained a level in whatever spellcasting class in which they could cast 3rd-level spells before they added the prestige class level. They do not, however, gain any other benefit a character of that class would have gained. If a Knight has more than one spellcasting class in which they could cast 3rd-level spells before they became an Eldritch / Holy Knight, they must decide to which class they add each level of Knight for the purpose of determining power points per day.

Bonus Feats: At 3rd, 6th, and 9th level, the Eldritch / Holy Knight gets a bonus feat. The bonus feat must be selected from either the Fighter feat list or the Magic feat list, and the Knight must meet all the prerequisites of the feat to select it.

Knighthood: The character has been recognized by an affiliated or sympathetic organization and granted an honorific title with the attendant perks; choose one feat from either Renown or Windfall. If the Knight has a formal Allegiance with the organization, or declares one now, then they gain both feats for their Knighthood. Note that every Holy Knight has an official Allegiance to their god and thus their church.

Elementalist

Beings sometimes devote themselves to one of the fundamental elements of the universe, air, earth, fire, or water, and these beings are known as Elementalist. There is an Elementalist for each of the elemental energies; Ambrian (air, energy type electricity), Kryonian (water, energy type cold), Vesuvian (fire, energy type fire), and Vitrolian (earth, energy type acid). Such beings are dangerous to the extreme with their mastery of their chosen element, akin to elemental avatars.

Prerequisites: Mutation Level 5 and/or Psionic Level 1 or higher scenario, Supernatural Mutation feat or Wild Talent feat.

Hit Die (of the Hero): d8 (d4+4)

Action Points: An Elementalist gains a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Elementalist's class skills (and the key ability for each skill) are:

All skills offered by the character's Starting Occupation, plus;

Ambrian (Air, Electricity): Balance (Dex), Bluff (Cha), Gather Information (Cha), and Hide (Dex).

Kryonian (Water, Cold): Diplomacy (Cha), Move Silently (Dex), Sense Motive (Wis), Swim (Str).

Vesuvian (Fire, Fire): Gamble (Wis), Intimidate (Cha), Knowledge (choose one) (Int), and Navigate (Int).

Vitrolian (Earth, Acid): Climb (Str), Craft (choose one) (Int), Jump (Str), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: An Elementalist gains no proficiencies.

Elementalist Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+2	+1	+2	Elemental Affinity, Elemental Fist	+1	+0
2 nd	+1	+3	+2	+3	Elemental Adaptation, Elemental Bolt/Lash	+1	+0
3 rd	+2	+3	+2	+3	Elemental Blast, Elemental Weapon	+1	+1
4 th	+3	+4	+2	+4	Bonus Feat, Elemental Nimbus 1/day	+2	+1
5 th	+3	+4	+3	+4	Elemental Locomotion	+2	+1
6 th	+4	+5	+3	+5	Elemental Immunity	+2	+2
7 th	+5	+5	+4	+5	Greater Elemental Adaptation	+3	+2
8 th	+6	+6	+4	+6	Bonus Feat, Elemental Nimbus 2/day	+3	+2
9 th	+6	+6	+4	+6	Elemental Control	+3	+3
10 th	+7	+7	+5	+7	Elemental Transformation	+4	+3

Class Features

All of the following are class features of the Elementalist.

Elemental Affinity (Ex): The Elementalist is naturally resistant to their chosen element, gaining a +4 bonus to all saving throws against;

Ambrian: electricity and ionic damage-based spells and effects.

Kryonian: cold and sonic damage based spells and effects.

Vesuvian: fire and heat damage-based spells and effects.

Vitrolian: acid and disintegration damage-based spells and effects.

Elemental Fist (Su): The Elementalist can activate this ability as a move-equivalent action;

Ambrian: electricity engulfs the character's hand (but does them no damage). The Ambrian's unarmed attack is now considered armed and inflicts 2d6 electricity damage with each successful touch attack.

Kryonian: cold engulfs the character's hand (but does them no damage). The Kryonian's unarmed attack is now considered armed and inflicts 2d6 cold damage with each successful touch attack.

Vesuvian: fire engulfs the character's hand (but does them no damage). The Vesuvian's unarmed attack is now considered armed and inflicts 2d6 fire damage with each successful touch attack.

Vitrolian: stone engulfs the character's hand (but does not impede their movement in any way). The Vitrolian's unarmed attack is now considered armed and inflicts 2d6 bludgeoning damage (plus Str modifier) with each successful attack.

Elemental Adaptation (Ex): The Elementalist has adapted to their element, becoming inured to it and gaining some sort of Advantage from it;

Ambrian: electricity resistance 10 and the Advantage of Scent.

Kryonian: cold resistance 10 and the Advantage of Webbed Digits.

Vesuvian: fire resistance 10 and the Advantage of Darkvision.

Vitrolian: acid resistance 10 and the Advantage of Second Wind.

Elemental Bolt (Su): The Elementalist gains the ability to focus a short-lived bolt of their chosen element, usable once per attack (So an Elementalist with multiple attacks due to a high Base Attack bonus can use their Elemental Bolt multiple times with a full round attack action). The bolt deals;

Ambrian: 2d6 electricity damage or ionic damage on a successful ranged touch attack (range 15 feet).

Kryonian: 2d6 cold or water (nonlethal bludgeoning) damage on a successful ranged touch attack (range 15 feet).

Vesuvian: 2d6 fire damage or heat (nonlethal fire) damage on a successful ranged touch attack (range 15 feet).

Vitrolian: 2d6 additional bludgeoning damage with each successful Elemental Fist or Slam attack.

Elemental Blast (Su): As a standard action, the Elementalist can launch a focused blast of supernaturally-fueled elemental force at a target. Each Elementalist has two options on how to manifest their Elemental Blast. The Elemental Blast does either;

Ambrian: Electrical Blast; 1d6 points of electricity damage per level of Elementalist, resolved as a ranged touch attack, range 60 feet per level of Elementalist, or;

Ionic Blast; 1d6 points of ionic (nonlethal electricity) damage per level of Elementalist, resolved as a ranged touch attack, range 30 feet per level of Elementalist.

Kryonian: Cold Blast; 1d6 points of cold damage per level of Elementalist, resolved as a ranged touch attack, range 30 feet per level of Elementalist, or;

Water Blast; 1d6 points of water (nonlethal bludgeoning) damage per level of Elementalist, resolved as a ranged touch attack, range 10 feet per level of Elementalist.

Vesuvian: Targeted Fire Blast; 1d6 points of fire damage per level of Elementalist, resolved as a ranged touch attack, range 30 feet per level of Elementalist, or;

Area Fire Blast; 1d6 points of fire damage per level of Elementalist, resolved as an area affect with maximum area of 5' radius per level of Elementalist, Reflex save DC 13 + Dex mod for half damage), range 10 feet per level of Elementalist.

Vitrolian: Clap Shockwave Blast; 1d6 points of concussion (nonlethal sonic) damage per level of Elementalist (Fort saving throw DC 13 + Str modifier for half damage) to an area of effect 10' foot cone per level of Elementalist, or;

Stomp Shockwave Blast; 1d4 points of nonlethal damage per level of Elementalist for a stomp shockwave, with an area of effect 10' radius per level of Elementalist, centered on the Vitrolian (who is unaffected by their own Elemental Blast), and targets in the area of effect must make a Strength check DC 13 + the Vitrolian's Str modifier or be knocked prone.

Elemental Weapon (Su): As a move-equivalent action, the Elementalist can engulf one melee weapon (without harming it) with their chosen element;

Ambrian: the melee weapon is enveloped in electricity, and now inflicts an additional 2d6 points of electricity damage with each successful hit.

Kryonian: the melee weapon is enveloped in cold, and now inflicts an additional 2d6 points of cold damage with each successful hit.

Vesuvian: the melee weapon is enveloped in flames, and now inflicts an additional 2d6 points of fire damage with each successful hit.

Vitrolian: the melee weapon is reinforced with crystal, giving it +5 Hardness, +10 Hit Points, and a magical +1 to hit and damage.

Note that in each case, the ability lasts for as long as the Elementalists hold the weapon.

Bonus Feat: At 4th and 8th level Elementalists the character receives a bonus feat, to be taken from the Expert Feat list, the Fighter Feat list, or the Power Feat list. They must meet all the prerequisites in order to select a feat.

Elemental Nimbus (Su): The Elementalists can activate this ability as a move-equivalent action, wrapping their body in a sheath of their chosen element. While so affected, the Elementalists gain;

Ambrian: Damage Reduction 10/magic and immunity to electricity. If the Ambrian is struck in melee, the attacker (or their weapon) suffers 2d6 electricity damage.

Kryonian: Damage Reduction 10/magic and immunity to cold. Choose either cold nimbus or water nimbus; once this choice is made, it cannot be changed, and the Kryonian can only create the nimbus initially chosen. If the Kryonian with a cold nimbus is struck in melee, the attacker (or their weapon) suffers 2d6 cold damage. If water nimbus is selected, then the Kryonian has Fast Healing 5 while their Elemental Nimbus is activated.

Vesuvian: Damage Reduction 10/magic and immunity to fire. If the Vesuvian is struck in melee, the attacker (or their weapon) suffers 2d6 fire damage.

Vitrolian: Damage Reduction 10/adamantine and magic, and immunity to acid.

The nimbus lasts for 1 minute per Elementalists class level and is usable 1/day at 4th level Elementalists, 2/day at 8th level Elementalists, or it can be activated with the expenditure of an action point.

Elemental Locomotion: The character gains the ability to move according to their elemental type, marking the official halfway mark of their transformation (see Elemental Transformation, below);

Ambrian: Fly 120' perfect maneuverability.

Kryonian: Swim 60' and can Hold Breath for 1 minute per point of Constitution.

Vesuvian: Fly 60' perfect maneuverability.

Vitrolian: Burrow 20' and can Hold Breath for 1 minute per point of Constitution.

Elemental Immunity (Ex): The Elementalists are now permanently immune to damage from their chosen element (electricity for Ambrian, cold for Kryonian, fire for Vesuvian, and acid for Vitrolian).

Greater Elemental Adaptation: The Elementalists gain further power and mastery over their chosen element, as follows;

Ambrian: Elemental Bolt increases to 4d6 electrical damage per attack, and the Ambrian gets their choice of either the Advantage of Echolocation or an increase of +60' to their Fly movement rate (i.e., Fly 180' Perfect).

Kryonian: Elemental Bolt increases to 4d6 cold damage per attack, and the Kryonian gets their choice of either the Advantage of Elasticity or an increase of +30' to their Swim movement rate and the Advantage of Gills.

Vesuvian: Elemental Bolt increases to 4d6 fire damage per attack, and the Vesuvian gets their choice of either the Advantage of X-Ray Vision or an increase of +60' to their Fly movement rate (i.e., Fly 120' Perfect).

Vitrolian: Elemental Fist ignores 10 points of hardness with each attack, and the Vitrolian gets their choice of either the Advantage of Enlarged Form or the Advantage of Skeletal Reinforcement.

Elemental Control (Su): The Elementalists have gained in their ability to control their chosen element, granting them their choice of two of the following supernatural powers, usable at will and manifested at the Elementalists' class level;

Ambrian: Control Winds, Lightning Bolt, or Wind Wall.

Kryonian: Cone of Cold, Fog Cloud, or Sleet Storm.

Vesuvian: Fireball, Heat Metal, or Wall of Fire.

Vitrolian: Grip of Iron, Immovability, or Stomp.

Elemental Transformation (Su): At this point the character's control of their respective element is absolute, being capable of changing their entire body into pure elemental essence. With a move action the character can transform their body into living elemental power, for as long as they wish, as often as they wish, allowing them to use their Nimbus ability (see above) at will. While in elemental form, the character is considered an Elemental type creature with the same subtype as their chosen element.

Furthermore, depending on the type of elemental focus, the character gains the following bonuses;

Ambrian (electricity, air); the Ambrian and all their gear becomes insubstantial, misty, and transparent. Their material armor (including natural armor) becomes worthless, though size, Dexterity, deflection bonuses, and

armor bonuses from force effects still apply. The subject gains damage reduction 15/magic and becomes immune to poison and critical hits. They can pass through small holes or narrow openings, even mere cracks, with all they are wearing or holding in their hands, but they can't enter water or other liquid. They also can't manipulate objects or activate items, even those carried along with its gaseous form. Continuously active items remain active, though in some cases their effects may be moot. For all intents and purposes, the Ambrian's body is made of air.

The Ambrian can also use Greater Invisibility as a supernatural power at will.

Kryonian (cold, water); the Kryonian and all their gear becomes a mass of rippling water that generally conforms to their normal shape. They gain damage reduction 15/magic, and they gain immunity to poison and critical hits. Their material armor becomes meaningless, although size, Dexterity, deflection bonuses, and armor bonuses from force effects still apply to Armor Class. The character can pass through small holes or narrow openings, even mere cracks, with all they were wearing or holding in their hands. However, they can't manipulate objects or activate items, even those carried along with them. Continuously active items remain active, though in some cases their effects may be moot. For all intents and purposes, the Kryonian's body is made of water.

The Kryonian can also use Blur as a supernatural power at will.

Vesuvian (fire, fire); the Vesuvian's body changes into a form of ectoplasmic fire, radiating light and heat. The Vesuvian lights a 60' area with their normal intensity, but they can flare up to light a 240' area, or they can subdue their glow to a 30' area. The character also has Damage Reduction 15/magic and is immune to plasma, poison, and critical hits. As ectoplasmic fire, the Vesuvian's hand-to-hand attacks (i.e. Elemental Fist), and their Nimbus now inflict plasma damage (i.e. it counts as acid and fire for purposes of what it can damage).

The Vesuvian can also use Fiery Discorporation as a supernatural power at will. Note that, for purposes of manifesting the power, the Vesuvian always receives a bonus to their Will save equal to their character level.

Vitrolian (acid, earth); the Vitrolian's body changes into a form of hardened-to-the-point-of-diamond stone. The character in stone form gains Damage Reduction 20/adamantine and magic and is immune to blindness, critical hits, ability damage, deafness, disease, drowning, electricity, poison, stunning, and all spells and attacks that affect their physiology or respiration. The character also takes half damage from fire and electricity and one-quarter damage from cold. Their weight increases by a factor of ten, causing them to sink in water like a stone. However, the Vitrolian could survive the crushing pressure and lack of air at the bottom of the ocean indefinitely.

The Vitrolian also gain a +6 enhancement bonus to Strength while in stone form, and their unarmed attacks deal slam damage equal to a club sized for the Vitrolian (1d4 for Small characters or 1d6 for Medium characters, plus Strength modifier), and they are considered armed with magical adamantine weapons for purposes of overcoming damage reduction. This slam damage is cumulative with the Vitrolian's Elemental Fist and Elemental Bolt abilities, resulting in a Slam attack that inflicts 5d6 plus Strength modifier damage, ignoring 10 Hardness.

Elocater

One who specializes in mental mastery of time and space, the Elocater is just as effective in combat as they are in facilitating travel. To have an Elocater as an ally at your side is to have an ally at your enemy's back.

Prerequisites: Psionic Level 1 scenario or higher, Base Attack +3, Concentration 8 ranks, Mobility feat, Spring Attack feat, ability to manifest 1st-level psionic powers.

Hit Die (of the Hero): d6 (d3+3)

Action Points: Elocaters gain a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Elocater's class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Craft (any) (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (local, psionics, streetwise) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Psicraft (Int), Read/Write/Speak Language (none), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: An Elocater gains the Light Armor Proficiency.

Elocater Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+0	+2	+2	Improved Psionics, Scorn Earth	+1	+0
2 nd	+1	+0	+3	+3	Opportunistic Strike +2, Sidestep Charge	+2	+0
3 rd	+2	+1	+3	+3	Dimension Step, Improved Psionics	+2	+1
4 th	+3	+1	+4	+4	Flanker, Improved Psionics	+3	+1
5 th	+3	+1	+4	+4	Bonus Feat, Opportunistic Strike +4	+3	+1
6 th	+4	+2	+5	+5	Improved Psionics, Transporter	+4	+1
7 th	+5	+2	+5	+5	Capricious Step, Improved Psionics	+4	+2
8 th	+6	+2	+6	+6	Improved Psionics, Opportunistic Strike +6	+5	+2
9 th	+6	+3	+6	+6	Dimensional Spring Attack	+5	+2
10 th	+7	+3	+7	+7	Accelerated Action, Improved Psionics	+6	+2

Class Features

All of the following are class features of the Elocater.

Improved Psionics: At 1st, 3rd, 4th, 6th, 7th, 8th, and 10th level, the character gains additional psionic power points per day and access to new powers as if they had also gained a level in whatever manifesting class they belonged to before they added the prestige class. They do not, however, gain any other benefit a character of that class would have gained (bonus feats, metapsionic or item creation feats, psicrystal special abilities, and so on). This essentially means that they add the level of Elocater to the level of whatever manifesting class the character has, then determines power points per day, powers known, and manifester level accordingly.

If a character had more than one manifesting class before they became an Elocater, they must decide to which class they add the new level of Elocater for the purpose of determining power points per day, powers known, and manifester level.

Scorn Earth (Su): At 1st level, an Elocater's feet lift from the ground. From now on, they can float up to a foot above the ground. Instead of walking they glide along, unconcerned with the hard earth or difficult terrain. While the Elocater remains within 1 foot of a flat surface of any solid or liquid, they can take normal actions and make normal attacks, and can move at their normal speed (they can even "run" at four times their normal speed). However, at distances higher than 1 foot above any surface, their speed diminishes to 10 feet per round. While the Elocater remains within 1 foot of a surface, they can make melee and ranged attacks normally, but if they move any higher, they incur the penalties on melee and ranged attack rolls as if they were the subject of the *Levitate* power.

Opportunistic Strike (Ex): Beginning at 2nd level, an Elocater's hyperawareness of spatial relations gives them an instinctive view of the battlefield, which allows them to make a cunning attack against distracted opponents. The Elocater gains a +2 insight bonus on their attack roll and their damage roll (if the attack hits) for the first attack they make against an opponent that has been dealt damage in melee by another character since the Elocater's last action. At 5th level the insight bonus increases to +4, and at 8th level the insight bonus increases to +6.

Sidestep Charge (Ex): At 2nd level, an Elocater gains Sidestep Charge as a bonus feat, even if they do not meet the prerequisites. If the character already has this feat, they gain no benefit.

Dimension Step (Su): An Elocater of 3rd level or higher can slip psionically between spaces as if using the *Dimension Door* power, once per day. The Elocater cannot bring any other creatures with her. Their manifester level for this effect is equal to their Elocater level.

Flanker (Ex): An Elocater of 4th level or higher can flank enemies from seemingly impossible angles. They can designate any adjacent hex as the hex from which flanking against an ally is determined (including the hex where they stand, as per normal, if desired). The Elocater can designate the hex at the beginning of their turn or at any time during their turn. The designated hex remains their effective hex for flanking until they are no longer adjacent to it or until they choose a different hex (as a free action at the start of one of their turns). The character can even choose a hex that is impassable or occupied (i.e. a hex with a wall or another combatant).

Bonus Feat: At 5th level, the Elocater gets to select a bonus feat from either the Fighter feat list or the Power feat list. They must meet any prerequisites in order to be able to select the feat.

Transporter (Ex): At 6th level, an Elocater learns both *Teleport* and *Plane Shift*. These powers are in addition to any powers the Elocater normally learns by advancing a level. The Elocater treats these powers as if they were 3rd-level powers on their class list. This means, among other things, that manifesting these powers only costs the Elocater 5 power points.

Capricious Step (Ex): At 7th level, an Elocater can take an extra 5-foot step in any round when they don't perform any other movement (except for the first 5-foot step). Like the first, the second 5-foot step does not provoke attacks of opportunity. The character can take the extra 5-foot step immediately after taking the first, or they can wait until the end of their other actions for the round. In all other ways, the rules for taking a 5-foot step apply.

Dimensional Spring Attack (Su): An Elocater of 9th level or higher can use their Dimension Step ability in conjunction with their Spring Attack feat once per day. This ability can be used only against opponents within 60 feet to which the Elocater has line of sight. The character can dimension step up to the target, use Spring Attack, and then use dimension step to return to their starting point. (When they use this ability, the total distance they can travel before and after the attack is not limited by their speed.) The use of this ability counts as their use of the Dimension Step ability on that day (and this ability is not available during a day when they have already used Dimension Step).

Accelerated Action (Su): When they attain 10th level, an Elocater can accelerate themselves and thereby take more actions than normal. An Elocater can accelerate themselves for a total of 5 rounds per day. They can choose to parcel out their accelerated actions in 1-round increments. (This effect is not cumulative with similar effects that provide additional actions, such as *Schism* or a *Haste* spell—and in fact an Elocater can't take an accelerated action if affected by these or similar effects.)

If the Elocater makes a full attack while accelerated, they can make one extra attack with any weapon they are holding. The attack is made using their full base attack bonus, plus any modifiers appropriate to the situation. If the Elocater uses their accelerated action to move, they gain an enhancement bonus to their speed of +30 feet. The Elocater can use their accelerated action to manifest a power, as long as they have not already manifested a power in the current round and the one that they want to manifest has a manifesting time of 1 standard action or shorter. While accelerated, they gain a +2 dodge bonus on attack rolls and Reflex saves and a +2 dodge bonus to Armor Class. Any condition that makes the Elocater lose their Dexterity bonus to Armor Class (if any) also makes them lose these dodge bonuses.

Guildmember

Both Psions and Wizards have made a habit of establishing guilds or colleges of like-minded brethren, sometimes known as "Guilders". Although achieved via different means, the Guildmember's end goal is the same; the sharing of information and power in a pledge to help (or at least not hinder) one another.

Prerequisites: Knowledge (arcana or psionics) 10 ranks, Knowledge (civics) 5 ranks, access to 4th-level arcane spells or psionic powers, knowledge of Sending spell or Correspond power.

Hit Die (of the Hero): d4 (d2+2)

Action Points: A Guildmember gains a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Guildmember's class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (any) (Int), Psicraft (Int), Read/Write/Speak Language (None), Research (Int), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: A Guildmember gains no proficiencies.

Guildmember Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+0	+0	+2	Membership, Improved Casting / Psionics	+1	+0
2 nd	+1	+0	+0	+3	Improved Casting / Psionics	+1	+1
3 rd	+1	+2	+1	+3	Bonus Feat, Improved Casting / Psionics	+1	+1

4 th	+2	+2	+1	+4	Improved Casting / Psionics	+2	+1
5 th	+2	+3	+1	+4	Improved Casting / Psionics	+2	+2
6 th	+3	+3	+2	+5	Bonus Feat, Improved Casting / Psionics	+2	+2
7 th	+3	+4	+2	+5	Improved Casting / Psionics	+3	+2
8 th	+4	+4	+2	+6	Improved Casting / Psionics	+3	+3
9 th	+4	+4	+3	+6	Bonus Feat, Improved Casting / Psionics	+3	+3
10 th	+5	+5	+3	+7	Guildmaster, Improved Casting / Psionics	+4	+3

Class Features

All of the following are class features of the Guildmember.

Membership: The petitioning character must demonstrate their ability to perform a Sending spell / use their Correspond power, and with an oath of allegiance to the guild (as per the Allegiance rules), the character is a newly-christened Guildmember. Membership dues are variable, ranging from 50gp / \$5,000 per annum to favors in kind only, but one thing is constant; the character's access to the guild.

Once per day the character is permitted to access their guild at no charge, using their Correspond / Sending to message the guild requesting access to a certain spell or power. The level of spell or power that can be accessed is dependent on the Guildmember, with the maximum spell or power level accessible being one (1) level lower than the character's Guildmember class level, and it must be one that they could normally cast / manifest.

For example, a 1st-level Guildmember can only request access to a 0-level spell (there are no 0-level powers), while a 9th-level Guildmember could request access to an 8th-level spell or power, assuming the character has the required 18 attribute score in their main spellcasting / manifesting attribute.

In the case of a Wizard, they would do this whilst memorizing their spells to gain access to one they don't normally possess to be memorized for that day. The Wizard does not add the spell to their list of spells known; they only gain one (1) instance of it in their memory for the normal power point cost of the requested spell.

In the case of a psionic character, they gain access to the power immediately after using their Correspond power, accessible for the next 1d6+9 minutes (the duration of their guild contact's readied Metaconcert; the character is aware of how much longer they have access to the power).

A Guildmember may try to access their guild more than once per day, but whether or not they'll be able to do so is dependent on the relationship between the character and their guild (read "the GM").

Improved Casting / Psionics: At each level, the Guildmember's ability to cast / manifest increases. If arcane, the character gains new spells and arcane power points per day as if they had also gained a level in the arcane spellcasting class that allowed them to qualify for Theurge. Conversely, if psionic, the character gains new powers and psionic power points per day as if they had also gained a level in the psionic manifesting class that allowed them to qualify for Guildmember. Ultimately, the character must invest in the class that pertains to their oath of allegiance.

Bonus Feat: At 3rd, 6th, and 9th level, the Guildmember learns a new trick of the trade through the guild; select one feat from either the Magic feat list (if arcane) or the Power feat list (if psionic). The character must meet any prerequisites in order to select the feat.

Guildmaster: The character has paid their dues, such that their guild has promoted them to Guildmaster. Amongst other things, this means that the character no longer pays dues, instead receiving a stipend from the guild equal to their typical annual dues, and they gain a +4 circumstance modifier to all guild-based Diplomacy checks.

In the case of a Wizard Guildmaster, the character now has access to every non-unique arcane spell through the guild. They also gain access to Incantations.

In the case of the psionic Guildmaster, the character gains the Metaconcert power if they do not already have it. Through their Metaconcert power and their Correspond power, they can have access to any psionic power. By paying 17 power points and a standard action, the character adds the desired psionic power to their repertoire for a number of minutes equal to their manifester level.

Special Note: A Guildmember who breaks their oath of allegiance to the guild immediately loses all access to the guild, and they cannot take any more levels in the Guildmember class, as other guilds will not accept the character either. Only a fulfilled Geas will see the character reinstated.

Heavy

Short for a heavy conversion cyborg, the Heavy is more machine than mortal, having chosen to replace the majority of their limbs and bodily systems with superior synthetics. The result is a technological juggernaut capable of taking and delivering withering punishment.

Prerequisites: Tech Level 6 or higher scenario, Con 13, three (3) or more cybernetic implants, one of which must be Heavy Subcutaneous Body Armor.

Hit Die (of the Hero): d12 (d6+6)

Action Points: A Heavy gains a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Heavy's class skills (and the key ability for each skill) are:

Climb (Str), Drive (Dex), Intimidate (Cha), Jump (Str), Knowledge (technology) (Int), Pilot (Dex), Read/Write/Speak Language (none), and Repair (Int).

Skill Points at Each Level: 2 + Int modifier.

Starting Feats: The Heavy gains the Light, Medium, and Heavy Armor Proficiency feats, as well as their choice of the Martial Weapons Proficiency feat or the Personal Firearms Proficiency feat.

Heavy Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+1	+2	+0	+0	Reflexive Knowledge Combat Module	+0	+0
2 nd	+2	+3	+0	+0	Cybertaker	+1	+0
3 rd	+3	+3	+1	+1	Bonus Feat, Cybertaker	+1	+0
4 th	+4	+4	+1	+1	Cybertaker	+2	+1
5 th	+5	+4	+1	+1	Cybertaker, Dreadnaught	+2	+1

Class Features

All of the following are class features of the Heavy.

Reflexive Knowledge Combat Module (RKCM): The conversion to a Heavy is not an easy one, and it is almost always intended to be a battlefield unit (otherwise why the Heavy Armor implant?). As such every Heavy receives a version of a Reflexive Knowledge Combat Module (RKCM), the RKCM is a special instance of Cybertaker which gives the Heavy its Starting Feats (see above) and a +4 equipment bonus to Dexterity.

If a character has all the included Starting Feats already, then the GM may deem that the RKCM is equivalent to a Feat Plexus, giving the character up to 4 additional feats, selected from either the Expert or Fighter feat lists. The RKCM is a Feat Plexus for the purposes of taking and repairing damage. While damaged or destroyed, the Heavy loses the +4 equipment bonus to Dexterity and has no access to the RKCM's feats.

Each Heavy class level after 1st level the Heavy character gains one of the feats built into the RKCM as an innate feat, now ingrained into the character's mind. As a result, the RKCM gains a free slot for the Heavy to upload another Expert feat or Fighter feat (except for Cybertaker). By 5th level Heavy, the character will have innately learned all the feats gained at 1st level Heavy, and they will have selected 4 replacement feats from the Expert feat list and/or the Fighter feat list.

Cybertaker: As the Feat of the same name, the character gets to receive a new cybernetic attachment or implant without it counting against their limit as per their Constitution score.

Bonus Feat: At 3rd level the Heavy gets to select a new feat from either the Expert feat list or the Fighter feat list. They must meet any prerequisites in order to select the feat.

Dreadnaught: At 5th level and now more machine than alive, the Heavy has proven themselves to be an implacable foe in the battlefield, effectively gaining immunity to fear in the process. Furthermore, the character gains a +4 equipment bonus to all Fortitude saves, and redundant systems allow the character to ignore critical hits.

Loremaster

The Loremaster thoroughly embraces the maxim “knowledge is power”, learning as much as possible about all things while pursuing their study of power, whether it’s arcane, divine, or psychic in nature. Some Loremasters opt to diversify their knowledge of different power types, while others focus in one school of thought.

Prerequisites: Arcane Level 1 or Divine Level 1 or Psionic Level 1 scenario or higher, Knowledge (any two) 10 ranks each, any 3 Magic or Power feats, Skill Focus (Knowledge [any]), ability to cast seven (7) different Divination spells or manifest seven (7) different Clairsentience powers, one of which must be 3rd-level or higher.

Hit Die (of the Hero): d6 (d3+3)

Action Points: Loremasters gain a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Loremaster’s class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Appraise (Int), Concentration (Con), Craft (chemical) (Int), Decipher Script (Int), Gather Information (Cha), Handle Animals (Cha), Knowledge (all skills taken individually) (Int), Navigate (Int), Perform (Cha), Psicraft (Int), Profession (Wis), Read/Write/Speak Language (none), Research (Int), Spellcraft (Int), Treat Injury (Wis), Use Magic Device (Cha), and Use Psionic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: A Loremaster gains no new proficiencies.

Loremaster Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+0	+0	+2	Improved Magic / Psionics, Secret	+0	+0
2 nd	+1	+0	+0	+3	Improved Magic / Psionics, Lore	+1	+0
3 rd	+1	+1	+1	+3	Improved Magic / Psionics, Secret	+1	+1
4 th	+2	+1	+1	+4	Improved Magic / Psionics, New Tongue	+1	+1
5 th	+2	+1	+1	+4	Improved Magic / Psionics, Secret	+2	+1
6 th	+3	+2	+2	+5	Improved Magic / Psionics, Greater Lore	+2	+1
7 th	+3	+2	+2	+5	Improved Magic / Psionics, Secret	+2	+2
8 th	+4	+2	+2	+6	Improved Magic / Psionics, New Tongue	+3	+2
9 th	+4	+3	+3	+6	Improved Magic / Psionics, Secret	+3	+2
10 th	+5	+3	+3	+7	Improved Magic / Psionics, True Lore	+3	+2

Class Features

All of the following are class features of the Loremaster.

Improved Magic / Psionics: When a new Loremaster level is gained, the character gains new spells or powers per day (and spells/powers known, if applicable) as if they had also gained a level in a spellcasting or manifesting class they belonged to before they added the prestige class. The Loremaster does not, however, gain any other benefit a character of that class would have gained. This essentially means that they add the level of Loremaster to the level of some other spellcasting or manifesting class the character has, then determines power points per day, spells known, and caster/manifestor level accordingly.

Secret: At 1st level and every two levels beyond 1st (3rd, 5th, 7th, and 9th), the Loremaster chooses one secret from the table below. Their Loremaster level plus their Intelligence modifier determines the total number of secrets they can choose. The Loremaster can’t choose the same secret twice.

Table: Loremaster Secrets		
Level + Int Modifier	Secret	Effect

1	Instant mastery	4 ranks of a skill in which the character has no ranks
2	Secret health	+3 hit points
3	Secrets of inner strength	+2 bonus on Will saves
4	The lore of true stamina	+2 bonus on Fortitude saves
5	Secret knowledge of avoidance	+2 bonus on Reflex saves
6	Weapon trick	Weapon Focus with weapon of choice
7	Dodge trick	Dodge feat (prerequisites not required)
8	Applicable knowledge	Any one feat
9	Newfound arcana*	1 1 st -level spell or power from another class
10	More newfound arcana*	1 2 nd -level spell or power from another class
* With GM approval, otherwise treat as another instance of "Applicable knowledge", #8.		

Lore: At 2nd level, a Loremaster gains the ability to know legends or information regarding various topics, just as a Bard can with bardic knowledge. The Loremaster adds their Loremaster level and their Intelligence modifier to the lore check, which functions otherwise exactly like a bardic knowledge check.

New Tongue: A Loremaster can choose any new language at 4th and 8th level.

Greater Lore (Ex): At 6th level, a Loremaster gains the ability to understand magic and/or psionic items, as with the *Identify* spell, at will.

True Lore (Ex): At 10th level, once per day a Loremaster can use their knowledge to gain the effect of a *Legend Lore* spell or an *Analyze Dweomer* spell. If they wish to expend 1,000 experience points, they may perform the equivalent of a *Metafaculty* instead.

Metamind

A true master of mental prowess, the Metamind is unparalleled in their ability, whether it's to dominate the weak-minded fool or to wield destructive strokes of telekinetic power. Flush with psychic potential, there are few who can hope to contest the mental might of the Metamind.

Prerequisites: Psionic Level 5 or higher scenario, Knowledge (psionics) 15 ranks, Psicraft 15 ranks, Skill Focus (Psicraft), any two Power feats, access to 7th-level psionic powers, knowledge of 4th-level or higher powers from at least 2 different disciplines.

Hit Die (of the Hero): d4 (d2+2)

Action Points: Metaminds gain a number of Action Points equal to their Charisma modifier [minimum +0, maximum +5] + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Metamind's class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Concentration (Con), Craft (any) (Int), Knowledge (all, taken individually) (Int), Psicraft (Int), and Read/Write/Speak Language (none).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: The Metamind gains no armor or weapon proficiencies.

Metamind Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+0	+0	+2	Improved Psionics, Mental Mastery	+0	+2

2 nd	+1	+0	+0	+3	Improved Psionics, Mental Mastery	+1	+3
3 rd	+1	+1	+1	+3	Improved Psionics, Mental Mastery	+1	+3
4 th	+2	+1	+1	+4	Improved Psionics, Mental Mastery	+1	+3
5 th	+2	+1	+1	+4	Improved Psionics, Mental Mastery	+2	+4

Class Features

All of the following are class features of the Metamind.

Improved Psionics: When a new Metamind level is gained, the character gains new psionic power points per day (and powers known, if applicable) as if they had also gained a level in whatever psionic manifesting class in which they could manifest 7th-level powers before they added the prestige class level. They do not, however, gain any other benefit a character of that class would have gained. If a character had more than one psionic manifesting class in which they could manifest 7th-level powers before they became a Metamind, they must decide to which class they add each level of Metamind for the purpose of determining psionic power points per day.

Mental Mastery: A Metamind gains the opportunity to select a special ability from among those described below by permanently spending a requisite amount of psionic power points (they cannot spend psionic power points greater than the highest-level power they can manifest). Each special ability has a minimum required permanent expenditure of power points, as specified in its description.

Bonus Power Feat: In lieu of any other mental mastery option, the Metamind may instead opt to master a new Power feat. This option costs no permanent power points.

Mental Sculptor: The Metamind can alter area and effect powers that use one of the following shapes: burst, cone, cylinder, emanation, or spread. The alteration consists of creating spaces within the power's area or effect that are not subject to the power. The minimum dimension for these spaces is a 5-foot cube. Furthermore, any shapeable powers have a minimum dimension of 5 feet instead of 10 feet. This ability costs 5 power points spent permanently.

Mental Potency: This ability increases the Metamind's effective manifester level by +1 (for purposes of determining level-dependent power variables such as damage dice or range, and manifester level checks only). This ability costs 5 power points spent permanently, and it may be purchased multiple times; its effects stack.

Mental Reach (Su): The Metamind can use powers with a range of touch on a target up to 30 feet away. The Metamind must make a ranged touch attack. Psychic reach can be selected a second time as a special ability, in which case the range increases to 60 feet. This ability costs 9 power points spent permanently per instance.

Monad (Su): The Metamind must specialize in the Psychoportation discipline, or they must have the *Dimension Door* power and the *Mass Time Hop* power, in order to select this form of mental mastery. This ability costs 15 power points spent permanently.

The Metamind with Monad mental mastery has the option of manifesting any Psychoportation power that affects the Metamind alone as a swift action if desired, for 2 power points less than normal. Note that the cost of a manifestation is always at least 1 power point.

Precog (Ex): The Metamind must specialize in the Clairsentience discipline, or they must have at least one form of Precognition (i.e. *Combat Precognition*, *Defensive Precognition*, *Offensive Precognition*, *Precognition*, *Greater Precognition*) and the *Hypercognition* power, in order to select this form of mental mastery. This ability costs 15 power points spent permanently.

A Precog is so attuned to seeing the future that they now do so naturally; they gain the *Foresight* supernatural power, always in effect. The Metamind is never surprised, never caught flat-footed, and never considered flanked. They also receive a +2 insight bonus to AC and Reflex saves (bonuses are lost whenever Dex bonuses are lost).

Physical Phoenix (Su): The Metamind must specialize in the Metacreativity discipline, or they must have the *Body Adjustment* power and the *Astral Seed* power. This ability costs 15 power points spent permanently.

The character maintains an *Astral Seed*, but their mastery of metacreativity / their own body is such that they can be immediately reborn if they are killed, instantly repaired to full hit points with no physical defects in a flash of light as their *Astral Seed* restores them. However, the character still has the same amount of power points as they did prior to the Physical Phoenix effect, and until the Metamind can set up another Astral Seed, the Physical Phoenix rebirth is not available to the character.

Telekinetic Terror (Su): The Metamind must specialize in the Psychokinesis discipline or have the *Telekinesis* and the *Telekinetic Sphere* powers in order to select this form of mental mastery.

The character is able to lash out with powerful bolts of invisible telekinetic energy. The bolt can be manifested up to long range (400 feet + 40 feet/level of Metamind) that deals 1d6 points of damage per class level of the Metamind plus 1d6 points of damage per 2 power points spent to create the effect. Note that, for 0 PP, the Metamind can manifest a telekinetic bolt that deals the base 1d6 points of damage per Metamind class level. The target receives a Fort save DC (15 + Metamind class level + Int modifier) for ½ damage.

Conversely, the power may be used as per the *Telekinesis* power, to lift or move objects, costing the Metamind no power points to manifest as long as they are not doing anything that would damage their target or offer their target a saving throw or spell resistance. This ability costs the Metamind 15 power points spent permanently.

Telepathic Tyrant (Su): The Metamind must specialize in the Telepathy discipline, or have any one of *Charm Being*, *Suggestion*, and/or *Dominate Being* powers, as well as the *Mind Seed* power, in order to select this form of mental mastery. This ability costs 15 power points spent permanently.

The character is capable of overwhelming any mental defenses they encounter to reach and attempt to control the free-willed being within. Whenever the character attempts to mentally influence a target with *Charm*, *Suggestion*, *Dominate*, or the like, and the target has any spell or power effects of 8th-level or less attempting to prevent the influencing effect (such as *Protection from [Alignment]*, *Empty Mind*, *Mind Blank*, etc.), the Telepathic Tyrant may immediately attempt a special *Dispel Magic & Psionics*, equivalent to a targeted dispel, to try and ignore the protective effect. If the targeted dispel check is successful, then the spell or power effect is ignored for purposes of resisting the influencing attempt. If the target has multiple spell and/or power effects possibly protecting them from the Metamind's influencing attempt, the Metamind attempts the special targeted dispel to ignore those protective effects as well; if any of the checks to ignore the protective effects fail, then the attempt to control the target fails, and all their protective effects are still in place.

Note that the *Dispel Magic & Psionics* attempt made through Telepathic Tyrant to try and ignore a protective effect costs the requisite power points, even if the Metamind doesn't have the power; the expenditure represents the Telepathic Tyrant's raw will in attempting to overpower the protective effect, as opposed to actually dispelling the effect.

Uncarnate (Ex): The Metamind must specialize in the Psychometabolism discipline or have the *Metamorphosis* power and the *Fusion* power in order to select this form of mental mastery. This ability costs 15 power points spent permanently.

With this level of mastery, the Metamind becomes a being of pure psionic consciousness, gaining the Incorporeal subtype. As an incorporeal creature, the Uncarnate has no physical body. It can be harmed only by other incorporeal creatures, magic weapons (or creatures that strike as magic weapons), and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells or magic weapons, it has a 50% chance to ignore any damage from a corporeal source (except for positive energy, negative energy, force effects such as magic missile, or attacks made with ghost touch weapons).

An Uncarnate has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An Uncarnate can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a hex adjacent to its current location, but enemies have total concealment (50% miss chance) from an Uncarnate that is inside an object. In order to see farther from the object it is in and attack normally, the Uncarnate must emerge. An Uncarnate inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An Uncarnate cannot pass through a force effect.

An Uncarnate's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it. Uncarnates pass through and operate in water as easily as they do in air. Uncarnates cannot fall or take falling damage. Uncarnates cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Uncarnates have no weight and do not set off traps that are triggered by weight.

An Uncarnate moves silently and cannot be heard with Listen checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to both its melee attacks and its ranged attacks. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to Uncarnates. Uncarnates have an innate sense of direction and can move at full speed even when they cannot see.

The Uncarnate can use the *Metamorphosis* power to manifest a physical body, but if they die while manifesting a physical body, they become Uncarnate again but at 1 hit point and their psionic power point pool completely emptied (!).

Planestrider

Venturing into planes and on parts of worlds deemed inhospitable by most, the Planestrider (known as a Planetstrider in some cases) has developed survival skills far beyond the mortal ken. In fact, the more a Planestrider travels the planes, the more they naturally inure themselves to the many environmental hazards they encounter.

Prerequisites: Knowledge (the planes) or Knowledge (nature) 10 ranks, Navigate 10 ranks, Survival 10 ranks, Terrain Mastery class ability or ability to cast / manifest Plane Shift.

Hit Die (of the Hero): d8 (d4+4)

Action Points: A Planestrider gains a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Planestrider's class skills (and the key ability for each skill) are:

Balance (Dex), Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Profession (Wis), Read/Write/Speak Language (none), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Swim (Str), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: A Planestrider gains no new proficiencies.

Planestrider Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+2	+1	+1	Adapt Body, Extreme Terrain Mastery	+1	+0
2 nd	+1	+3	+2	+2	Bonus Feat or Improved Capability	+1	+1
3 rd	+2	+3	+2	+2	Extreme Terrain Mastery, Improved Capability	+2	+1
4 th	+3	+4	+2	+2	Improved Capability, Sense of Space	+2	+1
5 th	+3	+4	+3	+3	Extreme Terrain Mastery, Improved Capability	+3	+2
6 th	+4	+5	+3	+3	Bonus Feat or Improved Capability	+3	+2
7 th	+5	+5	+4	+4	Extreme Terrain Mastery, Improved Capability	+4	+3
8 th	+6	+6	+4	+4	Improved Capability, Sense of Time	+4	+3
9 th	+6	+6	+4	+4	Extreme Terrain Mastery, Improved Capability	+5	+3
10 th	+7	+7	+5	+5	Locus Mastery	+5	+4

Class Features

All of the following are class abilities of the Planestrider.

Adapt Body: The 1st-level Planestrider has learned how to adapt their body to whatever conditions they encounter while planestridding. The character gains the psi/spell-like ability (or super-power if Plane Shift is a supernatural power for the character) *Adapt Body*; for a special cost of 5 power points, manifested as a 3rd-level power at a level equal to their character level.

Extreme Terrain Mastery: At 1st, 3rd, 5th, 7th, and 9th level, the Planestrider chooses an extreme terrain to master. These terrains are inhospitable places typically found on other planes but also scattered throughout the physical worlds of existence. Choose one the following;

Aligned: The Planestrider is able to mimic the alignment of the plane they're on, incurring none of the alignment-based penalties that might normally apply for being on the aligned plane;

Cold: The Planestrider gains Cold Resistance 20 and a +1 insight bonus to all d20 rolls and damage rolls against creatures with the cold subtype;

Caustic: The Planestrider gains Acid Resistance 20, and a +1 insight bonus to d20 rolls and damage rolls against creatures with attack forms that deal acid damage;

Fiery: The Planestrider gains Fire Resistance 20 and a +1 insight bonus to all d20 rolls and damage rolls against creatures with the fire subtype;

Lightning Storms: The Planestrider gains Lightning Resistance 20 and a +1 insight bonus to all d20 rolls and damage rolls against targets that are flying;

Weightless: The Planestrider gains the Zero-G Training feat and a +1 insight bonus to all d20 rolls and damage rolls against creatures in a weightless environment like the Astral Plane or outer space.

Bonus Feat: At 2nd and 6th level, the Planestrider has the option of gaining a bonus feat; if Bonus Feat is chosen, the character may select any feat for which they have the prerequisites.

Improved Capability: When the Planestrider gains an instance of Improved Capability, they gain power points per day (and spells/powers known, if applicable) as if they had also gained a level in whatever spellcasting or manifesting class they had that gave them access to their Terrain Mastery or Plane Shift ability before becoming a Planestrider. They do not, however, gain any other benefit a character of that class would have gained. If a character had more than one spellcasting / manifesting class in which they could improve, they must decide to which class they add each instance of Improved Capability for the purpose of determining power points per day.

If the Planestrider has no spellcasting or manifesting ability (such as a Ranger in a Divine Level 0 scenario), then Improved Capability gives the character a +1 insight bonus to the class skill of the character's choice. Note that, as insight bonuses, the bonuses from Improved Capability stack, and thus the same skill may be chosen more than once.

Sense of Space: At 4th level, the Planestrider's sense have become sensitive to the point of uncanny awareness; the character gains Know Direction & Location as a supernatural ability usable at will.

Sense of Time: By 8th level, the Planestrider has learned how to sense time more acutely than others; gain a +2 insight bonus to initiative.

Locus Mastery: By 10th level, the Planestrider is so well-travelled and so finely attuned to space and time itself that they have developed extraordinary senses and movements, depending on how they first qualified for the class. A Planestrider who qualified with a form of Terrain Mastery gains amazing senses, with both *Touchsight* (as the psionic power) and Tremorsense (as the special ability) out to a range of 30' as an extraordinary ability.

However, if the character qualified for Planestrider with the power of *Plane Shift*, then the character has honed their planestridding ability, capable of stepping through the folds of space with ease; once every 1d4 rounds, the Planestrider may step through a *Dimension Door* (as the spell/power) as a move action at no point cost, manifested as a supernatural ability at a level equal to the Planestrider's total character level. Add the *Dimension Door* spell / power to the character's repertoire.

Shadowjack

More comfortable with computers than people, Shadowjacks are the lockpicks and gatekeepers of the virtual world. Their arrival is parallel to the rise of AI and computer networks; first appearing during the Information Age (Tech Level 5), they have become mainstays in every Tech Level beyond.

Prerequisites: Tech Level 5 or higher scenario, Computer Use 6 ranks, Craft (electronics) 6 ranks, Decipher Script 6 ranks, Disable Device 6 ranks.

Hit Die (of the Hero): d6 (d3+3)

Action Points: A Shadowjack gains a number of Action Points equal to 6 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Shadowjack's class skills (and the key ability for each skill) are:

Computer Use (Int), Craft (electronic, mechanical, writing) (Int), Decipher Script (Int), Disable Device (Int), Forgery (Int), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (current events, history, popular

culture, technology) (Int), Profession (Wis), Read/Write/Speak Language (none), Repair (Int), Research (Int), Search (Int).

Skill Points at Each Level: 8 + Int modifier.

Starting Feats: A Shadowjack gains no proficiencies.

Shadowjack Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+1	+1	+2	Read/Write Code	+1	+0
2 nd	+1	+2	+2	+3	Bonus Feat, Online Presence	+1	+0
3 rd	+1	+2	+2	+3	Electronic Empathy, Careful Progress	+1	+0
4 th	+2	+2	+2	+4	Bonus Feat	+2	+1
5 th	+2	+3	+3	+4	False Trail, Install Backdoor	+2	+1
6 th	+3	+3	+3	+5	Bonus Feat	+2	+1
7 th	+3	+4	+4	+5	Firewall Shadowdoor	+3	+2
8 th	+4	+4	+4	+6	Bonus Feat, Walking Database	+3	+2
9 th	+4	+4	+4	+6	Living Library	+3	+2
10 th	+5	+5	+5	+7	Bonus Feat, Redundancy Protocols	+4	+3

Class Features

All of the following are class features of the Shadowjack.

Read/Write Code: Beginning at 1st level, the Shadowjack can understand both the nature of raw computer code and what the program is intended to accomplish when implemented. On a successful Decipher Script check (DC 10 + Computer Use skill modifier of the code's author), the Shadowjack can determine both the function of the program and any bugs or potential weak points in the design. If weak points are found, the Shadowjack gains a +2 insight bonus on Computer Use checks attempting to degrade the program.

Bonus Feats: At 2nd, 4th, 6th, 8th, and 10th level, the Shadowjack gets a bonus feat. The bonus feat must be selected from Expert feats list or the General feats list. The character must meet any prerequisites to select the feat.

Online Presence: Beginning at 2nd level, when attempting to use a Charisma-based skill such as Bluff, Intimidate, Diplomacy, or Gather Information in an online situation, the Shadowjack adds any Shadowjack levels as a circumstance bonus.

Electronic Empathy: The Shadowjack gains a +2 competence bonus when crafting, repairing, or disabling electronic devices. This is in addition to any synergy bonuses for related skills.

Careful Progress: When the Shadowjack attempts to defeat computer security, the administrator is alerted only if the Shadowjack fails their Computer Use check by 10 or more.

False Trail: When covering their electronically tracks through the internet, the Shadowjack can lay in a false trail. With a successful DC 25 Computer Use check, the Shadowjack imposes a –5 penalty on any attempt to trace them (as described in the *Defend Security* function of the Computer Use skill). If the trace fails by 10 or more points, the tracker follows the Shadowjack's false trail to an innocent internet address. If the trace fails by less than 10 points, the tracker realizes the trail is bogus and gives up.

Install Backdoor: After successfully breaking into a specific computer system, the Shadowjack can install a "backdoor" to the system. A backdoor is a piece of code that makes it easier for the Shadowjack to break into that particular system in the future. Writing and installing the program requires a Computer Use check (see chart below), but once successfully installed it automatically defeats that systems' security upon return trips—the Shadowjack no longer needs to make Computer Use checks to enter that system.

Level of Security	DC
Minimum	25
Average	30 ⁹

Exceptional	40
Maximum	45

Firewall Shadowdoor: When the Shadowjack attempts to defeat computer security, the administrator is alerted only if the Shadowjack rolls a natural 1 on their Computer Use check.

Walking Database: The Shadowjack gains the extraordinary ability to recall vast amounts of information gleaned while traveling through cyberspace. Once a day, or whenever the Shadowjack spends an action point to do so, they may spend an action point and then substitute their Computer Use modifier instead of a Knowledge skill modifier for the purposes of one check. Note that the Shadowjack does not need any ranks in the Knowledge skill to make the Walking Database check; it's just something they've randomly picked up along their virtual exploits.

Living Library: The Shadowjack has seen so much on the internet that they have assimilated a bit of everything; receive +1 to their Intelligence attribute and the character gains the Jack of All Trades feat.

Redundancy Protocols: The Shadowjack has developed artificially-intelligent algorithms to help in conducting their virtual activities. Redundancy Protocols give the character the option of re-rolling the d20 whenever a Use Computer check fails. However, the player must accept the result of the second roll, even if it is worse than the first one. Note that this ability does not work in conjunction with Walking Database.

Soulstalker

Some psychic beings have a natural bent towards the development of "Soulsight", an ability to see the auras of souls and the impressions they leave in space and time. Some few of these beings leverage their abilities into finding targets for clients, because they are extremely good at it.

Prerequisites: Psionic Level 1 or Mutation Level 5 scenario or higher, Base Attack +3, Survival 8 ranks, *Scent of the Quarry* power, Track or Urban Tracking feat.

Hit Die (of the Hero): d8 (d4+4)

Action Points: A Soulstalker gains a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Soulstalker's class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Balance (Dex), Climb (Str), Concentration (Con), Hide (Dex), Jump (Str), Knowledge (psionics, streetwise) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Read/Write/Speak Language (none), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Int).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: A Soulstalker gains no new proficiencies.

Soulstalker Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+1	+1	+1	Soulsight, Detect Hostile Intent	+1	+0
2 nd	+1	+2	+2	+2	Object Reading, Psychic Sensitivity	+1	+0
3 rd	+2	+2	+2	+2	Bonus Feat, Improved Psionics	+2	+0
4 th	+3	+2	+2	+2	Improved Psionics, Aura Sight	+2	+1
5 th	+3	+3	+3	+3	Detect Teleport, Touchsight	+3	+1
6 th	+4	+3	+3	+3	Bonus Feat, Improved Psionics	+3	+1
7 th	+5	+4	+4	+4	Improved Psionics, Trace Teleport	+4	+2
8 th	+6	+4	+4	+4	Psychic Predator, Corner Quarry	+4	+2
9 th	+6	+4	+4	+4	Bonus Feat, Improved Psionics	+5	+2
10 th	+7	+5	+5	+5	Improved Psionics, Soulsearch	+5	+3

Class Features

All of the following are class features of the Soulstalker.

Soulsight: At 1st level the character has mastered their *Scent of the Quarry*, pushing it to a level where it has become instinctive to them. The Soulstalker has *Scent of the Quarry* in effect as a permanent supernatural power, constantly in effect and at no point cost. However, the Soulstalker must have at least 1 power point in their power pool in order for any of the Soulstalker powers to work; if and when they ever reach 0 power points, the character loses access to all the supernatural powers granted by Soulstalker, until they regain at least 1 or more power points.

Detect Hostile Intent: At 1st level the Soulstalker has developed their Soulsight to a point that they can feel ("smell") when nearby souls have a hostile intent towards the character. The character gains the power *Detect Hostile Intent* as a permanent supernatural power, constantly in effect and at no point cost.

Object Reading: At 2nd level the Soulstalker's Soulsight has grown to be able to see the psychic impressions left of objects. The character gains *Object Reading* as a supernatural power, usable at no point cost.

Psychic Sensitivity: The character's developed Soulsight also allows them to see the psychic imprints left on areas. The character gains *Sensitivity to Psychic Impressions* as a supernatural power, usable at no point cost.

Bonus Feat: At 3rd, 6th, and 9th level, the Soulstalker selects a bonus feat. If selecting a bonus feat, the character can choose from either the General feat list, the Fighter feat list, or the Power feat list, and they must have any prerequisites for the feat in order to select it.

Improved Psionics: At 3rd, 4th, 6th, 7th, 9th, and 10th level, the Soulstalker gains new psionic power points per day (and powers known, if applicable) as if they had also gained a level in whatever psionic manifesting class they had before they added the Soulstalker class level. They do not, however, gain any other benefit a character of that class would have gained. If a character had more than one psionic manifesting class before they became a Soulstalker, they must decide to which class they add each instance of Improved Psionics for the purpose of determining psionic power points per day.

Aura Sight: By 4th level the Soulstalker has learned how to differentiate nuances in the nature of a being's aura. The character gains *Aura Sight* as a permanent supernatural power, constantly in effect at no point cost.

Detect Teleport: The Soulstalker's Soulsight now recognizes fluctuations in the dimensional skein. The character gains *Detect Teleport* as a permanent supernatural power, constantly in effect at no point cost.

Touchsight: By 5th level the Soulstalker's Soulsight has grown so sensitive that they are intuitively aware of every physical object within 60'; the character gains *Touchsight* as a permanent supernatural power, constantly in effect at no point cost.

Trace Teleport: At 7th level, the character's Soulsight can now read the ripples in the dimensional skein to determine the destination of one who has teleported. Gain *Trace Teleport* as a supernatural power, usable at no point cost.

Psychic Predator: The Soulstalker has truly gained their psychic teeth at this point, able to psychically harry their prey. The character gains the *Psychic Vampire* psionic power or super-power, of the same type as the character's original *Scent of the Quarry* power.

Dimensional Corner: Another facet of the Soulstalker's mental attacking power is their ability to disrupt the psychic essence of those they're tracking, making it impossible for them to step through the dimensional skein. The character gains the *Dimensional Anchor* psionic power or super-power, of the same type as the character's original *Scent of the Quarry* power.

Soulsearch: The Soulstalker has mastered the ability to use their Soulsight, to the point that they can peer into the soul of another. The character gains the *Mind Probe* psionic power or super-power, of the same type as the character's original *Scent of the Quarry* power.

Splice

Someone who undergoes heavy genetic modification is known as a Splice. Given the vast options offered by gene therapy (especially in later Tech Levels), Splicers are wildly different in form and function, but almost all of them bear some visible mark that sets them apart as mutated or different.

Prerequisites: Tech Level 6 or higher and Mutation Level 1 or higher scenario, Con 13, surviving at least one cycle of gene therapy for 1st level (see below), resulting in the development of Mutation Points.

Hit Die (of the Hero): d10 (d5+5)

Action Points: A Splice gains a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Splice's class skills (and the key ability for each skill) are:

Balance (Dex), Climb (Str), Computer Use (Int), Craft (any) (Int), Diplomacy (Cha), Drive (Dex), Hide (Dex), Jump (Str), Knowledge (current events, popular culture, streetwise, technology) (Int), Listen (Wis), Move Silently (Dex), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write/Speak Language (none), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Int).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: A Splice gains no new proficiencies.

Splice Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+2	+2	+0	Gene Therapy	+1	+0
2 nd	+1	+3	+3	+0	Genetic Adaptation	+1	+0
3 rd	+2	+3	+3	+1	Bonus Feat	+2	+0
4 th	+3	+4	+4	+1	Genetic Adaptation	+2	+1
5 th	+3	+4	+4	+1	Evolutionary Leap	+3	+1

Class Features

All of the following are class features of the Splice.

Gene Therapy: The Splice has completed a cycle of gene therapy, resulting in the development of 10 Mutation Points, and the addition of the Mutant subtype to the character's race. If the scenario is Mutation Level 5 or higher, then the Mutation Points may be spent to take either Super-Powers, Supernatural Attributes, and/or Advantages. However, if the scenario is Mutation Level 4 or lower, then the Mutation Points may only be spent on Extraordinary Attributes and Advantages.

The Splice is considered a Major Mutant for purposes of how many points can be invested in a single power. Note that all the points must be spent; if the character advances a level without spending all their Mutation Points, any remaining Mutation Points are lost.

Genetic Adaptation: At 2nd and 4th level, the Splice continues to evolve in the wake of their Gene Therapy cycle; the Splice gains an instance of the Unstable Mutation feat.

Bonus Feat: At 3rd level the Splice gets to select a new feat from amongst the following options; any feat from the General feat list, Planetary Adaptation, Supernatural Mutation, Toughness, or Unstable Mutation I-V. The character must meet any prerequisites in order to select the feat.

Evolutionary Leap: At 5th level, the Splice has caused a spontaneous mutation to occur, most likely due to the stress and adrenaline of earning their latest level! The Splice receives another 10 Mutation Points to spend, with the same limitations as Gene Therapy (see above).

Super-Hero / Super-Villain

Only available to Hero characters with Super-Powers, the Super-Hero recognizes their special power and uses it to spread the cause of good and justice. Conversely, the Super-Villain uses their exceptional power for their own gain and agenda, irrespective of others.

Prerequisites: Heroic Level 1 or higher scenario and Mutation Level 5 or higher scenario, 1 level in any Hero class, Supernatural Mutation feat, 20 or more Mutation Points, Allegiance to Good (for a Super-Hero) or Allegiance to Evil (for a Super-Villain).

Hit Die (of the Hero): d10 (d5+5)

Action Points: A Super-Hero gains a number of Action Points equal to 7 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Super-Hero's class skills (and the key ability for each skill) are:

All skills offered by the character's Starting Occupation and all class skills of any prior Classes, plus Read/Write/Speak Language (None).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: A Super-Hero gains no new proficiencies.

Super-Hero Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+1	+1	+1	+1	Heroic Purpose, Use Super-Power	+1	+1
2 nd	+2	+2	+2	+2	Bonus Feat or Talent	+2	+2
3 rd	+3	+2	+2	+2	Resurgent Hero	+2	+2
4 th	+4	+2	+2	+2	Bonus Feat or Talent	+3	+2
5 th	+5	+3	+3	+3	Champion	+3	+3

Class Features

All of the following are class features of the Super-Hero.

Heroic Purpose: The Super-Hero has dedicated themselves to the cause of Good. Fortified by their strength of purpose, the Super-Hero can focus their efforts on a task at hand when it matters most. Once per day, or whenever they opt to spend an Action Point to do so, the Super-Hero can declare that their next d20 roll has Advantage; roll 2d20 and take the better result.

The Super-Villain version of Heroic Purpose is Villainous Intent; once per day, or whenever they opt to spend an action point to do so, the Super-Villain can attempt to cancel the bonus gained on the d20 by an enemy Hero's expenditure of an action point if they are within 30 feet. The Super-Villain also expends an action point and rolls the d6 to determine how much of a penalty the Hero takes on their d6 modifier; if the Super-Villain rolled equal to or greater than the Hero's d6 result, then the action point was nullified, and the Super-Villain gets their action point back. However, the Hero does not take a penalty if the Super-Villain's d6 result is greater than theirs. Note that no other type of Action Point can be cancelled, only an action point spent to increase a d20 roll by d6.

Use Super-Power (Su): At 1st level the Super-Hero (or Villain) can use one of their Super-Powers 1/day per level of Super-Hero at no super-power point cost. Use Super-Power always manifests at the base power point cost (i.e. no augmenting). The Super-Hero also has the option of spending an Action Point to activate this ability if desired; each time, they may manifest any Super-Power they possess at no power point cost.

Bonus Feat or Talent: At 2nd and 4th levels, the Super-Hero has the option of either selecting any feat for which they qualify from the General feat list or the Power feat list, or the Super-Hero may opt instead to take a new Talent from any Hero class for which they qualify (i.e., a score of 13+ in that Hero class's associated attribute). If the Super-Hero selects a Talent from a Hero class in which they have no levels, treat the Super-Hero as 1st level in that Hero class for the purposes of any level-related variables.

Resurgent Hero (Ex): At 3rd level, the Super-Hero has seen enough tussles to know what it takes to stay in the fight. Once per day, or whenever they opt to spend an Action Point to do so, the Super-Hero can use a standard action to "catch their breath" and recover 25% of their hit points, up to a maximum of 50% of their maximum hit points. The other 50% will have to heal naturally or magically, as the character is stilled bloodied, just not beaten (at least not until the Action Points run out!).

The Super-Villain version of a Resurgent Hero is a Recurring Villain; once per day, or whenever they opt to spend an action point to do so, the Villain can take an additional move action at the end of their turn, but it can only be used to move (typically intended to facilitate a getaway). During this move action, the Super-Villain receives a +4 dodge bonus (that stacks with Mobility) to avoid any attacks of opportunity incurred during the move.

Champion (Ex): At 5th level, the Super-Hero has faced and overcome many foes, proving their worthiness to become known as a true champion of their cause. Whenever they face off against a being with an Allegiance to Evil, the heroic Champion receives an additional +2 morale bonus to all their d20 rolls and all their damage rolls against the Evil being. The Super-Hero must know that their opponent is Evil for the bonus to apply (i.e. using *Detect Evil* or by catching an Evil being in the midst of an obviously evil act, including plotting an evil act).

The Super-Villain version of the Champion is the Nemesis; whenever the Super-Villain is performing an evil act, they take a perverse glee in their actions, granting them a +1 morale bonus to all their d20 rolls. When facing off against a Hero, if the Super-Villain cancels a Hero's action point with their Villainous Intent (see above), then the Super-Villain's morale bonus from Nemesis increases to +2 for the rest of the day.

Special Note: Note that Super-Hero class levels stack with Hero class levels for the purposes of any Hero class ability, and the Super-Hero class counts as a Hero class for the purposes of the Hero's Gift, the Career Path rule (see Hero Classes in the Hero's Handbook), and Action Points (i.e. access to Heroic Action Points and Fate Points).

Technomage / Technopath

Where technology meets magic, you'll find the Technomage, and similarly for technology and psionics there is the Technopath. The mingling of scientific technology and supernatural power offers a potent master of machines.

Prerequisites: Arcane Level 1 and/or Psionic Level 1 or higher scenario, Tech Level 5 or higher scenario, Computer Use 6 ranks, Craft (electronics) 6 ranks, Knowledge (arcana or psionics) 6 ranks, Knowledge (technology) 6 ranks, Repair 6 ranks, Gearhead feat.

Hit Die (of the Hero): d6 (d3+3)

Action Points: A Technomage gains a number of Action Points equal to 6 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Technomage's class skills (and the key ability for each skill) are:

Computer Use (Int), Concentration (Con), Craft (chemical, electronic, mechanical, structural) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Investigate (Int), Knowledge (arcana, art, current events, history, popular culture, psionics, streetwise, technology) (Int), Navigate (Int), Pilot (Dex), Psicraft (Int), Read/Write/Speak Language (none), Repair (Int), Research (Int), Spellcraft (Int), Use Magic Device (Cha), and Use Psionic Device (Use).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: A Technomage / Technopath gains no proficiencies.

Technomage Class Statistics by Level

Level	Chrgs.	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	1	+0	+1	+0	+2	Technomancy, Degauss, Power Device	+0	+0
2 nd	4	+1	+2	+0	+3	Dataread	+1	+0
3 rd	9	+1	+2	+1	+3	Bonus Feat	+1	+0
4 th	16	+2	+2	+1	+4	Repair Damage	+2	+1
5 th	25	+2	+3	+1	+4	Reboot	+2	+1
6 th	36	+3	+3	+2	+5	Bonus Feat	+3	+1
7 th	49	+3	+4	+2	+5	Shutdown	+3	+2
8 th	64	+4	+4	+2	+6	Ionic Bolt	+4	+2
9 th	81	+4	+4	+3	+6	Bonus Feat	+4	+2
10 th	100	+5	+5	+3	+7	Machine Master	+5	+3

Class Features

All of the following are class features of the Technomage.

Technomancy: The specialized application of magic or psionics to technology, Technomancy is the name of the Technomage's type of power. At each level of Technomage, the character gains "charges" for their spell-like / psi-like abilities. The character also gains additional charges equal to the total of all their mental attribute modifiers (so Int modifier + Wis modifier + Cha modifier) as a one-time bonus to their Technomancy charge pool. The Technopath manifests their spell/psi-like abilities at an ability equal to their character level.

The Technomage's charge pool is replenished with a good night's rest. The Technomage starts with 1 charge point at 1st level, plus any bonus charges from their mental attribute modifiers.

Degauss: The Technopath can activate this spell/psi-like ability to *Degauss* an ionized object for 1 charge, as a standard action. If the character can cast 1st-level arcane spells or manifest 1st-level psionic powers, then add *Degauss* to their spell / power list.

Power Device: The Technomage can activate this spell/psi-like ability to *Power Device* for 1 charge, as a standard action. If the character can cast 1st-level arcane spells or manifest 1st-level psionic powers, then add *Power Device* to their spell / power list.

Dataread: At 2nd level the Technopath can activate this spell/psi-like ability to *Dataread* for 2 charges, as a standard action. If the character can cast 2nd-level arcane spells or manifest 2nd-level psionic powers, then add *Dataread* to their spell / power list.

Bonus Feat: At 3rd, 6th, and 9th level, the Technomage gets to select a new feat from either the General feat list or the Expert feat list. The character must meet any prerequisites required for the feat to select it.

Repair Damage: At 4th level the Technopath can activate this spell/psi-like ability to *Repair Damage* for 4 charges, as a standard action. If the character can cast 2nd-level arcane spells or manifest 2nd-level psionic powers, then add *Repair Damage* to their spell / power list. Note that the spell/psi-like ability cannot be augmented but the spell / power can.

Reboot: At 5th level the Technopath can activate this spell/psi-like ability to *Recharge* themselves for 5 charges, typically referred to as a Reboot. However, unlike a typical *Recharge*, the Technomage's Reboot may be manifested as an immediate action, as long as the character is in contact with a sufficient power source at the time of activating the spell/psi-like ability. If the character can cast 3rd-level arcane spells or manifest 3rd-level psionic powers, then add *Recharge* to their spell / power list.

Shutdown: At 7th level the Technomage can activate this spell/psi-like ability to *Shutdown* a target for 7 charges, as a standard action. If the character can cast 3rd-level arcane spells or manifest 3rd-level psionic powers, then add *Shutdown* to their spell / power list.

Ionic Bolt: At 8th level the Technopath can activate this spell/psi-like ability to fire an *Ionic Bolt* for 8 charges, as a standard action. If the character can cast 4th-level arcane spells or manifest 4th-level psionic power, then add *Ionic Bolt* to their spell / power list. Note that the spell/psi-like ability cannot be augmented, but the spell / power can.

Machine Master: At 10th level the Technopath becomes a master of machines, capable of taking over any machine that they can touch. For 10 charges, the character can effectively *Dominate* a Construct with a successful touch attack. If successful with the touch attack, then the Technomage takes controls of the Construct, as per *Dominate Being*. While in contact with the Construct, the Machine Master can communicate telepathically with it.

A Construct gets a Will save DC 20 if it has a Wisdom score or a Charisma score to try and resist the effect, otherwise it is automatically dominated. The Machine Master maintains control of the Construct as long they stay in contact with it, and it will follow the Machine Master's directions for 1d4 rounds after breaking contact.

Supernatural Constructs, such as magical or psionic Golems, are not controlled, instead being forced into a torpor, becoming effectively stunned for 1d4 rounds (no save).

Theurge, Mystic / Psychic

Some gifted few can master more than one sphere of power. Fusing the powers of arcane and psychic might in the case of the Psychic Theurge (also known as a Cerebremancer), or the powers of the arcane and the divine in the Mystic Theurge, the result is the same; a fountain of power that is greater than the sum of its parts.

Prerequisites: Arcane Level 1 or higher scenario and Divine Level 1 and/or Psionic Level 1 or higher scenario, Knowledge (arcana) 6 ranks, Knowledge (psionics for Psychic Theurge, or religion for Mystic Theurge) 6 ranks, Skill Focus (Spellcraft), able to cast 2nd-level arcane spells, able to cast 2nd-level divine spells for Mystic Theurge, able to manifest 2nd-level powers for Psychic Theurge.

Hit Die (of the Hero): d4 (d2+2)

Action Points: A Theurge gains a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Theurge's class skills (and the key ability for each skill) are:

Autohypnosis (Wis), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Knowledge (any) (Int), Profession (Wis), Psicraft (Int), Read/Write/Speak Language (none), Research (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Starting Feats: A Theurge gains no proficiencies.

Theurge Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+0	+0	+2	Blended Technique	+0	+0
2 nd	+1	+0	+0	+3	Improved Blended Technique	+1	+0
3 rd	+1	+1	+1	+3	Improved Blended Technique	+1	+1
4 th	+2	+1	+1	+4	Improved Blended Technique	+1	+1
5 th	+2	+1	+1	+4	Bonus Feat, Improved Blended Technique	+2	+1
6 th	+3	+2	+2	+5	Improved Blended Technique	+2	+2
7 th	+3	+2	+2	+5	Improved Blended Technique	+2	+2
8 th	+4	+2	+2	+6	Improved Blended Technique	+3	+2
9 th	+4	+3	+3	+6	Improved Blended Technique	+3	+3
10 th	+5	+3	+3	+7	Perfected Technique	+3	+3

Class Features

All of the following are class features of the Theurge.

Blended Technique: The Theurge has learned how to bring the best of both their arts to bear in creating blended technique. For every level of Theurge, the character's technique improves until finally perfected; the character gains new spells and arcane power points per day as if they had also gained a level in the arcane spellcasting class that allowed them to qualify for Theurge. Similarly, the character gains new spells / powers and divine / psionic power points per day as if they had also gained a level in the divine spellcasting / psionic manifesting class that allowed them to qualify for Theurge.

Whether a Mystic or a Psychic Theurge, the effect is the same; the two power point pools are added together, capable of being spent however the Theurge wishes on either art. In the case where one class is a spontaneous caster / manifester and the other is a memorized caster, the Theurge must choose how many spells to memorize, and how much power to save for spontaneous abilities.

Improved Technique: From 2nd to 9th level, the Theurge's blended technique improves. The character gains new spells and arcane power points per day as if they had also gained a level in the arcane spellcasting class that allowed them to qualify for Theurge. Similarly, the character gains new spells / powers and divine / psionic power points per day as if they had also gained a level in the divine spellcasting / psionic manifesting class that allowed them to qualify for Theurge.

Bonus Feat: At 5th level the Theurge receives a feat of their choice from the Magic feat list or the Power feat. The character must meet any prerequisites required in order to select the feat.

Perfected Technique: At 10th level the Theurge has mastered the blended technique of their mystic / psychic arcana. The character gains new spells and arcane power points per day as if they had also gained a level in the arcane spellcasting class that allowed them to qualify for Theurge. Similarly, the character gains new spells / powers and divine / psionic power points per day as if they had also gained a level in the divine spellcasting / psionic manifesting class that allowed them to qualify for Theurge. However, now the character casts / manifests their spells / powers as a manifester / spellcaster of their character level, as opposed to their respective caster / manifester class levels.

The Theurge perfects their art further depending on whether they're a Mystic Theurge or a Psychic Theurge. The Mystic Theurge gains the divine spellcasting ability to cast their arcane spells in armor with no armor check penalty, while the Psychic Theurge gains the psionic manifesting ability to make a Concentration check (DC 15 + spell's level; see Concentration skill) in order to cast an arcane spell without requiring verbal or somatic components.

Trickster

The Trickster is a master of misdirection and mischief. A consummate prankster, the Trickster is ideal for getting past sentries and security systems. Of course, they don't openly advertise with monikers like "Trickster", tending towards less conspicuous titles like "dungeoneer" or "security specialist".

Prerequisites: Arcane Level 1 and/or Psionic Level 1 or higher scenario, cannot have an Allegiance to Law, Decipher Script 7 ranks, Disable Device 7 ranks, Escape Artist 7 ranks, Knowledge (arcana or psionics) 4 ranks, able to cast / manifest *Far Hand*, able to cast 3rd-level arcane spells or manifest 3rd-level powers, Sneak Attack +1d6.

Hit Die (of the Hero): d6 (d3+3)

Action Points: A Trickster gains a number of Action Points equal to their Charisma modifier (minimum +0, maximum +5) + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: The Trickster's class skills (and the key ability for each skill) are:

Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (any) (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gamble (Wis), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Psicraft (Int), Read/Write/Speak Language (none), Sense Motive (Wis), Search (Int), Sleight of Hand (Dex), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), Use Psionic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Starting Feats: A Trickster gains no proficiencies.

Trickster Class Statistics by Level

Level	BA	Fort	Ref	Will	Class Features	DB	Rep.
1 st	+0	+0	+2	+2	Trickster, Tricks of the Trade 1/day	+1	+0
2 nd	+1	+0	+3	+3	Improved Trickster, Sneak Attack +1d6	+1	+0
3 rd	+2	+1	+3	+3	Improved Trickster, Trick Attack 1/day	+1	+1
4 th	+3	+1	+4	+4	Improved Trickster, Sneak Attack +2d6	+2	+1
5 th	+3	+1	+4	+4	Trade Secrets, Tricks of the Trade 2/day	+2	+1
6 th	+4	+2	+5	+5	Improved Trickster, Sneak Attack +3d6	+2	+2
7 th	+5	+2	+5	+5	Improved Trickster, Trick Attack 2/day	+3	+2
8 th	+6	+2	+6	+6	Improved Trickster, Sneak Attack +4d6	+3	+2
9 th	+6	+3	+6	+6	Trade Secrets, Tricks of the Trade 3/day	+3	+3
10 th	+7	+3	+7	+7	Consummate Trickster, Sneak Attack +5d6	+4	+3

Class Features

All of the following are class features of the Trickster.

Trickster: The Trickster has focused on mastering their *Far Hand* capability to the point of literally being a 3rd hand! As such the Trickster expends no power points when using their *Far Hand* to use their Tricks of the Trade or their Trick Attack. They expend power points as usual in order to use *Mage Hand* in any other fashion.

The Trickster gains new spells / powers and power points per day as if they had also gained a level in the arcane spellcasting / psionic manifesting class that allowed them to qualify for Trickster. They also gain new spells / powers with each instance of Improved Trickster (see below), until they achieve Consummate Trickster at 10th level (see below).

Tricks of the Trade: The Trickster learns to use their talents in unique ways, allowing them to perform Disable Device and Sleight of Hand skill checks via their *Far Hand*, up to a range of 30 feet. Working at a distance increases the normal skill check by 5, and the Trickster cannot Take 10 on this check. Any object to be manipulated must be 5 pounds or less.

This ability is usable once a day at 1st level, 2/day at 5th level, and 3/day at 9th level, until the character becomes a Consummate Trickster, at which point it can be used up to 5/day (see below).

Improved Trickster: At 2nd, 3rd, 4th, 6th, 7th, and 8th level, the Trickster's magic / psionic mastery improves; the character gains new spells / powers and power points per day as if they had also gained a level in the arcane spellcasting / psionic manifesting class that allowed them to qualify for Trickster.

Sneak Attack: At 2nd, 4th, 6th, 8th, and 10th level, the Trickster's sneak attack damage modifier increases by +1d6 damage. These bonuses stack with any other bonus modifiers to the character's sneak attack damage.

Trick Attack: At 3rd level, the Trickster learns how to use their *Mage Hand* to attack their opponent from unexpected angles. Once per day, the Trickster can declare one melee or ranged attack up to 30 feet away as a sneak attack. The target of the Trick Attack loses any Dexterity bonus to AC, but only against the Trick Attack.

At 7th level the Trickster can make a Trick Attack 2/day, and at 10th level the Consummate Trickster can make a Trick Attack up to 5/day (see below).

Trade Secrets: At 5th level and 9th level, the Trickster gains a deeper understanding of the class skill of his choice, a +2 insight bonus to any class skill. Note that the same skill may be selected both times, if desired, with the insight bonuses stacking (i.e., a +4 insight bonus to one class skill at 9th level, if desired).

Consummate Trickster: The Consummate Trickster can use their daily Trickster abilities (Tricks of the Trade and Trick Attack) interchangeably as needed; the character now has 5 total uses per day usable in any combination for Tricks of the Trade and/or Trick Attack. Furthermore, the character gains new spells / powers and power points per day as if they had also gained a level in the arcane spellcasting / psionic manifesting class that allowed them to qualify for Trickster. However, the Consummate Trickster's spellcaster / manifester level is now equal to their total character level.

Considerations for Each Class

Between the Hero's Handbook, the Foe Folio, and the GM's Guide, Dice & Capital Dice offers thousands of combinations of classes (which stands to reason, since DxD20 is intended to offer millions of scenarios!). To help classify which classes might be useful in which scenarios, the classes are divided up into four groups; Hero classes, Basic classes, Advanced classes, and Prestige classes.

There are six (6) Hero classes, one for each fundamental attribute of the game; Strong, Fast, Tough, Smart, Dedicated, and Charismatic Heroes. Quite simply, Hero classes are usually available for any scenario Heroic Level 1 or higher, as such scenarios represent the fact that the player characters are intended to be the heroes of the story, and as such capable of heroic feats.

Basic classes are those classes that would be available from the dawn of time, either Tech Level 0 (i.e., the Stone Age) or Tech Level 1 (classic Bronze Age) or later. Classes that require a certain basic level of organized society (Tech Level 1) include the Aristocrat, the Cleric, and the Wizard. Basic classes are further delineated by what other aspects of the scenario are in play; if there is arcane magic, divine magic, psionic powers, and/or super-powers. So a scenario that's Arcane Level 1 or higher scenario will allow Sorcerers and Wizards, while a Divine Level 1 or higher scenario will allow Clerics, Paladins, and Saints, and a Psionic Level 1 or higher scenario will allow Psions, Wilders, and Warminds.

Advanced classes are considered "advanced" because characters must "advance" into these classes; they have prerequisites that can typically only be met by being higher than 2nd level. They are also considered "advanced" because having an Advanced class means that the character is multiclassed, having 1 or more levels in 2 or more classes. Like the Basic classes, Advanced classes are typically allowable as long they meet the Scenario Level prerequisites (i.e., minimum Tech Level for the scenario), and usually don't require special GM approval.

Prestige classes are more scenario-specific Advanced classes; they have the higher prerequisites like an Advanced class, but they also have special powers and abilities that will require GM approval prior to taking levels in them. Why would a class require GM approval? The class may not fit the GM's scenario despite meeting the raw Scenario requirements, or it may have a power that the GM feels does not mesh with their game, or it may be context-specific and only available under strict conditions that the GM will reveal midgame. For this reason the Prestige classes are included in the GM's Guide.

Base Attack, Defense Bonus, and Saving Throw Progression Rates

For the mechanically-minded GM, here is a breakdown of the progression rates of the key combat modifiers of Base Attack, Defense Bonus, and Saving Throws. In all instances, fractions are rounded down.

Combat Modifier	Progression Rate		
	Fair	Good	Best
Base Attack	$0 + 0.5/\text{level}$	$0 + 0.75/\text{level}$	$0 + 1/\text{level}$
Defense Bonus	$0.33 + 0.33 / \text{level}$	$1.5 + 0.4/\text{level}$	$3.0 + 0.5/\text{level}$
Saving Throws	$0.33 + 0.33 / \text{level}$	$1.33 + 0.4/\text{level}$	$2.33 + 0.5/\text{level}$

Each Hero class offers 10 levels of progression, although they can easily be extrapolated to 20th level if desired. When calculating these combat modifiers for a character that multiclasses in two or more classes, you have two options; you can choose to either allow fractions of modifiers to carry over to other classes (and the attendant need to track fractional values), or you can rule that fractions simply do not carry over between classes.

If you decide to simply round down on modifier fractions for multiclassing, you will find that such a character's Base Attack modifier will suffer the most, unless the character is careful to only multiclass into other classes with the best Base Attack progression rate and/or when their Base Attack doesn't have a fraction to drop. Similarly, a character who multiclasses in classes that all have only Fair Defense Bonus or certain Saving Throw modifier progression rates will have a lower-than-average Defense Bonus or Saving Throw modifiers in the appropriate categories.

However, the same character likely has classes that all have the same Good (or better) modifier progression rates for other aspects of their character, giving them higher-than-average modifiers in those categories, so it can be argued that it all balances out, but you should at least be aware of how the numbers can get skewed long-term if you decide to round down all modifier fractions between classes for sake of ease.

If you decide that you will carry over modifier fractions between classes then characters will maintain modifiers closer to the average in their own favor. They can still have modifiers that excel in the categories that the PC chooses to focus, but such characters will still have at least average modifiers in the categories they don't focus on. The right character designs will still allow players to maximize their modifiers to be "the best" at whatever it is they want their characters to do, but it keeps the Fair modifiers rolling along despite the character's multiclassing so that the character maintains a modicum of average modifiers where they aren't specializing / maximizing.

On Min/Maxing

In any game with attributes and bonuses where the success of a die roll can be the difference between life and death for their character, it's natural for players to want to accumulate as many bonuses as possible. Thus, you can expect that players who get into the mechanics of the game will maximize their modifiers for whatever abilities they see as central to their character. Such behavior isn't blameworthy in itself, but it can have the undesired side-effect of making such a player's character very good at something, to the point that it may make other players feel inadequate about their characters. This can be especially true if it's the case where a PC is really good at a dominant aspect of the game, and the PC ends up hogging the limelight, which can marginalize and demoralize other players.

If you see that this may be the case, you will need to adapt accordingly. If the fighter is ending most fights before they've even begun, find a way to give the fighter something to occupy them while giving the other PCs a chance to shine as well. Create aspects of the scenario that don't play into the min-maxing PC's strength(s); for example, where a fighter is making mincemeat of everything, try a role-playing session with some political intrigue or a mystery whodunit that takes the focus away from fighting, or where fighting otherwise can't win the day. Of course, don't do this every session, as that would be punitive to the player who built their character to be really good at what they do. But make a point of mixing it up so that the spotlight gets shared by the other PCs. Otherwise, there's no reason why players shouldn't be allowed to min-max, just be aware of it so you can adapt accordingly.

The Hero Classes

The six Hero classes are arguably the most fundamental classes of the game. Based on the six attributes, the Hero classes have straightforward numbers based on the type of attribute; the physical attribute-based classes of Strong Hero (Strength), Fast Hero (Dexterity), and Tough Hero (Constitution) have better hit dice and base attack modifiers but get less skill points than the mental attribute-based classes of Smart Hero (Intelligence), Dedicated Hero (Wisdom), and Charismatic Hero (Charisma). Each Hero class has a skill set that coincides with its key attribute. Also, choosing the right Starting Occupation can help round out a Hero character's skill selection.

Hero Class:	Hit Dice (HD):	Base Attack (BA):	Defense Bonus (DB):	Good Saves:	Skill Pts/Lvl:
Strong Hero	Good (d8)	Best (+1/lvl)	Good (+0.4/lvl)	Fortitude	Fair (4 pts/lvl)
Fast Hero	Good (d8)	Good (+0.75/lvl)	Best (+0.5/lvl)	Reflex	Fair (4 pts/lvl)
Tough Hero	Best (d10)	Good (+0.75/lvl)	Good (+0.4/lvl)	Fortitude	Fair (4 pts/lvl)
Smart Hero	Fair (d6)	Fair (+0.5/lvl)	Fair (+0.33/lvl)	Reflex, Will	Best (8 pts/lvl)
Dedicated Hero	Fair (d6)	Good (+0.75/lvl)	Good (+0.4/lvl)	Fortitude, Will	Good (6 pts/lvl)
Charismatic Hero	Fair (d6)	Fair (+0.5/lvl)	Fair (+0.33/lvl)	All	Good (6 pts/lvl)

As can be seen here, each Hero class has its specialty; Strong Heroes have the best Base Attack to be able to hit, Fast Heroes have the best Defense Bonus to avoid being hit, Tough Heroes have the best Hit Dice allowing them to withstand the most punishment, Smart Heroes have the most skill points demonstrating their superior intellects, Charismatic Heroes have the best saving throws exemplifying their natural karma, and Dedicated Heroes have the best average amongst the stats as a result of their overall dedication to their heroic cause.

Strong Hero: With the best Base Attack progression rate, a Strong Hero is intended for battle, pure and simple. Their naturally high Strength score lends itself best to melee combat as they get their Strength attribute modifier to both their melee to-hit rolls and their melee damage rolls. However, at higher levels, the Strong Hero's ranged attack modifier will come to equal that of an equivalent-level Fast Hero, even if the Strong Hero has an average Dexterity, thanks to their superior Base Attack.

Fast Hero: The Fast Hero's attribute is Dexterity, which affects a character's Armor Class and their ranged attack rolls. Compounded with their Defense Bonus, Fast Heroes can be very difficult to hit. Similarly, thanks to their high Dexterity, a Fast Hero is a natural sharpshooter, and will likely gravitate to ranged weapons when it comes to combat.

Tough Hero: The Tough Hero has lots of Hit Points, making them natural candidates for frontline combat. Their d10 Hit Die and high Constitution means the Tough Hero will usually have almost twice as many hit points as the mental-attribute heroes in the party (especially if you use the Heroic Hit Die rule). Some of their Talents can really augment their staying power too.

Smart Hero: The brains of most operations, the Smart Hero usually has several skills maxed out, making them the authority on said skill within the party. Between the bonus skill points from a high Intelligence and their Savant starting Talent, it's not uncommon for a Smart Hero to start out with a total modifier of +10 or more to one or more skills at first level! But of all the Hero classes, the Smart Hero is the least suited for combat.

Dedicated Hero: What do you think of when you're told that someone is "dedicated" to something or someone? The Dedicated Hero is powered by a will that outstrips most others, demonstrated by their high Wisdom score. They have the best Will saving throws in the party, meaning they will typically resist attempts at mind-control, manipulation, and magical deception. Such dedication also manifests as a certain zeal on the battlefield with good Base Attack, Defense Bonus, Fortitude and Will saving throw modifiers.

Charismatic Hero: The Charismatic Hero is all about charm and karma; they have a certain something that people naturally gravitate to, so much so that even the universe seems to like them. Enjoying better saving throw

modifiers than any other Hero class and starting with more Action Points, the Charismatic Hero has karma pulling punches for them. The Charismatic Hero's emphasis is on social skills, such as Bluff, Diplomacy, Intimidate, and Gather Information, all of which can prove mightier than the sword in the right circumstances.

Depending on the nature of your scenario, whether it be physical with lots of combat or cerebral with mysteries and skill-challenges should help determine the composition of your group. The physical-attribute heroes will excel in combat scenarios, while the mental-attribute characters will see their day in the role-playing and skills-based scenarios. The best scenarios are those that offer a good mix of both physical and mental action for the PCs. Although the Hero classes might be considered one-dimensional with their focus on a particular attribute, keep in mind that Starting Occupations can round out a character, allowing them to access skills their Hero class doesn't immediately offer.

The Basic Classes

As mentioned earlier, the Basic classes are considered "basic" because they can be taken as soon as 1st level character, and they allow progression from 1st level all the way to 20th level, allowing the character to stay single-classed throughout their progression, keeping things "basic". In many if not most cases, player characters end up multiclassing, usually progressing from a Hero class or a Basic class into one (or more) Advanced class(es) or Prestige class(es). However, if a player wanted to keep it simple, the simplest character to make would be a Basic class character who never multiclassed. Most Basic classes offer increasingly exceptional class features at the upper levels, so there are unique rewards for building such single-classed characters.

Aristocrat: In many ways the Aristocrat is like the Charismatic Hero, with a focus on the social skills. However, thanks to a formal education the Aristocrat has access to a wide array of Knowledge skills too, and they start with almost all the same combat feats as a Fighter (although neither the Base Attack nor the Hit Die). Of note is their Influence ability; always use this as a tool to enhance the scenario, and never let the player leverage it against you to get access to items or powers out of turn, nor as a scenario-avoiding solution (i.e., getting someone else to do the mission and bring the treasure back to the Aristocrat). Powerful items are always in high demand and thus are either outright unavailable or they get noticed when they move in the market, drawing unwanted attention from the authorities and/or other (unsavory) contenders for the same power. Influence should be exactly that; a positive influence on how the game progresses, not a game-breaker.

Bard: The Bard is a consummate jack-of-all-trades, offering good Base Attack and Defense Bonus progression, a select list of arcane spells (if yours is an Arcane Level 1 or higher scenario) that also includes magical healing (!), excellent Reflex and Will saves, and their own special brand of magic known as Bardic Music! They also have a well-rounded skill list with good skill point progression, and their Bardic Knowledge ability gives them a chance to know valuable tidbits or clues about the scenario. Their only drawback? They've been stereotyped in pop culture as incessantly attempting to seduce every sentient being they meet; unless you're playing a parody-style game do NOT let your Bard PCs do such things, always force them to role-play it, and give a corresponding circumstance modifier (anywhere for +100 for being on par with the storyline to -100 for being ridiculous or insulting). However, the Bard can be so much more than "the good-looking one" of the party when played properly. The class also offers a non-magic variant if the player wishes and the GM allows.

Berserker: With their d12 Hit Die and their Rage ability augmenting their Strength and Constitution for combat, Berserkers are pound-for-pound the toughest Basic class. They have the best Base Attack progression but only fair Defense Bonus progression, as defense is not a Berserker's strong suit. They are one of the simplest classes available, offering little in the way of customization, focused purely on aggression in combat. The Berserker is for the player who wants combat and doesn't want to overthink it.

Cleric: A priest or devotee of their god or principle(s), a Cleric has access to divine magic and the special ability to Turn / Rebuke Undead (depending on whether they're good or evil). Like the Dedicated Hero, the Cleric offers a good average across the spectrum of defensive and offensive capabilities. The Cleric's claim to fame is their ability to heal with divine magic, making them a staple of almost every fantasy roleplaying group. While the Druid loses

the ability to Turn Undead, their other abilities in nature mastery and their ability to Wildshape (Shapechange into Animal forms) more than makes up for it in the long run. Alongside the Psion and the Wizard, the Cleric is arguably one of the most powerful classes in the game once it gains access to 9th-level spells at 17th level.

Expert: As the name suggests, the Expert is someone who outstrips their peers when it comes to expertise in one or more skills. The Expert is not a combat class per se, but with their superior access to Expert skills, which include vehicle combat feats, and the Cybertaker feat, one might argue that an Expert is just as good as or better than a Fighter in being a combat pilot or cyborg. More times than not, however, the Expert is “dipped” into as a supplemental class, with characters taking a few levels to get access to some additional Expert feats, exactly because the character wants to go into artificing, piloting, or cybernetic augmentation. Taken to higher levels, the Expert’s ability to build items can become revolutionary in game terms, eventually gaining access to technology from the next higher Tech Level! Of course, by that point they will have earned it.

Fighter: Of all the Basic classes, the Fighter is the most customizable combat class; the Berserker relies on raw aggression, while the Ranger has a specialty terrain and favored enemy. With a Fighter feat every other level, above and beyond the regular progression of gaining a feat every three levels, the Fighter class encompasses a broad range of possible fighting styles. Many combat-oriented characters will take a few levels in Fighter to grab up a few Fighter feats and superior Base Attack modifiers. The dedicated Fighter character, although rare, is a sight to behold in combat, forcing many GMs to adapt to their combat style accordingly.

Monk: Mainly intended for the empty-handed martial artist, the Monk has an eclectic array of combat and buff abilities. They are built to be self-sufficient, with natural attacks that become magical in nature and supernatural capabilities like the ability to Abundant Step (aka Dimension Door) and deliver the dreaded Quivering Palm (a delayable death attack). Of all the Basic classes, the Monk class might be considered the most context-specific, and thus the most optional, depending on the scenario.

Paladin: If divine power is permitted in your scenario, and your group is largely Good in alignment / allegiance, then there may be a Paladin in your group. With a warrior’s Base Attack and Hit Die, but also with divine spells and abilities to boot, the Paladin is a great frontline addition to any group. Of course, the alignment restriction (i.e., Lawful/Good only) can make for some stringent roleplaying on the player’s part, and thus the Paladin may not be right for your group if the scenario involves any grey- or black-market activities that would violate their Lawful sensibilities. An agreeable player can opt to “play dumb” and make a point of looking the other way, but obvious and overt violations of fair and just laws such as “don’t steal” and “don’t murder” cannot be tolerated by a true Paladin. Of course, a wise paladin will not jump to blows, but rather use a measured response such as seeking explanations and giving reprimands in a desire for possible repentance and forgiveness, but there are limits to what even the most merciful Paladin can accept before they will feel a stand must be taken in the name of the moral principles being violated.

Psion: The most psychically-powerful of the psionic classes, a properly-built Psion can rival any Cleric or Wizard in terms of power, gaining access to the most powerful 9th-level powers at 17th level. There are six major Disciplines available to the Psion, granting access to specialized powers no other classes can take (at least, not without the Expanded Knowledge feat). However, they start out quite weak with only a few powers and a d4 Hit Die. Furthermore, their powers are relatively few in comparison to the Cleric’s list or Wizard’s spellbook, such that choosing the wrong powers can severely hamper a Psion’s ability to keep up with the power scale of the party. Consider allowing a Psion character to select a different power if you find that a current selection is getting little to no usage. Like other psionic classes, two great advantages of the Psion is their ability to manifest their powers without display (see the Concentration skill), allowing them to hide the source of their fearsome manifestations when used in public or under scrutiny, and the ability to use any of their powers whenever they wish on demand (as long as they have the required power points to manifest the power), unlike the Cleric and the Wizard who must allot their spell selections at the beginning of each day.

Ranger: A tracker and survivalist, the Ranger is a useful member of any group ranging in the wild. Their Base Attack progression makes them relevant in combat, even more so if they happen to be fighting a favored enemy.

An animal companion is always handy for keeping watch or being able to go where the characters cannot, and if the scenario offers divine magic then the Ranger's access to Druid spells will likewise prove handy. Eventually the Ranger develops a favored terrain, which you should discuss with the player as to what options might be reasonable, based both on the character's past experiences and the GM's likely plotline, to ensure a choice of favored terrain that is both justifiable and useful.

Rogue: The Rogue is a specialist in cloak-and-dagger operations, with a focus on Dexterity- and Charisma-based skills, and a lot of skill points to make sure they're good at them. Their Trapfinding ability sets the Rogue apart when it comes to exploring trapped areas, and with their Sneak Attack ability, Rogues are useful in combat, but on a complementary basis; they need a primary attacker to help them flank their target. Although they might enjoy a half-decent Armor Class thanks to a high Dexterity, the lack of heavy armor and d6 Hit Die mean the Rogue is usually not up for many heavy blows.

Saint: Only available in scenarios offering divine magic, the Saint is a direct representative of a deity, and as such has certain power-scale and role-playing considerations. The Saint's innate access to their deity's power means several starting Domain powers, but their spell list ends up being very specific according to their deity's spheres of power. At the highest levels, the Saint gains the ability to perform a Miracle daily, and they gain access to some 9th-level spells. However, they necessarily serve their god's agenda (whether directly or indirectly is the GM's choice) and are the same alignment as their god. Like the Paladin and Cleric, deviations from their deity's dictates will see them excommunicated, losing all their divine abilities.

As an option, if a Saint falls from grace for some reason yet continues to live, there is a small chance (GM's choice) that a diametrically opposed deity of the opposite alignment will offer the fallen Saint an opportunity for apostasy. If the ex-Saint chooses apostasy, they become an Apostate of their former deity, now dedicated to the destruction of their former church. The new Apostate immediately changes alignments and effectively becomes a Saint of their new diametrically opposed deity, gaining access to the Domains of their new deity, and choosing their spells with the objective of destroying their former church. Although the Apostate need not immediately seek the destruction of their former church, all their actions must be to somehow further their efforts in attempting to do so.

Sorcerer: One of the most powerful classes at higher levels, the Sorcerer is initially one of the weakest. With a narrow selection of spells and a d4 Hit Die, the Sorcerer cannot fight for long before they need to rest, at least at lower levels. However, once they reach 6th level and access to 3rd-level spells, the balance is restored, until by 10th level they are beginning to have a greater impact on the scenario than other equivalent level characters. While they don't have the range of spellcasting options of a Wizard, their innate ability to select whatever spells they want as they progress means they have access to the spells they want as soon as they qualify for them, unlike the Wizard who must find their spells to add to their spellbook first. Also, the ability to spontaneously cast means they always have access to any and all of their spells on demand, as long as they have the spell points to cast the spell. Used properly, the Sorcerer's familiar greatly enhances their utility and survivability in the early levels.

Warmind: A balanced class with combat and psionic options, the Warmind is a solid frontline member of any party. Although they don't technically have the Base Attack progression of a combat class, the Warmind more than makes up for it with powers that augment their offensive and defensive capabilities. Also, the feats offered by the class allow it to mix and match Fighter feats and Power feats for a personalized combat style. However, the division in their studies between the physical and the mental means they only progress up to 6th-lvl psionic powers over the course of 20 levels.

Wilder: The Wilder is a psionic powered by emotions, their powers augmented by wild surges and the euphoria caused by channeling such power. Although sturdier than the Psion, having a d6 Hit Die and the intuitive ability to Evade Touch, the Wilder has a narrower selection of psionic powers than a Psion has, because Wilders don't have access to Discipline powers (at least not without the Expanded Knowledge feat). A Wilder can entertain the notion of toe-to-toe fighting, but usually in a supporting role, at least in the early levels. With powers ranging up to mightiest 9th-level powers as of 18th-level Wilder, they rank amongst the most powerful classes in the late game.

Wizard: The Wizard starts out physically weak, with d4 Hit Die, no armor proficiencies, and only a few spells known. However, they evolve quickly, until by 5th level they can hold their own with access to 3rd-level spells, by 9th level they can teleport, and as of 17th level they have access to the most-powerful 9th-level spells, up to and including Wish, making them one of the most powerful classes in the game. The Wizard's edge lies in their spellbook; a Wizard can have access to as many spells as they can find to add to their repertoire, and thus they tend to form guilds, to both gain access to spells through trade while controlling access to other spells through regulations. Like the Sorcerer, the Wizard can opt to gain a familiar, an intelligent pet and companion to help them survive the early stages of the game, even if only an extra set of eyes and ears to start.

Despite being "basic" in nature, not every Basic class is suited to every scenario (for example, the Monk class). If a Basic class doesn't work for your scenario, then don't allow it. Keep in mind that you as the GM are always the final arbiter on what is or is not permissible, regardless of whether the class is "Basic". Similarly, some Basic classes are going to be ruled out by the nature of your scenario and the Six Levels you've assigned to it (Arcane Level, Divine Level, Psionic Level, etc.).

The Advanced Classes

An Advanced Class is considered "advanced" because of the multiclassing component; the character must have "advanced" to the appropriate level to qualify for the class, and the management of a multiclassed character might be considered an "advanced" level of gameplay. While the rules for multiclassing are straightforward, players still have to make sure their characters have the prerequisites to be able to progress in their desired Advanced Class(es), as well as keep track of their aggregate modifiers. All Advanced Classes offer 10 levels of advancement.

Ace Pilot: Something of a niche class, the Ace Pilot specializes in riding, driving, or piloting a mount or vehicle. If your scenario is a tight-space underground dungeon crawl, an Ace Pilot is going to have limited applicability (perhaps a power armor pilot?). However, in many scenarios Ace Pilots have their place, charging their steed defiantly into the jaws of death, or piloting their mecha or starcraft into the thick of battle. Fast Heroes, Experts, and Rogues make up the majority of Ace Pilots.

Ambassador: The Ambassador is almost entirely a role-playing class, usually involved in the high art of diplomacy and statecraft. If your scenario is going to be mostly battle or isolated from the perks of civil society, then an Ambassador may prove of limited use. However, if your scenario involves politics and intrigue, then the Ambassador is a handy addition to the party, with a network of contacts able to help them in their cause. Charismatic Heroes, Aristocrats, and sometimes Bards or Experts (in Diplomacy) are the most common candidates for Ambassadors.

Bodyguard: A Bodyguard is a solid addition to any team, with a d12 Hit Die and a unique class ability that allows them to step into "Harm's Way" for a nearby team member. Of course, they are putting themselves in danger in the process, and thus being a Bodyguard is a high-risk occupation, but done properly it can be very rewarding. In scenarios where there is no immediate or evident threat, a Bodyguard may prove to be more of a tag-along role. Tough Heroes, Fighters (Berserkers tend to lose their cool) with a tendency for self-sacrifice, and Paladins usually go on to be Bodyguards.

Combat Medic: When you're playing a scenario with no divine magic, and thus no Clerics or Saints, then the Combat Medic will be the party's healer. With a focus on the Treat Injury skill, the Combat Medic eventually reaches a point where they can perform a Medical Miracle, capable of bringing back characters who are otherwise statistically dead! Even if the scenario isn't combat-oriented, the Combat Medic has access to some useful skills. Dedicated Heroes and Experts most commonly demonstrate the focus required to become Combat Medics.

Daredevil: Whether it be a professional stuntman or an extreme parkour practitioner, the Daredevil pushes their feats of agility to the limit. They gravitate naturally to Driving, Piloting, and Tumbling thanks to their Growing

Confidence class ability, and their ability at higher levels to shrug off damage and effects can make them difficult foes to contend with. Fast Heroes, Rogues, and other Dex-based classes make the best Daredevils.

Explorer: An Explorer comes in many forms; the intrepid archaeologist, the itinerant philosopher, or the world-savvy wanderer. The one thing they all have in common is an unquenchable thirst for knowledge and a knack for getting by. Their Explorer Lore ability is near-identical to the Bardic Knowledge ability, and equally useful, giving the GM a way in which to offer hooks and clues to the PCs when needed. Any character with the right Starting Occupation can be an Explorer.

Field Officer: The Field Officer is one who specializes in leadership on the battlefield, guiding their companions to victory through strategy and fervor. Their ability to give out modifiers in combat allows a party to be greater than the sum of its parts, and a properly-played Field Officer can enhance a group to perform significantly better than their average character level would suggest; be forewarned, GMs! Charismatic Heroes and characters with a penchant for tactics (as in the Knowledge skill) can make effective Field Officers.

Infiltrator: Probably the “sneakiest” of the Advanced classes, the Infiltrator specializes in those Dex- and Cha-based skills that allow them to break and enter wherever required. From Disable Device to Disguise, the Infiltrator has the skillset to penetrate the enemy’s fortress. They are geared towards finesse rather than fighting, but their tendency to be able to Tumble and their superior Defense Bonus both offer them some staying power. Charismatic Heroes, Bards, and Rogues tend towards the art of the Infiltrator.

Investigator: An Investigator is someone dedicated to finding out the truth. Although each Investigator has their own motivations, their methods are remarkably similar, using their skills and their class ability to Profile their targets, finding out what others want hidden. They are invaluable in whodunit scenarios or ones with political intrigue, but they are only fair to middling in combat scenarios. Dedicated Heroes, Clerics, and Paladins most commonly become Investigators.

Marketeer: For the character who wants to harness the power afforded by money, the Marketeer is an ideal class choice. Their emphasis is in Cha-based skills, with a good cross-section of Int- and Wis-based skills to round out their business acumen. As one might expect, the Marketeer is not an ideal combat class, but they usually have enough money for a Bodyguard or two! Charismatic Heroes, Aristocrats, and Rogues sometimes go the way of the Marketeer.

Martial Artist: The generic term for one who focuses on self-mastery to become a living weapon, a Martial Artist is obviously a combat class. Depending on one’s focus in the physical attributes, a character may practice a “hard” martial art using Strength and strikes, or a “soft” martial art using Dexterity and avoiding the enemy’s strikes. Physical-attribute Heroes, Fighters, and other warrior types usually gravitate to this class.

Personality: The penultimate role-playing class, the Personality is all about Charisma, wowing others with their presence. Usually an actor, an artist, or other public performer, the Personality is not well-gearred towards combat, so combat-heavy campaigns won’t be ideal scenarios for a Personality. However, in sessions with lots of social interaction and/or political intrigue, the Personality is right up there with the Ambassador in terms of “soft power”, capable of influencing powerful members of the elite through favors and guile. Charismatic Heroes, Bards, and some Experts tend to establish cults of Personality.

Sharpshooter: As the name suggests, the Sharpshooter is a master of the ranged attack. Usually specializing in a particular ranged weapon, their bonuses can get quite substantial, allowing them to hit the most evasive opponents. The Sharpshooter negates the usual weakness for trying to use a ranged weapon in melee combat, but they don’t threaten neighboring hexes with their ranged weapon, so they don’t get attacks of opportunity. Fast Heroes, Fighters, Rangers, and Rogues are the most common classes to go into Sharpshooter.

Soldier: The Soldier is a professional warrior, one who battles for a living. They always have a weapon of choice, and they become very effective with that weapon as they progress in the Soldier class. They have a better Reflex

save than the Fighter, and gain abilities at higher levels that Fighters don't, such as offering Tactical Aid to their unit and being able to Walk It Off, allowing them to withstand withering punishment. Physical-attribute Heroes and warrior types make up the bulk of Soldiers.

Survivor: The Survivor does exactly that; survive. The class is geared towards developing superior defenses, but it eventually allows for flashes of offensive prowess with its "Fight or Flight" and "Best Defense" class abilities, both acquired by 5th level. Even one level of Survivor gives a nice bump to a character's saving throws and defense bonus, with either Evasion or Improved Evasion (if the character already had Evasion before taking 1st level Survivor). Fast Heroes, Dedicated Heroes, and Tough Heroes tend to be Survivors.

Tactician: The Tactician is the formal student of war, one who makes their mind their greatest weapon. As one can imagine, the tactical options available to the Tactician can be overwhelming for a novice player, but when played properly, a sufficiently smart Tactician can risk going toe-to-toe with almost any adversary! As Intelligence is the driving attribute behind this class, Smart Heroes, Experts, Psions, and Wizards are the most prone to develop one or more levels in Tactician.

Techsmith: For the character who likes toys, the Techsmith is their go-to class. Focusing on any and all of the skills associated with creating items, a good Techsmith will ensure the party has all the latest gadgetry. Item creation can make or break your game, so be careful about what you allow. Typically items from the same Tech Level as the scenario are fine, but the highest level Techsmiths can build Prototypes of technology from the next Tech Level, which can be akin to magic items! Smart Heroes and Experts most commonly delve into the arts of the Techsmith.

Weaponmaster: The Weaponmaster focuses all their development into the mastery of one weapon. They can become fearsome warriors, with an array of bonuses and abilities that can dominate the battle scene. However, their single-minded focus can leave them lacking in social and utility skills, which is something to keep in mind when creating scenarios involving Weaponmaster PCs. Physical-attribute Heroes and warrior-type classes will be the most likely to embrace the path of the Weaponmaster.

Just as the Hero classes are meant to cover off the basics, the Advanced classes are meant to offer an array of the most common adventuring types found in gaming and literature. Running the gamut from almost purely role-playing to purely combat, the Advanced classes allow characters to specialize in a certain forte, hopefully one that's well-suited to your scenario and/or campaign. Unlike Prestige classes, which can be extraordinarily powerful or specific in their application, the Advanced classes are general enough in nature that they should be applicable to almost any scenario.

Of course, some scenarios are going to be heavy in one aspect or the other (i.e., role-playing or combat), and for PCs focused on the other end of the spectrum, they may find themselves relegated to a secondary or spectator role in the meantime. With proper management of expectations, players will realize that this is a part of the game and be gracious about it. However, even the most patient player will grow bored if they have nothing to do for too long. In these cases, try to either give them a subsidiary role that continues to involve them, or "pan" back and forth between PCs to keep everyone involved.

The Prestige Classes

Where Hero, Basic, and Advanced classes are intended to cover off the most common adventuring paths, Prestige classes offer nuanced benefits that can make or break a scenario. For this reason, they are called "Prestige" classes, because they necessarily require the "prestige" of the GM's approval in order to be played (technically, every class requires the GM's permission, but arguably the Hero, Basic, and Advanced classes are common enough to be considered "pre-approved" in a manner of speaking). Some Prestige classes offer incredible power (especially those geared towards magic and psionics) and need to be carefully considered. The prerequisites set for each Prestige class are a benchmark to help gauge when a PC is ready for such power, and as such the prerequisites should not be casually disregarded. Below is a synopsis of the Prestige classes available in the DxD20 GM's Guide and things to consider when approving them.

Anti-Hero: One of the few Prestige classes that can be taken at 1st level (the others being the Elementalist and the Heavy), Anti-Hero is a Prestige class due to the unique roleplaying situations it can bring to the table. Neither bound to good nor evil, the Anti-Hero is capable of morally questionable acts in the name of “vengeance” or “justice” that Heroes typically won’t commit. They also have some unique rules around the use of Action Points that a GM would want to be aware of before permitting. The Anti-Hero can be a fun class that allows both combat and role-playing in the right circumstances; just make sure those circumstances prevail before permitting one in your scenario.

Archmage: One of the most difficult Prestige classes to get into, if not one of the most powerful, is the Archmage. This Prestige class offers a Wizard or Sorcerer who is already capable of 7th-level spells even more power! As 7th-level spells aren’t acquired until 13th level Wizard or 14th level Sorcerer, the Archmage is a rarely-witnessed Prestige class, and for good reason; the power they wield can influence the fates of nations and worlds. If you’re prepared to adjudicate an Arcane Level 5 or higher scenario and permit the use of 5th-9th level spells, then the Archmage is a logical step in the progression of the high-level Wizard or Sorcerer.

Artificer: The Artificer specializes in building magic and/or psionic items. If your scenario uses or permits such items, then the Artificer should be a permissible Prestige class. Just keep in mind that an Artificer in the party can mean lots of magic / psionic items for the party, which can tip the balance of power if not managed properly. For example, powerful items should require special reagents that can’t simply be bought on the market and must be found. Also, be sure to enforce the time and XP requirements for building such items so that Artificers must be selective in what they build based on said constraints.

Assassin: Besides the Super-Villain, the Assassin is the only other Prestige class that requires an Allegiance to or Alignment of Evil, and rightly so; the Assassin is a contract killer, and as such sees people only as potential marks. Once an Assassin is in the party, no one, PC or NPC alike, is safe. Their ability to justify killing and murder can derail sessions and create out-of-control scenarios when the wrong person is killed for the wrong reasons. Unless you are running a sandbox scenario where the PCs are dictating the course of action (i.e., no prepared sessions, just on-the-fly storytelling), or your scenario specifically involves the storyline of an assassin, you should carefully consider whether or not you will allow this Prestige class. More likely, such a Prestige class will be used as an antagonist by the GM.

Bloodluster: The Bloodluster lets the exultation of battle take them to a new level, one where thought and feeling become one, and thus Berserkers and Wilders are almost exclusively the only stock Bloodlusters come from. As the height of their power only comes in the fury of battle, Bloodlusters are combat-heavy classes. As their class abilities only augment what the Berserker and/or the Wilder class brings to the table, the Bloodluster is a straightforward class that likely doesn’t threaten to break your game, but can be a lot of fun to see in action, especially the Berserker / Wilder dual-classed version.

Crusader: The zealous holy warrior who serves the agenda of their deity, the Crusader is typically a Paladin or Saint who has thrown themselves into proselytizing for their faith. As such they have a heavier roleplaying component than their prerequisite class, with the ability to convert NPCs to their deity’s following. Just keep in mind that in the case of either the Proselytize or Mass Appeal ability, it takes 10 minutes to complete the conversion. This means that, typically speaking, only Neutral or friendlier NPCs will take the time to hear the Crusader out. With good modifiers across the board, the Crusader is a solid addition to any group.

Ecclesiarch: The Ecclesiarch is a font of divine power, capable of miracles in the name of their god. Only available in Divine Level 5 or higher scenarios, the Ecclesiarch is a Cleric or Saint with the full support of their church in the pursuit of their deity’s agenda. If you have an Ecclesiarch in your party, know that the party will have little to fear from injury or death. Sometimes to balance the scales, the opposing alignment’s church will seek to answer any action on the Ecclesiarch’s part; keep this in mind when considering adversaries for the party.

Eldritch Knight: One who dabbles in swords and sorcery, the Eldritch Knight is a great frontline addition to any party. Their ability to participate in a stand-up fight, along with the array of options offered to them by their spellcasting, Eldritch Knights are handy in almost any encounter. Even better, the Knight who goes to 10th level in this Prestige class is formally knighted, which comes with its own perks, especially if the character has an Allegiance to a group or organization that will support the Knight's claim.

Elementalist: Either through magic or mutation, the Elementalist is one who specializes in harnessing the power of one of the four basic elements; earth, air, water, or fire. Each one has the advantages of the element to which they are attuned, such as great strength and durability for Vitrolians (earth), electric bolts and flight for Ambrians (air), extreme cold and fluid form for Kryonians (water), and bolts of fire and a sheath of flame for Vesuvians (fire). Being focused in their element, Elementalists can sometimes find themselves at a disadvantage when an encounter doesn't play to their strength (for example, an aerial battle with a Vitrolian involved), but by and large they are useful in a fight.

Elocater: The Elocater is a master of space (and by association, time), capable of traveling great distances with a thought. Their focus on mobility is their chief advantage in combat, able to easily maneuver to flank opponents and capable of a quick retreat if the battle suddenly turns on them. Even better, the Elocater is not solely about mobility, and with their other powers they can ensure they're well-rounded to be able to do more than just get around quickly.

Guildmember: Whether magic or psionic in nature, the Guildmember's strength is the same; the power offered to them by their Guild. The most obvious advantage is their Membership with the Guild, allowing them access to spells / powers that they don't have themselves. This offers great versatility in terms of the wide array of spells / powers available to the Guildmember, capable of retrieving a spell/power from the Guild as their circumstances dictate. Once a Guildmember reaches Guildmaster at 10th level, their breadth of power is virtually unmatched.

Note that the opposite side of the coin when it comes to being a Guildmaster (10th-level Guildmember) is that the character's rank and status are also known to their enemies, and every guild has enemies! Rival guilds, diametrically opposed orders and evil churches dedicated to death and/or destruction seek the information and power the guild offers, and the character is just one more way to try and get those secrets. Although not officially the case, almost always a new Guildmaster finds themselves on a different scale of political intrigue, one that typically results in deadly traps and ambushes in attempts to rob or kill this new piece on the grand chessboard.

Heavy: The colloquial term for a heavy conversion cyborg, the Heavy is a character with lots of cybernetic implants. This means they can have a wide array of sensors and/or weapons, depending on their creator, but they all have Heavy Subcutaneous Armor, giving them great staying power in combat with their additional Hardness and Hit Points. For this reason, most "Heavies" are combat-oriented, and with several melee and ranged weapons in their built-in arsenal, they are a solid addition to any party's frontline.

The Heavy is the futuristic equivalent of the Berserker, insofar as their combat options are typically straightforward and intended to inflict lots of damage. Some Heavy characters will have cybernetic tricks up their sleeve like poison dispensers and/or nonlethal takedown methods such as manacles or tasers. But would a Heavy really be a heavy infantry unit without one or more heavy weapons? Almost all Heavy cyborgs use a

Holy Knight: The divine equivalent of the Eldritch Knight, the Holy Knight studies the arts of war and their deity's tenets in equal measure. Any class with access to divine spells can multiclass into Holy Knight, but the majority of those referred to as Holy Knights are Clerics or Saints with a predilection for combat. Paladins and Rangers can become Holy Knights as well, but they surrender their more nuanced class progression for straight spell progression and the occasional feat selection; consider carefully whether the original Basic class or the Holy Knight class serves the player's objectives before advising a Paladin or Ranger character to become a Holy Knight. Like the Eldritch Knight, the 10th level Holy Knight attains Knighthood, a worthwhile consideration in most campaigns.

Loremaster: Known interchangeably as a Seer or Sage, the Loremaster is a specialist in information, and if "knowledge is power" then the properly-played Loremaster can prove very powerful indeed! A Loremaster is incredibly handy for finding information the party needs for their quest. Whether it's the existence or location of a

legendary artifact, or an obscure but critical piece of information regarding an enemy, the Loremaster has a good chance of knowing it or learning it for the party. Arcane types gravitate to this class, as it allows them to continue their studies unabated (i.e., no levels where spell capabilities don't improve).

Metamind: The pinnacle of mental prowess, the Metamind offers a specialized niche for each of the Disciplines, including the Monad (Psychoportation), the Precog (Clairsentience), the Physical Phoenix (Metacreativity), the Telekinetic Terror (Psychokinesis), the Telepathic Tyrant (Telepathy), and the Uncarnate (Psychometabolism). If a character in your group qualifies for Metamind, be sure to know exactly which Mental Mastery powers they select so that you can be ready for them in your scenario, because they can be real game-changers! This class is the exclusive territory of Psions and Wilders.

Planestrider: Possessing two variations, the worldly "Planestrider" and the otherworldly "Planestrider", this class is typically an evolution of a Ranger, although the potential prerequisite of being able to *Plane Shift* means psionic and magic variants also happen. Offering a good base attack progression and balanced saving throw modifiers, the Planestrider learns ever-greater means by which to weather the elements, no matter where they travel to. The Planestrider is a well-weathered traveler and hardy addition to any party, with specialty areas that will make them especially useful in certain scenarios.

Shadowjack: A computer specialist only prevalent in Tech Level 5 and later scenarios, the Shadowjack is sometimes equated with the Cleric in terms of importance in futuristic settings. The ability to control software and computerized resources is often invaluable in translating into success for hi-tech missions. Whether it's hacking or preventing oneself from getting hacked, the Shadowjack can get you into whatever you need, virtually speaking. Of course, as armchair warriors, they do not make the best frontline fighters. Rogues and Experts are usually precursor classes to the budding Shadowjack.

Soulstalker: The Soulstalker is the penultimate tracker, possessing a unique "Soulsight" to track their targets unerringly. With a focus on finding their quarry, the Soulstalker has a select cadre of powers enabling them to track targets through space and time. At higher levels the Soulstalker even develops the ability to dimensionally corner their mark(s), until the greatest Soulstalkers, who can read the mind of their target like a book. A great character for gathering intel and being able to hold their own in combat, the vast majority of Soulstalkers come from Psychic Warriors, although other rarer career paths are possible.

Splice: A technologically developed Mutant, a Splice gains access to Mutation Points to buy heightened attributes, advantages, and even super-powers! If you have Splices in your scenario then you are playing a Mutation Level 1 or higher scenario, and you hopefully know what you're in for! The Mutation Point system is the most open-ended character design possibility in DxD20, and thus the one most capable of abuse. Hopefully ingenuity will win out over munchkinism, but ultimately, if a player threatens to develop a character that will break the game, then feel free to nerf it. Since a character only has to be tough enough (i.e., Con 13+) to survive the gene therapy sessions to become a Splice, this class can be dipped into by any sufficiently tough PC.

Super-Hero / Super-Villain: Arguably the quintessential Prestige class for any "super-power" based scenario, the Super-Hero is a natural step in the progression of any super-powered Hero class character. Indeed, if one or more characters in your group are running a Super-Hero, you should seriously consider creating a Super-Villain to oppose them; the special abilities specific to counter Super-Hero characters will make your villain a memorable one! Again, since Mutation Points are involved, watch out for game-breaking combos (or better yet, feel free to develop a few yourself if that's how your players want it!).

Technomage / Technopath: The arcane side and the psionic side of the same coin, this class specializes in the combination of technology and magic / psionics. Capable of invoking supernatural control over machines, the Technomage / Technopath is a revered character in hi-tech scenarios. They can near-instantly repair weapons and armor, making them invaluable on any battlefield. These characters are specialized towards technology, not unlike the Shadowjack, however their specialty does have applications in combat, making them more effective against mecha and hi-tech opponents.

Trickster: This kind of Trickster takes trickery to the next level, relying on (either magical or psychic) telekinesis to pull off the truly impossible! Whether it's picking locks and pockets up to 30 feet away or attacking opponents telekinetically from the opposite angle, the Trickster is one class that doesn't let the enemy see 'em coming. Arcane and psychic rogue-types gravitate toward this class, owing to its reliance on the supernatural to perform otherwise-impossible tricks.

A Final Note on Prestige Classes

Prestige classes offer some of the most powerful abilities in the game. If you feel or discover that a certain class or ability is detracting from your game, consider changing it. Insofar that it is a player's character we're talking about, and likely a power or ability that enticed the player to play that class in the first place, approach the player diplomatically and in private to discuss how the ability in question is compromising your game, and what options the two of you can explore to change things fairly but ultimately for the best. Perhaps let the player suggest an alternate power or ability to replace the one being modified, or collaborate on how to modify it (i.e., "nerf it") to restore balance to your game.

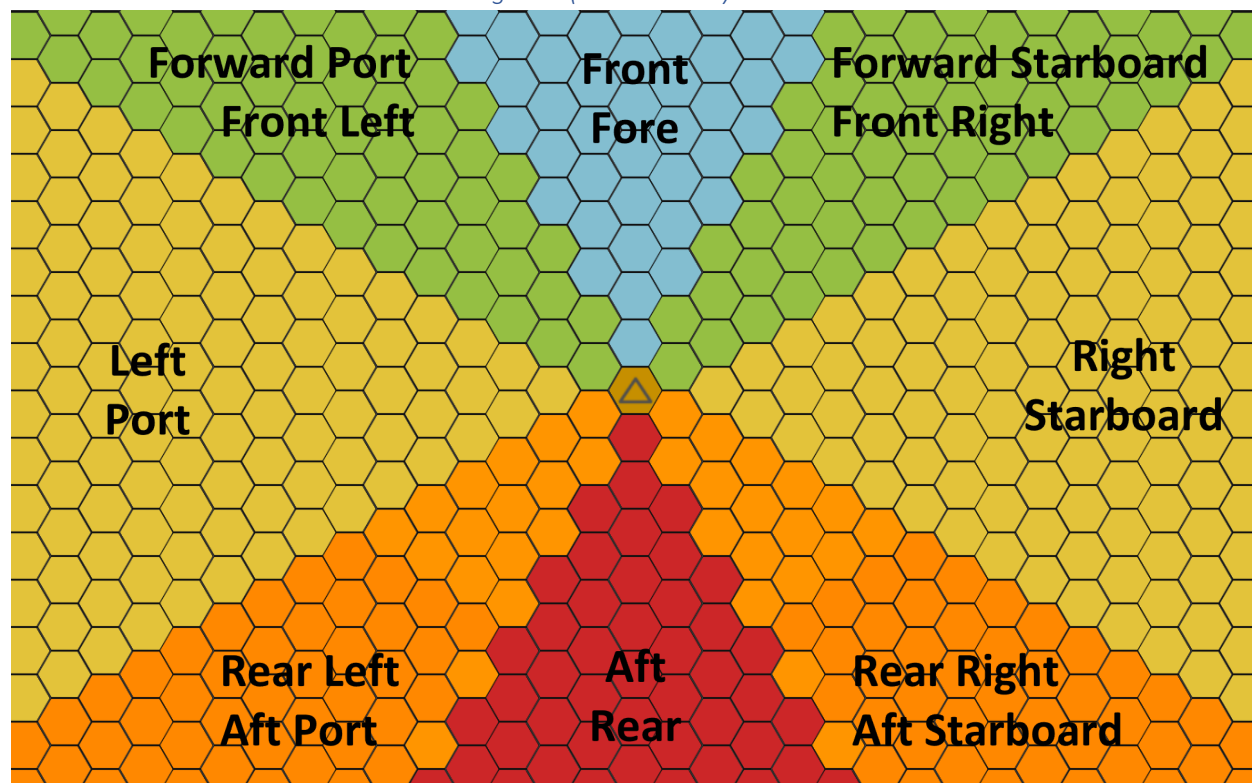


Optional Rule: Facings for Weapons and Shields

If desired for an even grittier tactical feel, the areas that weapons can be used to attack and that shields can be used to defend are dependent on the hand / limb holding the weapon or shield. If a weapon is held in the right hand, it can be used to attack any target within its threatened area on the right side of it or in front of it. If a weapon is held in the left hand, it can be used to attack any target within its threatened area on the left side of it or in front of it. Similarly for a shield, the shield's bonus to AC can be used against any attack from the same side as the shield or from the front of the bearer.

If using this rule, the feat Weapon Focus should allow the weapon to be used on the opposite flank as well (so if the weapon is being held in the right hand it can be used to attack a target on the left side, and vice versa). Similarly, the feat Shield Parry should allow the shield to be used on the opposite flank to defend its bearer.

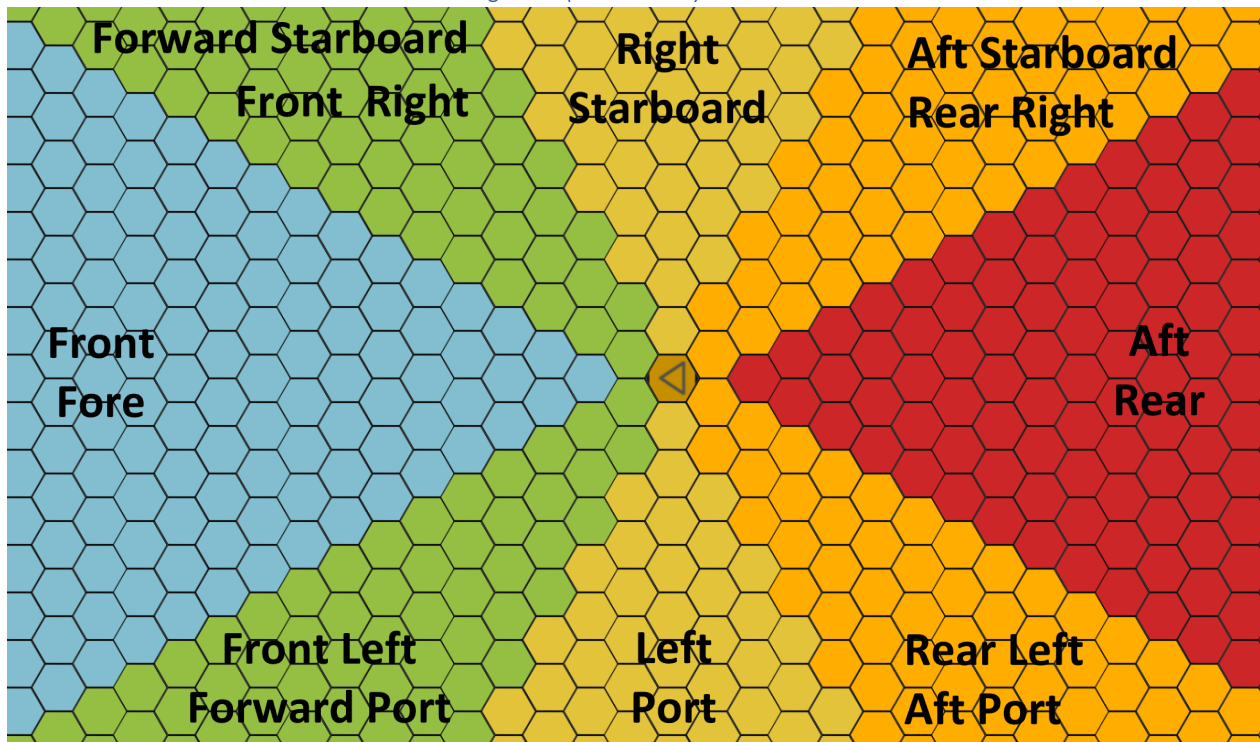
Hex Grid with Associated Flanks and Firing Arcs (North-South)



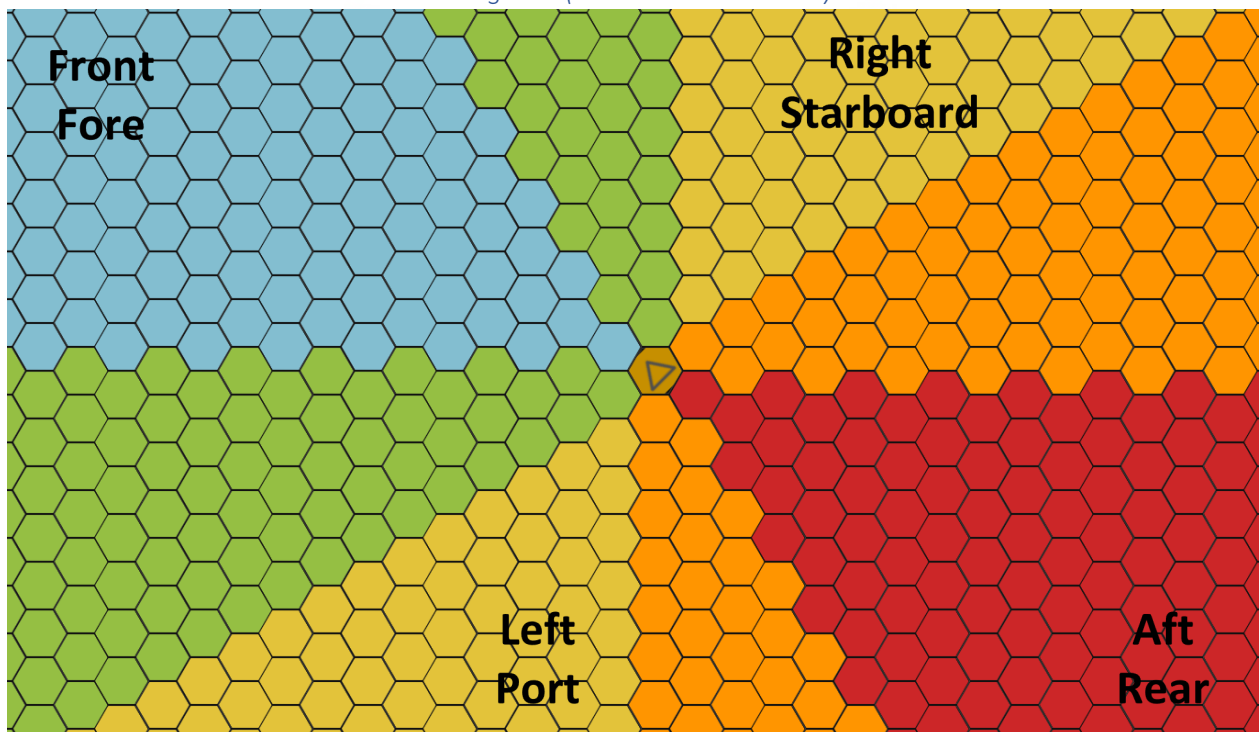
This is based on a Medium-sized Creature / Ultralight Starship 1-Hex scale. Blue and green hexes: can attack, and be attacked from, the Front / Fore; yellow with adjoining green and orange hexes: can attack, and be attacked from, the Left / Port or Right / Starboard, as appropriate; red and orange hexes: can attack, and be attacked from, the Rear / Aft. These are the firing arcs for a creature / vehicle / mecha / starship facing north; just flip the grid configuration when facing south.

Here is the hex grid configuration for firing arcs based on a creature / vehicle / mecha / starship facing west; again, for the grid configuration for something facing east, just flip the grid configuration for the west-facing configuration.

Hex Grid with Associated Flanks and Firing Arcs (West-East)



Hex Grid with Associated Flanks and Firing Arcs (Northwest-Southeast)



Like the other hex grids, the northwest-southeast grid is flipped along the vertical axis to give the northeast-southwest grid, and it is flipped along the horizontal axis to give the southwest-northeast grid. When flipped along both the vertical axis and the horizontal axis you have the southeast-northwest grid.

Starship Facings and Infrastructure

Every starship has 5 basic locations for damage; the 4 outer facings, known as the front ("fore"), the rear ("aft"), the left side ("port"), and the right side ("starboard"), as well as an internal Hit Die total, known as the "infrastructure" (IS). Every starship's Hit Dice (HD) are divided evenly between these 5 locations, with any remainder assigned to the Infrastructure. Thus, every starship's facings are designated as follows, based on the polyhex it occupies; Fore (front), Forward Port (front left), Forward Starboard (front right), Aft (rear), Aft Port (rear left), and Aft Starboard (rear right).

The hex an attack originates from will determine which side of the starship is hit by the attack. A forward-facing weapon can fire on any hex within the arc ranging from the forward-port hex to the forward-starboard hex, and any attack originating from any of those hexes can target the front of the starship. Similarly, a rear-facing weapon can fire on any hex within the arc ranging from the aft-port hex to the aft-starboard hex, and any attack originating from any of those hexes can target the aft of the starship. The arcs of the port and starboard sides are identical, ranging from the forward to aft on their respective sides.

Damaging and Disabling a Starship

Most starship weapons deal damage in capital dice (D), increments of 20 HP. Only a full increment of 20 HP counts as a capital die of damage (1D). Put another way, a single attack must inflict 20 or more points of damage to count as a capital die of damage; multiple lesser attacks that add up to 20 or more points of damage do not constitute capital damage. Furthermore, most starships have stellar-scale armor offering 1D or 2D Hardness to resist damage. Thus, in most cases, an attack must deal at least 40 points of damage, 2 capital dice of damage, to damage a starship with 1D Hardness; 20 points / 1D to overcome the ship's hull hardness, and 1D to inflict 1D of damage to the ship. Similarly, an attack must deal at least 60 points of damage (3D) to inflict 1D of damage to a starship with a Hardness of 2D.

In order to disable a ship, its infrastructure must be reduced below 0D; this represents the destruction of the ship's critical operating systems, rendering it effectively useless. Normally, a ship's infrastructure can only be damaged if one of its sides has been breached, which is to say, when one of its sides has first been reduced to 0D. This represents a hull breach that can now be exploited in destroying the ship's vitals. Once an outer facing of the starship (aft, fore, port, or starboard) has been reduced to 0D, attacking ships can begin damaging the ship's infrastructure by targeting attacks on the destroyed facing. When a starship's infrastructure is reduced to 0D, it is "disabled"; once it is reduced to $-(\frac{1}{2} \text{ IS})\text{D}$ or less, begins "breaking apart" (as per the rules in d20 Future).

However, a starship's infrastructure can be damaged before reducing one of its outer facings to 0D; whenever an attacking ship scores a critical hit on a starship, it assigns $\frac{1}{2}$ of the inflicted damage to the infrastructure, with the remaining multipliers being assigned to the outer facing upon which the critical hit was scored. Also, attacking the ship from within, either through sabotage or boarding party, inflicts damage directly to the starship's IS. This represents an attack that has breached the hull of the ship and damaged the ship's interior, usually causing casualties and/or systems damage.

T/ACtical Armor Class

In DxD20, a character's Armor Class (AC) is represented as T/AC, which is their touch AC (T) compared to their total AC (AC). This gives the range of attack results that hit the character's armor versus hitting the character directly. Touch AC is the minimum result required to make contact with the character, while total AC is the minimum result required to make contact with an unarmored part of the character and the minimum result required to confirm a critical hit against the character.

T/AC = Touch AC / Total AC

For example, a 1st-level Strong Hero (+1 Defense Bonus) with a 12 Dex (+1 Dex modifier) who has the Heavy Armor Proficiency feat opts to wear full plate armor (+8 equipment modifier to AC, Hardness 10, HP 40). This character's touch AC is base 10 + Defense Bonus (+1 in this case) + Dex modifier (+1), touch AC 12. Adding the +8 equipment modifier from the character's full plate, we calculate the Strong Hero's total AC at 20. Thus, this armored hero's T/AC is 12/20.

Touch AC = 10 + Defense Bonus (DB) + Dex modifier + other possible modifiers

Total AC = Touch AC + Equipment (Armor and/or Shield) bonus + Natural AC + possible others

What does that mean? It means that any attack result of 11 or less misses, a result of 12 to 19 hits the character's full plate, and a result of 20 or better hits the character directly. When the attack hits the armor, it still deals damage as normal, but now the damage is reduced by the armor's Hardness (in this case, 10 points), and the remainder is applied to either the armor's HP or to the wearer's HP. Where the damage is applied is decided by the wearer if they are proficient in the worn armor or determined by the attacker if the wearer is not proficient.

Now consider the 1st-level Fast Hero (+3 DB) with an 18 Dex (+4 modifier) who has Light Armor Proficiency wearing a suit of leather armor (+2 equipment modifier, Hardness 2, HP 10). Let's say this Fast Hero has also taken the Dodge feat (+1 dodge modifier to AC, meaning it applies to both touch AC and total AC). This character's T/AC is 18/20, meaning to-hit results of 17 or less miss completely, 18-19 hits the character's leather armor (Hardness 2) with the remainder of the damage being applied to either the character or their armor (proficient character's choice), and a result of 20 or higher does its damage to the Fast Hero directly.

This Fast Hero gets hit 30% less often than the Strong Hero given above (Touch AC 18 versus Touch AC 12). However, when the Fast Hero is hit it is usually direct damage (with a range of only 2 results to hit the armor 18-19), and even if it does hit the armor it offers little protection (2 Hardness, 10 HP). Put another way, the Strong Hero gets hit 30% more often than the Fast Hero, but in those instances the blow is hitting the full plate (10 Hardness, 40 HP), damaging the Strong Hero significantly less, if at all.

As seen here, touch Armor Class is easier to hit than total Armor Class, as it ignores natural modifiers from thick skin, scales, or the like, as well as ignoring equipment modifiers to AC like armor and shields. This means that successful hits occur more often using the T/ACtical ruleset. However, this increase in hitting is offset by the fact that the armor absorbs (some of) the damage, plus characters can possibly parry and/or dodge in DxD20 combat.

Natural Armor: A natural AC bonus gives a character a natural Hardness rating of 1 per +1 of Natural AC, and a bonus 5 hit points. This natural hardness is applied to any physical damage (except acid damage) or any naturally-occurring energy damage (except sonic damage) suffered. Disintegration, negative energy (as well as positive energy), and null energy attacks ignore hardness, including natural hardness.

Unlike artificial hardness from armor or shields, which only apply if the armor or shield is hit, natural hardness applies against every attack that hits the character. Natural hardness and artificial hardness stack, such that an attack that hits a character's armor must inflict enough damage to overcome the armor's hardness, and then any remaining damage has to overcome the character's natural hardness to actually inflict any damage to the character. If something ignores hardness, like a magical weapon or an armor-piercing bullet, it also ignores natural hardness.

However, natural armor does NOT stack with artificial armor for purposes of being hit. Instead, a character's natural armor class modifier is only added to the total AC of the character for purposes of confirming a critical. In the case of a character with artificial and natural armor modifiers, they will effectively have a "T/A/C", giving their touch AC, their total AC which includes their armor and shield modifiers for determining when the character is hit versus when their armor/shield is hit, and finally their critical confirmation AC, which is their total AC plus their natural armor modifier.

For example, a lizardfolk (natural AC modifier of +5) is wearing a breastplate (equipment AC of +5) with Medium Armor Proficiency. Assuming the character has a Dex of 10 and no Defense bonus modifiers, the character would have a T/A/C of 10/15/20; a touch AC of 10, a total AC of 15 with their breastplate, and a critical confirmation armor class of 20, meaning critical threat rolls require a result of 20 or higher to confirm a critical against the character. If the character is hit by a to-hit roll of 10-14, then the breastplate is hit, and the hardness of the breastplate is applied initially, then the character assigns the remainder of the damage to the armor and/or the character, although they will likely want to assign at least 5 points of the damage to the character, because their natural hardness will absorb it. On a to-hit roll of 15 or higher, the lizardfolk character is hit directly; they apply their natural hardness only to the damage, with the remainder going against the character's HP. Finally, if the character is hit with a critical threat (a natural 20, for example), then the attacker needs to get a result of 20 or higher on the confirmation roll to confirm the critical.

Armor & Shields: Proficient characters get to assign where damage is taken whenever their armor is hit by physical damage (i.e., acid, ballistic, bludgeoning, force, piercing, and slashing damage). Energy sources of damage (i.e., cold, electricity, fire, sonic, concussion, and untyped energy) are typically treated like physical damage, assigned according to the armor-wearer's / shield-bearer's proficiency. If the energy source is an area effect that allows a Reflex save, then a successful save is resolved like a physical attack, with the armor-wearer / shield-bearer assigning the damage according to their proficiency.

However, a failed save against the area attack means full damage is taken by the wearer, and now the wearer must make a saving throw for each item on their person, including their armor and/or shield, Fort DC 15 (+1 for every 5 HP of damage beyond the item's hardness in potential damage suffered, if preferred). Note that enchanted items get a bonus to their save equal to their total enchantment modifier (i.e., +1 to +10 for non-epic items); mastercrafted items get a modifier equal to their mastercrafted modifier (i.e., +1 to +3). Each item that fails its Fort save also suffers full damage from the area effect, otherwise a successful save means it takes no damage (shielded from the effect by the wearer's body!).

In the case of a proficient character using an armor and/or shield who fails their save, they can assign up to half of the damage from the area effect to the proficient armor and/or shield; apply the hardness as usual. In many instances, players will elect to assign damage equal to their armor's / shield's hardness to the item without surpassing the hardness, ensuring the item takes no damage itself, and they take the rest upon the wearer. However, the wearer must always take at least half of the damage upon themselves on a failed Reflex save.

If an armor or shield reaches 0 HP, then it is broken. While broken it offers half the HP and armor class modifier (rounded down), possessing no special enchantment or tech abilities if continuing to be used for defense, purely serving as an intervening object. If the broken object is reduced to 0 HP or less again while broken, then it is destroyed; it falls to pieces, shattered and useless. Note that something that is broken can be repaired, whereas something that is destroyed cannot.

Power Armor: The T/ACTical ruleset also allows for the proper incorporation of power armor rules. Power armor is the apex of personal armor and mecha, offering the best of both worlds. It operates like body armor in most ways, but it is technically defined as "a mecha the same size category as its pilot". Thus, a Medium creature wearing power armor is in effect a pilot piloting a Medium-sized mecha.

However, just as mecha can be destroyed, power armor can be damaged and destroyed too. Unless otherwise noted, all TL 6 and higher power armors are assumed to have the Environmental Seal gadget, and thus all attacks, regardless of whether they hit the total AC, apply the armor's Hardness to reducing their damage, as the wearer is covered head-to-toe in the armor. In this sense the total AC for a proficient power armor wearer is only needed for purposes of confirming criticals, otherwise every attack that beats the touch AC hits the armor.

Like normal armor in the T/ACTical combat system, the proficient character must decide how much damage the armor takes and how much the character takes whenever damage does get through the Hardness of the power armor.

Also, a critical threat, when it is first scored, must be deemed by the power-armor proficient character as either a critical threat against their armor (which uses the Mecha Critical Hit chart), or a critical threat against the character (then resolved as normal, but all damage is inflicted to the character, with only the armor's hardness being applied).

If the character wearing the power armor is non-proficient, then the attacker gets to choose where the threat is resolved. Also, if the attacker has the feat Improved Sunder, then they can declare that they are attacking the armor, regardless of the wearer's wishes. Just remember, the critical threat still requires a confirmation roll against the character's total AC, incorporating the power armor's equipment AC modifier.

If the character is using a shield, its AC modifier also increases the total AC required for confirming any critical hits. If the character has a natural armor bonus, then its armor class bonus applies to the confirmation roll required to score a critical only if the defender opts to have the potential critical strike them directly; if the character chooses to have the threatening attack be resolved against their power armor, then their natural armor bonus does not apply to the total AC required to confirm the critical.

If a power armor is reduced to 0 HP then it is broken, and it offers no further access to any tech built into the armor. It is the equivalent of a basic body armor of the same type (light, medium, or heavy), with half the equipment AC modifier and half the HP of the original power armor.

A key difference between a power armor pilot and a mecha pilot is that a power armor pilot gets to apply their Defense Bonus to their touch AC (mecha pilots apply their Defense Bonus only to their total AC).

Conversely, a power armor wearer can still be targeted by spells that require line of sight to the target; for example, Charm effects or Instant Death effects typically require line of sight to the target. Thus, such effects could target a power armor pilot, but they could not target a mecha pilot (i.e., one where the mecha is one or more size categories larger than the pilot). In essence, the mecha puts a wall between the pilot and any who would target them, while a power armor is form-fitting and, like an armor, allows the wearer to be targeted.

Mechas and Starships: As mentioned above, power armor is a special type of mecha, insofar that it is a mecha the same size category as its pilot/wearer. Otherwise, a standard mecha is always one or more size categories larger than its pilot. Depending on its size, it may have one or more co-pilots and/or gunners, with the largest (Gargantuan+) mechas having room to carry troop units. Even larger than mecha are starships, massive vessels built to traverse the stars.

Thus, Armor Class is determined a little differently for starships, as they are much larger, easier-to-hit targets. A mecha's / starship's Touch AC is determined like a Medium-sized target, except they suffer size modifiers the larger they are. Being so large, a proficient pilot does not apply their Defense Bonus to the mecha's / starship's Touch AC, instead applying it to the total AC in helping protect the mecha / starship from critical hits. A non-proficient pilot does not apply their Defense Bonus to any aspect of the mecha's / starship's AC.

Mecha & Starship Touch AC = 10 – Size modifier + Dex modifier + other modifiers (Ace Pilot's DB?)

Mecha Total AC = Mecha Touch AC + Pilot's Defense Bonus + Equipment AC Modifier of Mecha's Armor

Starship Total AC = Starship Touch AC + Pilot's Defense Bonus + ½ Hardness of Starship

For example, a Large mecha made of Krithium (-1 Size modifier, base Dex 8, +10 equip AC modifier) with a +4 Dex upgrade (Dex 12, +1 modifier) is piloted by a proficient 2nd-level Fast Hero (Dex 14, Defense Bonus +4). This mecha's T/AC is (touch AC is base 10 -1 for size +1 for Dex equals) 10/24 (Touch AC 10 +4 Defense Bonus +10 Krithium armor equipment AC modifier). The Fast Hero, despite having a Dex of 14 and therefore a +2 Dex modifier, can only add +1 to the mecha's AC because the mecha's Dex is 12, and the pilot always uses the worse Dex modifier (time for another Dex upgrade maybe!).

As mentioned above, mecha basically behave like mobile armored (typically self-contained) rooms where the pilot sits, meaning that mecha and starship pilots cannot be targeted by any spells, powers, or abilities from that require line of sight from outside their vehicle. Damage is always done to the vehicle and only the vehicle, unless a critical result mentions crew casualties.

Mecha Critical Hits: As Tech constructs, mecha and power armor are susceptible to critical hits. To confirm a critical against a mecha, the mecha's full Armor Class, for purposes of confirming a critical, is equal to their touch Armor class plus one-half the mecha's Hardness (rounded up), plus the pilot's Defense Bonus plus their Shield equipment AC modifier, assuming the pilot is proficient in both the mecha and in the shield. Other modifiers might include the pilot's luck or insight bonuses to Armor Class.

Whenever you confirm a critical hit against a mecha, you may choose to roll a d20 and consult Table: Mecha Critical Hits instead of dealing the normal critical hit damage for the attack. However, you must accept the results of the roll, even if those results are less than desirable.

Find below a chart for determining to-hit locations on bipedal and quadrupedal mecha; roll a d20 to see where the critical hit struck the mecha. As the body parts are smaller than the body as a whole, an attacking creature suffers a penalty to hit when targeting a specific body part; see the column regarding the penalties to hit certain parts of the mecha's body.

There is no penalty to hit a mecha when specifically targeting its torso, but if the result of the roll to-hit would miss after applying the special -4 targeting penalty given below, then the attack still hit the mecha, but it struck another area of the mecha's body instead; roll 1d4 on the table below to determine which arm or leg was hit instead (or a d6 or d8, if more appropriate based on the design of the mecha being targeted).

Table: Random Mecha Hit Generator and Penalties for Targeting Specific Areas

D20 (d4)* Result	Mecha Body Part Hit	Penalty to Hit When Targeted Specifically
1-3 (1)*	(Rear) Left Leg	-4
4-6 (2)*	(Rear) Right Leg	-4
7-9, 11-13	Torso / Main Body	-0 (-4)
14-16 (3)*	Left Arm / Front Leg	-4
17-19 (4)*	Right Arm / Front Leg	-4
10 or 20	Head	-8

If a character wants to target a specific part of a mecha, they can do so, but note that mecha limbs cannot be blown off in this manner. Instead, if a critical is scored on the targeted area, then only sensor systems or weapons systems contained within slots on that limb can be affected by the critical. Thus, a highly skilled gunner could target specific areas of a mecha to reach the pilot(s) and/or disable certain systems of the mecha (usually determined after a sensor sweep has revealed what's where).

Table: Mecha Critical Hits

d20	Roll Effect(s)
1-3	Normal damage, crew dazed
4-7	Normal damage, equipment damaged
8-9	Normal critical hit, crew dazed
10	Normal damage, equipment destroyed
11-12	Normal critical hit, mecha knocked prone
13	Crew hit (normal damage)
14-16	Normal critical hit, equipment damaged
17-18	Normal critical hit, equipment destroyed
19	Severe critical hit, mecha knocked prone
20	Severe critical hit, mecha stunned

Note that, in every case, the attack must deal at least one point of damage on the scale of the target in question (so at least 1 hp of damage for smaller mechas, 5 HP / 1d of damage for terrestrial-sized mechas, and 20 HP / 1D of damage for stellar-sized mechas) for any related effect (such as crew dazed, equipment damaged or destroyed, slot damaged or destroyed).

Normal Damage: The attack deals normal damage (do not apply critical hit multipliers).

Crew Dazed: Each crewmember aboard the mecha, including its operator, must succeed on a Fortitude save (DC 15) or be dazed for 1 round. Unable to act, a dazed character can take no actions, but still retains their full Defense Bonus.

Equipment Damaged: One piece of equipment (attacker's choice) is damaged and ceases to function until repaired. It can be a flight system, sensor system, defense system, weapon (integrated only), or miscellaneous system. Repairing a damaged system requires 1 hour of work and a successful Repair check (DC 20).

Normal Critical Hit: Roll critical hit damage normally.

Equipment Destroyed: One piece of equipment (attacker's choice) is destroyed and ceases to function. It can be a flight system, sensor system, defense system, weapon (handheld or integrated), or miscellaneous system. A destroyed system cannot be repaired, only replaced.

Mecha Knocked Prone: The force of the attack knocks the mecha prone. All crewmembers and passengers aboard take 1d6 points of bludgeoning damage as they are knocked about their cockpits. A prone mecha takes a -4 penalty on melee attack rolls and can't use thrown ranged weapons. The mecha gains a +4 bonus to Defense against ranged attacks, but it takes a -4 penalty to Defense against melee attacks. Standing up from prone is a move action that provokes attacks of opportunity.

Crew Hit: The attack bypasses the mecha's structure. Apply normal damage to one crewmember or passenger (determined randomly), ignoring the mecha's hit points; only apply the mecha's hardness.

Severe Critical Hit: Roll critical hit damage using a x5 multiplier instead of the weapon's normal multiplier.

Mecha Stunned: The mecha automatically drops what it is holding and can take no attack or move actions for 1 round. While the mecha is stunned, the operator is not stunned.

Starships: Built to withstand the rigors of far space, TL 6 and higher starships always deal in capital dice (D). Starships intended for battle are usually more heavily armored, with Hardness of up to 40 / 2D. Thus, it would take 60 HP / 3D of damage to inflict 1D to a starship with Hardness 2D; 59 hit points of damage or less would do nothing to such a heavily armored starship.

Unlike the T/Actical mecha rules where hit location is optional, hit location is crucial for starships. Dividing their total D into five (5) equal portions for the Aft (A), Fore (F), Port (P), and Starboard (S) sides of the ship, with the fifth portion going to the infrastructure (IS) of the ship, starships have tactical considerations as to which flanks they expose during battle. Starfighters are highly effective in exploiting the weak side of a capital ship, able to harass the exposed flank with superior maneuverability while in tight. Once a starship is reduced to zero (0D) IS, then it is disabled, losing power until restored to at least 1D IS.

However, the Infrastructure can only be damaged in one of 3 ways; once one of the flanks (Aft, Fore, Port, Starboard) is reduced to 0D, then the IS can be damaged through the open flank; or whenever a critical hit is scored on the starship, then the damage done is equally divided between the flank and the IS of the ship; or the starship is dealt damage from within the hull, perhaps by a boarding party or internal sabotage, with 100% of the damage going to the IS. Once the ship reaches -50% of its Infrastructure, it is destroyed, breaking apart and/or exploding.

Only the smallest starships, like Gargantuan starfighters or Ultralight-Colossal fast freighters, can completely dodge incoming attacks. Otherwise, it is very easy to hit starships of Light-Colossal size or larger, owing to their great size, and their Armor Class is more about avoiding critical hits than avoiding hits completely. Unless otherwise noted, crew are not damaged when their starship is damaged, nor can they take damage on the starship's behalf.

Starship Critical Hits: Whenever a starship has a critical hit scored against it, the resulting damage (after its Hardness has been applied) is divided evenly between the flank upon which the attack was received (i.e., Fore, Port, Starboard, or Aft) and the Infrastructure of the starship.

A critical hit with a starship weapon normally multiplies the weapon's damage. Use the critical hit resolution system whenever a critical hit is confirmed; the attacker rolls a d20 and consults Table: Starship Critical Hit Results to determine the effects of the critical hit on the target.

Table: Starship Critical Hit Results

d20 Roll	Effect(s)
1–7	Normal critical hit
8–10	Normal critical hit, crew casualties
11	Damaged system: comm system
12	Damaged system: targeting system
13	Damaged system: weapon
14	Damaged system: defense system
15	Damaged system: engines
16	Damaged system: sensors
17	Destroyed defensive system
18	Destroyed weapon
19	Severe critical hit, crew casualties
20	Severe critical hit, artificial gravity disabled

Normal Critical Hit: Roll critical hit damage normally.

Crew Casualties: A number of crewmembers and passengers are killed (this effect applies only if the ship isn't destroyed). Roll 1d10 to determine the number of crew fatalities and, if the ship carries passengers, 1d10 to determine the number of passenger casualties. Only supporting GM characters are affected.

A starship with less than one-half of its normal crew complement takes a –2 penalty on all attack rolls and checks. A starship with less than one-quarter of its normal crew complement takes a –4 penalty on all attack rolls

and checks. A starship with no crew flies on autopilot and cannot attack. If a crewless ship doesn't have a functional autopilot system, it is immobile. If this result is rolled again and the ship has no living crew or passengers, ignore this aspect of the result.

Damaged System: On top of being a normal critical hit, a damaged system result means that the system in question remains inoperable until it is repaired, which requires 10 hours of work and a successful Repair check (DC 30). A starship's engineer (or engineering team) can perform jury-rig repairs on the system as a full-round action with a successful Repair check (DC 25), but the repairs last only until the end of the battle (or until the system is disabled again). During that round of jury-rigged repairs, the starship can continue to take actions.

Comm System: One communications system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged comm systems, ignore this result and reroll.

Defense System: One defense system of the attacker's choice is disabled. If this result is rolled again and the ship has no undamaged defense systems, ignore this result and reroll.

Engines: The starship's tactical speed decreases by 1,000 feet until the engines are repaired. If this result is rolled again, the effect is cumulative. If the ship's tactical speed has already been reduced to 0 feet due to engine damage, ignore this result and reroll.

Sensors: The starship is blinded until repaired. All the ship's targets gain the equivalent of total concealment (50% miss chance). If this result is rolled again, ignore the result and reroll.

Targeting System: The starship's targeting system ceases to function. The starship loses the targeting system's equipment bonus on attack rolls until the system is repaired. Reroll if this result comes up again.

Weapon: One of the starship's beam weapons, projectile weapons, or missile launchers (attacker's choice) ceases to function. The weapon remains inoperable until it is repaired. If this result is rolled again and the ship has no functional weapons, ignore this result and reroll.

Destroyed Defensive System: On top of being a normal critical hit, one of the starship's defensive systems (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no defensive systems, ignore this result and reroll.

Destroyed Weapon: On top of being a normal critical hit, one of the starship's weapons (determined by the attacker) is destroyed. It cannot be repaired and must be replaced. If this result is rolled again and the ship has no weapons, ignore this result and reroll.

Severe Critical Hit: Roll critical hit damage using a $\times 10$ multiplier instead of the weapon's normal multiplier. In addition, the ship and its crew are shaken for 1 round.

Artificial Gravity Disabled: The starship's artificial gravity is disabled for 1d10 rounds. During this time, an untrained crew takes a -4 penalty on all attack rolls and skill checks while coping with the zero-gravity conditions. Trained crews suffer a -3 penalty, expert crews suffer a -2 penalty, and ace crews suffer a -1 penalty while zero-gravity conditions prevail.



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Chapter V: Magic, Psionics, Technology, and the Supernatural

Very few role-playing scenarios do not involve a fantastical component of one or more of magic, psionics, technology (detailed in the next chapter), and/or the supernatural. From the secret sect of wizards in a normal world defending it against supernatural threats, to the emergence of psychic powers, to the development of some hi-tech breakthrough that allows for long-range space travel or genetically-modified supernaturally-powered mutations, there is almost always something that sets apart the fantasy world of our characters from the real world that the players occupy.

If your scenarios are going to be exclusively realistic, with Arcane Level, Divine Level, Psionic Level, and Mutation Level set at 0, and a maximum Tech Level of 5-6, then you can skip this section. Otherwise, you may need to know how these forces are harnessed in the DxD20 system, specifically as it pertains to allowing certain items, namely enchanted items and hi-tech items. Your player characters will naturally seek out the advantages that enchanted and hi-tech items offer and, to maintain the balance of power in the game, the nemeses you create for your PCs will also use and need enchanted and hi-tech items to level the playing field. Knowing how enchanted and hi-tech items are created and adjudicated is an aspect of maintaining a fair and balanced game in DxD20.

Mastercrafted Items and Gadgets

Any item can be mastercrafted in a Tech Level 1 or higher scenario. Mastercrafting gives the item a +1 non-magical bonus to any one relevant aspect of the item; a suit of armor will gain a +1 to its equipment AC modifier or to reduce its Dex penalty; a weapon will gain a +1 to hit or to damage; a musical instrument will gain +1 to its equipment modifier to the user's Perform skill, a toolkit will gain +1 to its equipment modifier to the user's Craft skill, etc.

A significant consideration of the differences between the Tech Levels 1 through 4 is the maximum mastercrafting modifier that may be available to PCs. The only prerequisite for mastercrafting an item is being able to use the Craft skill with a certain minimum DC (see the relevant Craft skill, keeping in mind that the modifier to the Craft DC is +3 for a +1 mastercrafted item's creation, +5 for a +2 mastercrafted item, and +10 for a +3 mastercrafted item). Any character with a sufficient modifier to their Craft skill can hope to build a mastercrafted item, making mastercrafted items the most readily-available manner by which PCs can gain access to augmented items.

Mastercrafting (all items)	XP Cost	Craft DC Modifier	Purchase Modifier	Total Gadgets Available	Scenario Restrictions
+1 bonus	250 XP	+3	+1	2	Tech Level 1
+2 bonus	500 XP	+5	+2	3	Tech Level 2
+3 bonus	750 XP	+10	+3	4	Tech Level 4

Thus, in a Tech Level 1 scenario which only allows a maximum +1 mastercrafting bonus, only a 10th-level Techsmith with the Prototype class ability would be able to build Tech Level 2 "prototypes" capable of being +2 mastercrafted and then, using the Mastercrafter feat option with their 1st-level class ability, spend 250 XP from their Mastercraft XP Reserve pool to make it a +3 mastercrafted item. In a Tech Level 2-3 scenario, which normally allows for a maximum of a +2 mastercrafted item, any Techsmith with 250 XP in their Mastercraft XP Reserve pool and at least one instance of the Mastercrafter feat could build a +3 mastercrafted item. In scenarios Tech Level 4 or higher, any character with sufficient Craft skill modifiers and 750 XP to spare can build a +3 mastercrafted item (but a Techsmith with 250 XP in their Mastercraft XP Reserve pool and 3 instances of the Mastercrafter feat can build a +4 mastercrafted item!).

Furthermore, a mastercrafted item can receive one additional Gadget per +1 of mastercrafting (see "The Gadget System" in Chapter 7 of the DxD20 Hero's Handbook). Any item can have at least one Gadget built into it,

so a +3 mastercrafted item can accommodate up to 4 Gadgets(!). Gadgets are only limited by the Tech Level required to add them to an item and the increased Purchase DC of the item they're incorporated into. Keep this in mind as you both prepare your enemies for the PCs, as well as preparing for what the PCs may want to build for themselves.

Enchanted and Imbued Items

In DxD20, the availability of magic and/or psionic items is a function of the Arcane Level and the Psionic Level of the Six Levels of your scenario or campaign. If the scenario is Arcane or Psionic Level 0, then there are no items of that type available in the scenario. If the scenario is Level 1 (low-powered) or Level 5 (high-powered), then there will be some items, but they will be preciously guarded and coveted owing to their difficulty and great expense (both money and XP-wise) in acquiring. Any other Level (Levels 2-4 or 6-9) means that some items are commonly available; see the description of the Arcane Level or Psionic Level in question. Given here is a listing of the various types of enchanted and imbued items.

Enchanted items are divided into categories: armor, weapons, potions, rings, rods, scrolls, staffs, wands, and wondrous items. Imbued items are similarly divided: armor, weapons, tattoos, rings, power stones, cognizance crystals, psi-crowns, dorjes, and universal items. In addition, some enchanted and imbued items are cursed or intelligent. Finally, a few enchanted / imbued items are of such rarity and power that they are considered to belong to a category of their own: artifacts. Artifacts are classified in turn as minor (extremely rare but not necessarily one-of-a-kind items) or major (each one unique and extremely potent).

Armor and Shields: Enchanted armor and shields offer improved, magical protection to the wearer. Some of these items confer abilities beyond a benefit to Armor Class. Imbued armor and shields differ from enchanted equivalents in that imbued armor and shields incorporate one or more crystals into their construction. Particularly powerful armor and shields may be entirely composed of brightly hued or transparent crystals.

Weapons: Enchanted weapons are created with a variety of combat powers and almost always improve the attack and damage rolls of the wielder as well. Although they follow the rules for enchanted weapons, imbued weapons differ from enchanted weapons in their design. Most possess some crystal components, and some are composed entirely of crystal.

Cognizance Crystals: Cognizance crystals store power points that psionic characters can use to pay for manifesting their powers.

Dorjes: A dorje is a slender crystal that contains a single psionic power. Each dorje has 50 charges when created, and each charge expended allows one use of that power.

Imbued Tattoos: Usually referred to simply as a Tattoo, imbued tattoos are designs scribed on the skin that manifest psionic powers on their wearers. A creature can wear a total of twenty tattoos at one time. A psionic tattoo fades away after use.

Potions: A potion is an elixir concocted with a spell-like effect that affects only the drinker.

Power Stones: A power stone stores a psionic power (or collection of powers). A stored power can be used only once, "flushing" the stone. Using a power stone is basically like manifesting a power.

Psicrowns: A psicrown is a special headband that stores several powers. Each psicrown is of a certain kind and holds specific powers. Unless otherwise stated, a psicrown has power points equal to 50 x its manifester level when created.

Rings: A ring is a circular metal band worn on the finger (no more than two rings per wearer) that has a spell-like power (often a constant effect that affects the wearer).

Rods: A rod is a scepter-like item with a special power unlike or significantly different from that of any known spell.

Scrolls: A scroll is a spell magically inscribed onto paper or parchment so that it can be used later.

Staffs: A staff has several different (but often related) spell effects. A newly created staff has 50 charges, and each use of the staff depletes one or more of those charges.

Wands: A wand is a short stick imbued with the power to cast a specific spell. A newly created wand has 50 charges, and each use of the wand depletes one of those charges.

Wondrous & Universal Items: These objects include magic jewelry, tools, books, clothing, and much more. Universal items are imbued with psionic powers, while wondrous items are enchanted with spells.

Using Enchanted and Imbued Items

To use an enchanted or imbued item, it must be activated, although sometimes activation simply means putting a ring on your finger. Some items, once donned, function constantly. In most cases, using an item requires a standard action that does not provoke attacks of opportunity. By contrast, spell completion and power completion items are treated like casting spells or manifesting powers in combat and thus they do provoke attacks of opportunity.

Activating a magic item is a standard action unless the item description indicates otherwise. However, the casting / manifesting time of a spell or power is the time required to activate the same in an item, regardless of the type of enchanted or imbued item, unless the item description specifically states otherwise. The four ways to activate magic items are described below.

Spell / Power Completion: This is the activation method for scrolls and power stones. A scroll is a spell that is mostly finished, while a power stone holds a power that is mostly finished. The preparation is done for the caster / manifester, so no preparation time is needed beforehand as with normal spellcasting / manifesting. All that's left to do is perform the finishing parts of the spell or power (the final gestures, words, a moment of concentration, and so on). To use a spell / power completion item safely, a character must be of high enough level in the right class to cast the spell or manifest the power already. If they can't already cast the spell or manifest the power, there's a chance they'll make a mistake. Activating a spell / power completion item is a standard action and provokes attacks of opportunity exactly as casting a spell or manifesting a power does.

Spell / Power Trigger: Spell / power trigger activation is similar to spell / power completion, but it's even simpler. Used for dorjes, psicrowns, staffs, and wands, no gestures or spell finishing is needed for spell / power trigger items, just a special knowledge of spellcasting or manifesting that an appropriate character would know, and a final single word or thought that must be executed. Anyone with a spell or power on their spell / power list knows how to use a spell / power trigger item that stores that spell / power. (This is the case even for a character who can't actually cast spells yet, such as a 3rd-level paladin.) The user must still determine what spell or power is stored in the item before they can activate it. Activating a spell / power trigger item is a standard action and does not provoke attacks of opportunity.

Command Thought: If no activation method is suggested either in the imbued item description or by the nature of the item, assume that a command thought is needed to activate it. Command thought activation means that a character mentally projects a thought, and the item activates. No other special knowledge is needed. Activating a command thought psionic item is a standard action that does not provoke attacks of opportunity.

Sometimes the command thought to activate an item is mentally imprinted within it and is whispered into the mind of a creature who picks it up. Other items are silent, but a Knowledge (psionics) or Knowledge (history) check might be useful in helping to identify command thoughts. A successful DC 30 check is needed to come up with the command thought in this case. The spell / power *identify* reveals command thoughts.

Powers stored in command thought items are usually not augmented, because the manifester level of such an item is assumed to be the minimum possible to manifest the stored power.

Command Word: If no activation method is suggested either in the item description or by the nature of the item, assume that a command word is needed to activate it. Command word activation means that a character speaks the word and the item activates. No other special knowledge is needed.

A command word can be a real word, but when this is the case, the holder of the item runs the risk of activating the item accidentally by speaking the word in normal conversation. More often, the command word is some seemingly nonsensical word, or a word or phrase from an ancient language no longer in common use. Activating a command word magic item is a standard action and does not provoke attacks of opportunity.

Sometimes the command word to activate an item is written right on the item. Occasionally, it might be hidden within a pattern or design engraved on, carved into, or built into the item, or the item might bear a clue to the command word.

The Knowledge (arcana) and Knowledge (history) skills might be useful in helping to identify command words or deciphering clues regarding them. A successful check against DC 30 is needed to come up with the word itself. If that check is failed, succeeding on a second check (DC 25) might provide some insight into a clue. The spells *identify* and *analyze dweomer* both reveal command words.

Use-Activated: This type of item simply has to be used in order to activate it. A character has to drink a potion, swing a sword, interpose a shield to deflect a blow in combat, look through a lens, sprinkle dust, wear a ring, or don a hat. Use activation is generally straightforward and self-explanatory.

Many use-activated items are objects that a character wears. Continually functioning items are practically always items that one wears. A few must simply be in the character's possession (on their person). However, some items made for wearing must still be activated. Although this activation sometimes requires a command word (see above), usually it means mentally willing the activation to happen. The description of an item states whether a command word is needed in such a case.

Unless stated otherwise, activating a use-activated item is either a standard action or not an action at all and does not provoke attacks of opportunity, unless the use involves performing an action that provokes an attack of opportunity in itself. If the use of the item takes time before a magical effect occurs, then use activation is a standard action. If the item's activation is subsumed in its use and takes no extra time use activation is not an action at all.

Use activation doesn't mean that if you use an item, you automatically know what it can do. You must know (or at least guess) what the item can do and then use the item in order to activate it, unless the benefit of the item comes automatically, such from drinking a potion or swinging a sword.

Saving Throws Against Enchanted and Imbued Item Abilities

Enchanted items produce spells or spell-like effects. For a saving throw against a spell or spell-like effect from an enchanted item, the DC is 10 + the level of the spell or effect + the ability modifier of the minimum ability score needed to cast that level of spell. Staffs are an exception to the rule. Treat the saving throw as if the wielder cast the spell, including caster level and all modifiers to save DC. Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact spell equivalent (making its level otherwise difficult to determine quickly).

Imbued items produce psionic powers. The DC of a saving throw against a power from an imbued item is always 10 + the level of the power or effect + the ability modifier of the minimum ability score needed to manifest that level of power. Psicrowns are an exception to the rule. Treat the saving throw as if the wielder manifested the power, including manifester level and all modifiers to save DC.

Unlike enchanted items and magic, some imbued items take advantage of the fact that psionic powers can be augmented to increase their saving throw DCs. These items are special and have their cost to create and market price calculated using the manifester's level instead of the power's level. Most item descriptions give saving throw DCs for various effects, particularly when the effect has no exact power equivalent (making its level otherwise difficult to quickly determine).

Damaging Enchanted and Imbued Items

Excepting armor and shields which are expected to take damage, an enchanted or imbued item doesn't need to make a saving throw unless it is unattended, it is specifically targeted by the effect, or its wielder rolls a natural 1 on a save that inflicts damage. Such items should always get a saving throw against effects that might deal damage to them— even against attacks from which a nonmagical item would normally get no chance to save. Magic items use the same saving throw bonus for all saves, no matter what the type (Fortitude, Reflex, or Will). An enchanted or imbued item's saving throw bonus equals 2 + one-half its caster / manifester level (rounded down). The only exceptions to this are intelligent items, which make Will saves based on their own Wisdom scores. Magic items, unless otherwise noted, take damage as nonmagical items of the same sort. A damaged enchanted / imbued item continues to function, but if it is destroyed, all its enchanted / imbued power is lost.

Repairing Enchanted and Imbued Items

Some items might take damage over the course of an adventure. It costs no more to repair an enchanted or imbued item with the Craft skill than it does to repair its nonmagical counterpart. The *make repairs* spell and the *repair damage* power also repair damaged—but not completely broken—items.

Intelligent Items

Some magic items, particularly weapons, have an intelligence all their own. Only permanently-enchanted / imbued items (as opposed to those with a single use or those with charges) can be intelligent. This means that dorjes, potions, power stones, scrolls, tattoos, and wands, among other items, are never intelligent. In general, less than 1% of magic items have intelligence. See the section on "[Creating Intelligent Items](#)", below.

Cursed Items

Some items are cursed—incorrectly made or corrupted by outside forces. Cursed items might be particularly dangerous to the user, or they might be normal items with a minor flaw, an inconvenient requirement, or an unpredictable nature. Randomly generated items are cursed 5% of the time (1 on d20).

Charges, Doses, and Multiple Uses

Many items, particularly dorjes, wands, and staffs, are limited in power by the number of charges they hold. Normally, charged items have 50 charges at most. If such an item is found as a random part of a treasure, roll d% and divide by 2 to determine the number of charges left (round down, minimum 1). If the item has a maximum number of charges other than 50, roll randomly to determine how many charges are left.

Prices listed are always for fully charged items. When an item is created, it is fully charged. For an item that's worthless when its charges run out (which is the case for almost all charged items), the value of the partially used item is proportional to the number of charges left. For an item that has usefulness in addition to its charges, only part of the item's value is based on the number of charges left.

Enchanted & Imbued Items on the Body

Many enchanted and imbued items need to be donned by a character who wants to employ them or benefit from their abilities. It's possible for a creature with a humanoid-shaped body to wear as many as twelve such items at the same time. However, each of those items must be worn on (or over) a particular part of the body. A humanoid-shaped body can be decked out in enchanted and/or imbued gear consisting of one item from each of the following groups, keyed to which place on the body the item is worn.

- **Head:** One headband, hat, helmet, phylactery, or psicrown on the head
- **Eyes:** One pair of eye lenses, goggles, a mask or a psionic third eye in-between, on or over the eyes
- **Neck:** One amulet, brooch, medallion, necklace, periapt, psionatrix, scarab, or torc around the neck
- **Torso:** One vest, vestment, shirt, or psychoactive skin on the torso

- **Body:** One robe or suit of armor on the body (over a vest, vestment, shirt, or skin); up to 20 tattoos
- **Waist:** One belt around the waist (over a robe or suit of armor)
- **Shoulders:** One cloak, cape, or mantle around the shoulders (over a robe or suit of armor)
- **Arms:** One pair of bracers or bracelets on the arms or wrists
- **Hands:** One glove, pair of gloves, or pair of gauntlets on the hands
- **Fingers (x2):** One ring on each hand (or two rings on one hand)
- **Feet:** One pair of boots or shoes on the feet

Of course, a character may carry or possess as many items of the same type as they wish, being limited only by their encumbrance limit and a modicum of common sense. However, additional items beyond those listed above have no effect. Some items can be worn or carried without taking up space on a character's body (like an ioun stone, which hovers around the wearer's head). The description of an item indicates when an item has this property.

To maintain game balance, different-sized and shaped beings should not be able to accommodate more items than the 12 (plus up to 20 tattoos) listed above. A being may be differently-shaped such that they simply cannot don certain items (such as gloves for a beholder, or boots for a merfolk), but something with an excess of limbs in comparison to a humanoid (think of an octopus or a hydra) should not be able to have more than the prescribed locations.

If a PC has permanently lost a limb somehow, having one of a pair (such as boots, bracers, bracelets, gauntlets, gloves, or shoes) will still allow the character to gain the bonuses of the enchanted / imbued item. However, they must carry the other item of the pair on them, even if it isn't worn. If the other item is worn by another, neither wearer gets any of the item's bonuses or abilities. In a similar vein, a character who has lost a hand can still wear and enjoy the bonuses of two rings, even if both rings are on the same hand.

Size and Enchanted / Imbued Items

When an article of enchanted clothing or jewelry is discovered, most of the time size shouldn't be an issue. Many enchanted garments are made to be easily adjustable, or they adjust themselves magically to the wearer. Size should not keep characters of various kinds from using cognizance crystals, tattoos, potions, power stones, rings, rods, scrolls, staves, wands, wondrous or universal items. There may be rare exceptions, especially with racial specific items.

However, armor and weapons do not magically adjust their size, unless noted in the item's description. Similarly, dorges, wands, staves, and wands may still be usable by creatures of different sizes, but they do not change size themselves; a wand may be akin to a staff for a Small character, while a staff may be akin to a wand for a Large character. However, regardless of any perceived size difference, the item is still used in the same manner (see each item's description for differences in how the item is activated and used).

Armor and Weapon Sizes: Armor and weapons that are found at random have a 30% chance of being Small (01–30), a 60% chance of being Medium (31–90), and a 10% chance of being any other size (91–100).

Creating Enchanted and Imbued Items

For an item to be capable of being enchanted (magical power) or imbued (psionic power), it must first be mastercrafted. As enchanting an item with magical power and imbuing an item with psionic power are both mechanically identical, the terms are used interchangeably i.e., to speak of "enchancing" an item is functionally identical to the notion of "imbuing" an item. The additional DC modifier of the mastercrafting check is the

maximum bonus that the mastercrafted item can be enchanted to; a +1 mastercrafted item can bear up to a +3 enchantment modifier, a +2 mastercrafted item can bear up to a +5 enchantment modifier, and a +3 mastercrafted item can bear up to a +10 enchantment modifier. So, creating an enchanted or imbued item first requires an appropriate mastercrafted item to be crafted or purchased; see the Craft skill for more details on the costs and time required to build a mastercrafted item.

The creation of an enchanted or imbued item also requires an investment of special resources above and beyond the mastercrafted item, as well as experience points (XP) from the creator. The monetary resources required represent the specialized components required to bind the creator's power to the item, while the XP cost represents the investment of the creator's "essence" into powering the special effect(s) of the item. As such, without being an Artificer and/or a Techsmith, the XP cost for the original mastercrafted item plus the XP cost for the subsequent enchantment or imbued power being added to the item can make the XP costs required to build such an item prohibitive.

Mastercraft Bonus	Maximum Enchantment Modifier	Max. # of Gadgets
+1	+3	2
+2	+5	3
+3	+10	4
+4*	+10	5

* only Techsmiths can build +4 Mastercrafted items, and only at Tech Level 4 or higher with three instances of the Mastercrafter feat and 250 XP from their Mastercraft XP Reserve pool.

Because every component of an item must be mastercrafted to be capable of holding the magical or psionic energy being invested into it, higher-complexity items like machinery and electronics are increasingly more difficult to enchant. Besides the mastercrafting of the item, its complexity, as given by its Tech Level, determines the maximum level of magical or psionic power the item is capable of harnessing; the greater the Tech Level, the lesser the magical/psionic power the complex item can contain.

Tech Level of the Item	Maximum Enchantment Modifier
0	n/a
1-2	+10
3-4	+8
5-6	+6
7-8	+4
9	+2

At Tech Level 0, it is impossible to enchant or imbue an item because mastercrafting isn't available. The "essence" (read "XP") required to enchant an item must be imbued within each component of a composite item to enable it to hold an enchantment or imbued power; thus, items consisting of the fewest pieces (one ideally) are the ones capable of holding the most powerful enchantments or imbued powers. For the same reason, increasingly-higher Tech Level items can only be imbued with decreasingly-lesser enchantments overall, as each component to be imbued costs a portion of the creator's XP investment.

As can be seen above, only Tech Level 1 and 2 items mastercrafted to a +3 non-magical modifier can be enchanted or imbued with a total enchantment modifier of +10, which represents the most powerful items. Tech Level 3 and 4 items can only be enchanted or imbued with a total enchantment modifier of +8, owing to their greater complexity. Tech Level 5 and 6 items can only be enchanted to a maximum modifier of +6, which would still require a +3 mastercrafted item to do so, because a +2 mastercrafted item can only accommodate a maximum enchantment modifier of +5. Tech Level 7 and 8 items can have a maximum enchantment modifier of +4, which would require a +2 mastercrafted item to start. Tech Level 9 items can have a maximum enchantment modifier of +2, but such items would rarely be enchanted or imbued, as the Age of Transparency already offers access to the technological equivalent of almost any magical or psionic effect.

Calculating Money and Time Costs for Enchanted and Imbued Items

The time and money required to create an enchanted or imbued item depends on how powerful and how permanent the item is intended to be. One-shot items like potions, power stones, scrolls, and tattoos are the least expensive to create. Limited-charge items like dorjes and wands are more expensive to create, but less expensive than the unusual- or multi-power items like rods, staffs, and psicrowns. The most expensive items to create are the ones that retain their power(s) permanently, such as armors, weapons, rings, and universal / wondrous items.

While item creation costs are handled in detail below, note that normally the two primary factors are the caster level of the creator and the level of the spell(s) or power(s) put into the item. A creator can create an item at a lower caster or manifester level than their own, but never lower than the minimum level needed to cast / manifest the necessary spell(s) / power(s).

Special supplies for the creation of enchanted or imbued items are always half of the base price in gp and 1/20th of the base price in XP. For many items, the market price equals the base price. However, many items have a Market Price higher than the Base Price (because of XP costs over 1,000 XP), so be sure to note the distinction;

Base Price is calculated using Table: Estimating Magic Item Gold Piece Values (below), given in gp and divided by 1,000 to give the number of days required to create the item; 50% of Base Price is the cost of Special Supplies; 5% of Base Price is the XP cost to enchant / imbue the item;

Market Price is 100% of Base Price plus Mastercrafting costs (for armor, shields, and weapons) plus Component / XP costs (for spells or powers with costly components or XP costs). For every 1,000 XP required to create the item, add another 100% of the Base Price of the item.

Base price is used to calculate the cost of special supplies and the XP cost, while market price is the base price plus potential surcharges, such as the cost for a mastercrafted item (in the case of armor, shields, and weapons). Armor, shields, weapons, and items with a monetary value independent of their enhanced properties add their mastercrafted item cost to the market price. The item cost for manufacturing or mastercrafting does not influence the base price (which determines the cost of special supplies and the experience point cost), but it does increase the final market price.

In addition, some items cast spells or manifest powers with costly material components or with XP components. For these items, the market price equals the base price plus an extra price for the component costs. Each Experience Point required for a spell or power costs adds 5 gp to the market price per charge of the spell or power being built into the item.

The creator also needs a fairly quiet, comfortable, and well-lit workshop in which to work, but there is no cost for the workshop, other than the appropriate toolkits for the use of each Craft skill (remember, without at least a standard toolkit of the appropriate type a character attempting to craft an item suffers a -4 penalty). The initial investment of 50% of the item's base cost is assumed to fulfill any stock requirements for the workshop.

Creating an item requires one day per 1,000 gp in the item's base price, with a minimum of at least one day. Potions and tattoos are an exception to this rule; they always take just one day to create. The character must spend the money (1/2 the base cost) and XP (1/20th the base cost) at the beginning of the construction process.

The item's creator works for 8 hours each day, and they are assumed to take 20 on any Profession checks required for the mastercrafting of any clothing, jewelry, or other non-combat items to be enchanted or imbued. The item's creator cannot rush the process by working longer each day, but the days need not be consecutive, and the creator can use the rest of their time as they see fit. A character can work on only one item at a time. If a character starts work on a new item, all materials used and XP spent on the still-under-construction item are wasted.

Table: Summary of Enchanted / Imbued Item Creation Costs

Enchanted / Imbued Item	Feat	Item Cost	Material Component ²	XP Component	Special Supplies Cost ³	Base Price ⁴
Armor	Enchant / Imbue Arms and Armor	Masterwork armor	x 50 (usually none) / —	x 50 (usually none) x 5 gp	½ the value on Table: Armor and Shields	Value on Table: Armor and Shields
Shield	Enchant / Imbue Arms and Armor	Masterwork shield	x 50 (usually none) / —	x 50 (usually none) x 5 gp	½ the value on Table: Armor and Shields	Value on Table: Armor and Shields
Weapon	Enchant / Imbue Arms and Armor	Masterwork weapon	x 50 (usually none) / —	x 50 (usually none) x 5 gp	½ the value on Table: Weapons	Value on Table: Weapons
Cognizance Crystal	Imbue Cognizance Crystal	—	—	—	—	1,000 gp x [Power Level] ²
Construct	Enchant / Imbue Construct	500 gp per HD	x 50 (usually none)	x 50 (usually none) x 5 gp	(1/2 the required caster / manifester level, rounded up) ² x 1,000 gp	(1/2 the required caster / manifester level, rounded up) ² x 2,000 gp
Dorje	Imbue Dorje	—	—	x 50 (usually none) x 5 gp	375 gp x level of spell x level of caster	750 gp x level of spell x level of caster
Potion	Enchant Potion	—	Cost (usually none)	Cost (usually none)	25 gp x level of spell x level of caster	50 gp x level of spell x level of caster
Power Stone	Imbue Power Stone	—	—	Cost (usually none)	12.5 gp x level of spell x level of caster	25 gp x level of spell x level of caster
Psicrown	Imbue Psicrown	1,000-10,000+ gp	—	x 50 (usually none) x 5 gp	See Creating Psicrowns, below	See Creating Psicrowns, below
Ring	Enchant / Imbue Ring	—	x 50 / —	x 50 (usually none) x 5 gp	Special, see Table: Estimating Magic Item Gold Price Values, below	Special, see Table: Estimating Magic Item Gold Price Values, below
Rod	Enchant Rod	¹ —	x 50 (often none)	x 50 (usually none) x 5 gp	Special, see Table: Estimating Magic Item Gold Price Values, below	Special, see Table: Estimating Magic Item Gold Price Values, below
Scroll	Enchant Scroll	—	Cost (usually none)	Cost (usually none)	12.5 gp x level of spell x level of caster	25 gp x level of spell x level of caster
Staff	Enchant Staff	Masterwork quarterstaff (300 gp)	x 50 / (# of charges used to activate costly spell)	x 50 (usually none) x 5 gp	See Creating Staffs, below	See Creating Staffs, below
Tattoo	Imbue Tattoo	—	—	Cost (usually none)	25 gp x level of spell x level of caster	50 gp x level of spell x level of caster
Universal Item	Imbue Universal Item	⁵ —	—	x 50 (usually none) x 5 gp	Special, see Table: Estimating Magic Item Gold Price Values, below	Special, see Table: Estimating Magic Item Gold Price Values, below
Wand	Enchant Wand	—	x 50	x 50 (usually none) x 5 gp	375 gp x level of spell x level of caster	750 x level of spell x level of caster
Wondrous Item	Enchant Wondrous Item	⁵ —	x 50 (usually none)	x 50 (usually none) x 5 gp	Special, see Table: Estimating Magic Item Gold Price Values, below	Special, see Table: Estimating Magic Item Gold Price Values, below

¹ Rods usable as weapons must include the masterwork weapon cost.

² This cost is only for spells activated by the item that have material or XP components. Having a spell with a costly component as a prerequisite does not automatically incur this cost if the item doesn't actually cast the spell.

³ The Special Supplies Cost is always ½ of the base price.

⁴ A character creating an item pays 1/20th the base price in experience points.

⁵ Some items have additional value from a masterwork item component.

An item's market price is the sum of the item cost, spell component costs, base price, and XP cost multiplier.

The secrets of creating artifacts are long lost (but that doesn't mean they can't be recovered!). If a PC is desirous of building an artifact, you can calculate the base cost of the item using these rules, but it should almost certainly require several extremely-rare special ingredients that can only be procured through adventuring. Furthermore, the creation of such an item tends to attract the attention of very powerful beings; be forewarned!

Table: Estimating Magic Item Gold Piece Values

Effect	Base Price	Example
Ability bonus (enhancement)	Bonus squared x 1,000 gp	<i>Gloves of Dexterity +2</i>
Armor bonus (enhancement)	Bonus squared x 1,000 gp	<i>+1 chainmail</i>
Bonus spell or power	Spell /power level squared x 1,000 gp	<i>Cognizance crystal, pearl of power</i>
AC bonus (deflection)	Bonus squared x 2,000 gp	<i>Ring of protection +3</i>
AC bonus (other) ¹	Bonus squared x 2,500 gp	<i>loun stone, dusty rose prism</i>
Natural armor bonus (enhancement)	Bonus squared x 2,000 gp	<i>Amulet of natural armor +1</i>
Save bonus (resistance)	Bonus squared x 1,000 gp	<i>Cloak of resistance +5</i>
Save bonus (other) ¹	Bonus squared x 2,000 gp	<i>Stone of good luck</i>
Skill bonus (competence)	Bonus squared x 100 gp	<i>Cloak of elvenkind</i>
Spell / power resistance	10,000 gp per point over SR / PR 12; SR / PR 13 minimum	<i>Mantle of spell resistance</i>
Weapon bonus (enhancement)	Bonus squared x 2,000 gp	<i>+1 longsword</i>

Spell Effect	Base Price	Example
Single use, spell / power completion	Spell / power level x caster level x 25 gp	<i>Scroll of haste, power stone of vigor</i>
Single use, use-activated	Spell / power level x caster level x 50 gp	<i>Potion of flying, tattoo of sustenance</i>
50 charges, spell trigger	Spell / power level x caster level x 750 gp	<i>Wand of fireball, dorje of aura sight</i>
Command word	Spell level x caster level x 1,800 gp	<i>Cape of the mountebank</i>
Use-activated or continuous	Spell level x caster level x 2,000 gp ²	<i>Lantern of revealing</i>

Special	Base Price Adjustment	Example
Charges per day	Divide by (5 divided by charges per day)	<i>Boots of teleportation</i>
Uncustomary space limitation ³	Multiply entire cost by 1.5	<i>Helm of teleportation</i>
No space limitation ⁴	Multiply entire cost by 2	<i>loun stone</i>
Multiple different abilities	Multiply higher item cost by 2	<i>Helm of brilliance</i>
Charged (50 charges)	1/2 unlimited use base price	<i>Ring of the ram</i>

Component	Extra Cost	Example
Armor, shield, or weapon	Add cost of masterwork item	<i>+1 composite longbow</i>
Spell has material component cost	Add directly into price of item per charge ⁵	<i>Wand of stoneskin</i>
Spell has XP cost	Add 5 gp per 1 XP per charge ⁵	<i>Ring of three wishes</i>

Spell Level: A 0-level spell is half the value of a 1st-level spell for determining price.

¹ Such as a luck, insight, sacred, or profane bonus.

² If a continuous item has an effect based on a spell with a duration measured in rounds, multiply the cost by 4. If the duration of the spell is 1 minute/level, multiply the cost by 2, and if the duration is 10 minutes/level, multiply the cost by 1.5. If the spell has a 24-hour duration or greater, divide the cost in half.

³ See Body Slot Affinities, below.

⁴ An item that does not take up one of the spaces on a body costs double.

⁵ If item is continuous or unlimited, not charged, determine cost as if it had 100 charges. If it has some daily limit, determine as if it had 50 charges.

The cost of an item is dependent on how much power (in terms of spell and power levels) it will possess, how many different spells or powers it possesses, how often it can be used, and what type of bonus(es) it offers. Because of the nuanced options available to those who would create enchanted and imbued items (such as the manifest level, the amount of any modifiers being added, how many powers are being built into the item, etc.),

base price and subsequent market price are not calculated using Purchase DCs. If an item's creator decides to put the item on the market, then they would calculate the market price (which includes a consideration for the XP invested in the item) and, if necessary, they can convert the market price to a Purchase DC. Just remember that the prices given here are in gold pieces; conversion to copper, dollars, or credits is x100.

To represent the blood, sweat, and tears (also known as XP) that goes into creating an enchanted or imbued item, the market cost is increased by 100% of the base price for every 1,000 XP invested into the item. Put another way, for every 20,000 gp base price of an enchanted / imbued item, add another instance of the base price to the market value.

For example, a +5 sword has a base price of 50,000 gp. 1/20th of the base price in XP is 2,500 XP, which is also required to build the sword. Rounding down, that is two full instances of 1,000 XP being invested in the sword, so we add two more instances of the base price of 50,000 gp to the overall market value. Assuming that the original mastercrafted sword (+2) cost 300 gp, the market value of the sword, would be 150,300 gp. As can be seen here, items costing their creators significant XP will cost dearly on the market, representing the personal sacrifice necessary to invest their magical / psychic essence into the item.

Body Slot Affinities for Enchanted and Imbued Items

Each location on the body, or body slot, has one or more affinities: a word or phrase that describes the general function or nature of magic items designed for that body slot. Body slot affinities are deliberately broad, abstract categorizations, because a hard-and-fast rule can't cover the great variety among universal and wondrous items. Use the affinities in the list below to guide your decisions on which magic items should be allowed in which body slots. And when you design your own magic items, the affinities give you some guidance for what form a particular item should take. Some body slots have different affinities for different specific items.

Table: Body Slots for Enchanted / Imbued Items and Item Affinities

Body Slot	Affinity
Headband, helmet	Mental improvement, ranged attacks
Hat	Interaction
Phylactery	Morale, alignment
Crystal mask, eye lenses, goggles, third eye	Vision, mental acuity
Cloak, cape, mantle, psychoactive skin	Transformation, protection
Amulet, brooch, medallion, necklace, periapt, scarab	Protection, discernment
Torc	Mental protection
Robe	Multiple effects
Shirt	Physical improvement
Vest, vestment	Class ability improvement
Bracers	Combat
Bracelets	Allies
Gloves	Quickness
Gauntlets	Destructive power
Belt	Physical improvement
Boots	Movement

Universal and wondrous items that don't match the affinity for a particular body slot should cost 50% more than universal and wondrous items that match the affinity. Universal and wondrous items that do not occupy any body slot should cost 100% more than ones that do occupy a slot and match the affinity.

Table: Item Creation Feats and Associated Craft Skillsets and DCs

Feat Name (Type)	Relevant Craft Skill(s) with DC Ranges*
Enchant Arms & Armor (Magic)	Craft (armorsmith, chemical, weaponsmith) DC 23-30
Enchant Construct (Magic)	Craft (chemical, mechanical, structural) DC 25-30
Enchant Potion (Magic)	Craft (chemical) DC 18
Enchant Ring (Magic)	Craft (chemical, mechanical) DC 23-30
Enchant Rod (Magic)	Craft (chemical, mechanical) DC 25-30
Enchant Scroll (Magic)	Craft (chemical, writing) DC 18-25
Enchant Staff (Magic)	Craft (chemical, mechanical, weaponsmith) DC 25-30
Enchant Wand (Magic)	Craft (chemical, mechanical) DC 23-25
Enchant Wondrous Item (Magic)	Craft (chemical, mechanical) DC 23-30
Imbue Arms & Armor (Power)	Craft (armorsmithing, weaponsmith) DC 23-30
Imbue Cognizance Crystal (Power)	Craft (mechanical) DC 23-30
Imbue Construct (Power)	Craft (mechanical, structural) DC 25-30
Imbue Dorje (Power)	Craft (mechanical) DC 23-25
Imbue Power Stone (Power)	Craft (mechanical) DC 18-25
Imbue Psicrown (Power)	Craft (mechanical, visual arts) DC 25-30
Imbue Ring (Power)	Craft (mechanical) DC 23-30
Imbue Tattoo (Power)	Craft (visual arts) DC 18
Imbue Universal Item (Power)	Craft (mechanical) DC 23-30

*DC's given already incorporate required Mastercrafting modifiers

Enchant Arms & Armor

Prerequisites: Caster level 5th.

To create enchanted arms or armor, a character needs a workshop (i.e., a heat source and some iron, wood, or leatherworking tools). They also need a supply of materials, the most obvious being the pieces of the arms or armor to be assembled. Arms or armor to be enchanted must be mastercrafted, and the mastercraft cost is added to the base price to determine final market value. Additional magic supplies costs for the materials are subsumed in the cost for enchanting the arms or armor—half the base price of the item.

Enchanting arms or armor has a special prerequisite: The creator's caster level must be at least three times the enhancement bonus of the weapon, armor, or shield. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met. The enhancement bonus of an enchanted weapon, armor, or shield is the bonus modifier it gives (maximum +5 for non-artifacts); in the case of weapons, the bonus to hit and damage, and in the case of armor and shields, the bonus to AC.

Most special abilities available for arms and armor have an enchantment modifier that is added to the item's enhancement bonus (maximum total special ability enchantment modifier of +5), giving a total enchantment modifier of +1 to +10 for that item, ranging in possibilities from a simple +1 weapon to a +5 vorpal weapon. However, some special abilities have a fixed monetary cost instead of an enchantment modifier; a creator can add as many of these as they wish, with the monetary cost increasing the base price (and therefore the special supplies cost and the XP cost) of the item accordingly.

Enchanted arms, armor, and shields must have at least a +1 enhancement bonus to have any of the enchanted abilities listed on Table: Weapon Special Abilities, Table: Armor Special Abilities, and Table: Shield Special Abilities, respectively.

If spells are involved in the prerequisites for enchanting the arms or armor, the creator must have prepared the spells to be cast (or must know the spells, in the case of a saint, sorcerer, or bard), must provide any material components or focuses the spells require, and must pay any XP costs required for the spells. The act of working on the weapon, armor, or shield triggers the prepared spells, making them unavailable for casting during each day of the item's creation. (That is, those spell slots are expended from their currently prepared spells, just as if they had been cast.)

Creating some arms or armor may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Base Cost: Weapons; (Total Enchantment Modifier [Enhancement Modifier plus Special Ability Modifiers, if any])² x 2,000 gp. Armor and Shields; (Total Enchantment Modifier)² x 1,000 gp. Some special abilities have a fixed monetary cost, which is added to the item's base price.

Crafting Time: Enchanting a weapon, armor, or shield requires one day for each 1,000 gp value of the base price.

Craft DCs: See below; weapons require Craft (chemical, weaponsmithing), bows require Craft (bowmaking), armors require Craft (armorsmithing, chemical), and shields require Craft (armorsmithing, chemical).

Item Being Enchanted	Up to +3 Enchantment	+4 or +5 Enchantment	+6 to +10 Enchantment
Simple Weapon	Craft DC 15	Craft DC 17	Craft DC 22
Martial Weapon	Craft DC 18	Craft DC 20	Craft DC 25
Exotic Weapon	Craft DC 21	Craft DC 23	Craft DC 28
Longbow / Shortbow	Craft DC 15	Craft DC 17	Craft DC 22
Composite Bow	Craft DC 18	Craft DC 20	Craft DC 25
Composite Bow w/ Str. Modifier	Craft DC 18 + (2*mod.)	Craft DC 20 + (2*mod.)	Craft DC 25 + (2*mod.)
Armor / Shield	Craft DC 13 + AC mod.	Craft DC 15 + AC mod.	Craft DC 20 + AC mod.

Enchant Construct

Prerequisites: Enchant Arms & Armor, Enchant Wondrous Item.

To create an enchanted construct, the creator needs a workshop of appropriate size to accommodate the completed construct. They also need a supply of materials, the most obvious being the pieces of the body of the construct to be assembled.

The cost to create given for each predesigned construct listed in the DxD20 FoE Folio includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the golem. Creating a golem is essentially the same as creating any sort of magic item. However, a construct's body includes costly material components that may require some extra preparation. The construct's creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the construct variety.

Completing the construct's creation drains the appropriate XP from the creator and requires casting any spells or manifesting any powers on the final day. The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

For designing one's own constructs, the cost for the initial materials composing the body of the construct is 500 gp per HD of the construct. The base price of the construct is 2,000 gp x (half the required caster level, rounded up) squared. The cost for special supplies is ½ the base price of the construct.

Crafting Time: 1 day per 1,000 gp value of the construct's base price.

Craft DCs: **Animated Constructs** up to Large size Craft DC 25, Huge size to Colossal size Craft DC 30; **Golems** (see description in DxD20 Fiend Folio for construction costs and Craft DCs); **Homunculus** (Flesh) Craft DC 25; **Shield Guardian** Craft DC 30.

Enchant Potion

Prerequisites: Caster Level 3rd.

The creator of an enchanted potion needs a workspace (i.e., a level working surface and at least a few containers in which to mix liquids, as well as a source of heat to boil the brew) and ingredients. The costs for materials and ingredients are subsumed in the cost for brewing the potion—25 gp x the level of the spell x the level of the caster.

All ingredients and materials used to brew a potion must be fresh and unused. The character must pay the full cost for brewing each potion. (Economies of scale do not apply.)

The imbiber of the potion is both the caster and the target. Spells with a range of personal cannot be made into potions.

The creator must have prepared the spell to be placed in the potion (or must know the spell, in the case of a sorcerer or bard) and must provide any material component or focus the spell requires.

If casting the spell would reduce the caster's XP total, they pay the XP cost upon beginning the brew in addition to the XP cost for making the potion itself. Material components are consumed when they begin working,

but a focus is not. (A focus used in enchanting a potion can be reused.) The act of brewing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, those power points are expended from their current pool of power points, just as if it had been cast.)

Crafting Time: Brewing an enchanted potion requires one day.

Craft DC: All potions require a DC 18 Craft (chemical) check.

Enchant Ring

Prerequisites: Caster Level 10th.

To create an enchanted ring, a character needs a workspace (one with a heat source) and a supply of materials, the most obvious being a ring or the pieces of the ring to be assembled. The cost for the materials is subsumed in the cost for creating the ring.

Ring costs can be difficult to formulate if the ring in question has multiple or unusual powers. Generally speaking, the effective enchantment modifier is equal to spell-level of the highest-level spell required to enchant the ring. For example, a ring with a +3 enchantment modifier will have up to 3 spell levels of magical powers in total; perhaps offering one 3rd-level spell 1/day, or a 2nd- and a 1st-level spell each 1/day, or three 1st-level spells 1/day or one 1st-level spell 3/day.

A ring with a +5 enchantment modifier would have up to 5 spell levels of magical powers in total; one 5th-level spell 1/day, or any reasonable lesser combination of 5 total spell levels.

The most powerful rings would have a +10 enchantment modifier and offer up to 10 spell levels of magical powers in total, so perhaps one 8th- or 9th-level spell 1/day, or one 6th- or 7th-level spell 2/day, or one 5th-level spell continuously, or any reasonable combination therein. Refer to Table: Estimating Magic Item Gold Piece Values above and use the ring prices in the ring descriptions as a guideline. Enchanting a ring generally costs half the ring's market price.

Rings that duplicate spells with costly material or XP components add in the value of 50 x the spell's component cost. Having a spell with a costly component as a prerequisite to creating the ring does not automatically incur this cost. The act of working on the ring triggers the prepared spells, making them unavailable for casting during each day of the ring's creation. (That is, those spell slots are expended from his currently prepared spells, just as if they had been cast.) Creating some rings may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting Time: 1 day per 1,000 gp value of the ring's base price.

Craft DCs: Up to a +3 enchantment modifier, Craft DC 23; up to a +5 enchantment modifier, Craft DC 25; up to a +10 enchantment modifier, Craft DC 30.

Enchant Rod

Prerequisites: Caster Level 9th.

To create an enchanted rod, a character needs a suitable workspace and a supply of materials, the most obvious being a rod or the pieces of the rod to be assembled. The cost for the materials is subsumed in the cost for creating the rod. Rod costs are difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the rod prices in the rod descriptions as a guideline. Creating a rod costs half the market value listed.

If spells are involved in the prerequisites for making the rod, the creator must have prepared the spells to be cast (or must know the spells, in the case of a saint, sorcerer, or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the rod triggers the prepared spells, making them unavailable for casting during each day of the rod's creation. (That is, those spell slots are expended from their currently prepared spells, just as if they had been cast.)

Creating some rods may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting Time: 1 day per 1,000 gp value of the rod's base price.

Craft DCs: For rods with a base cost of 50,000 gp or less, Craft DC 25; a base cost 50,001-200,000 gp, Craft DC 30.

Enchant Scroll

Prerequisites: Caster Level 1st.

To create an enchanted scroll, a character needs a suitable workspace and a supply of choice writing materials, the cost of which is subsumed in the cost for scribing the scroll.

All writing implements and materials used to scribe a scroll must be fresh and unused. A character must pay the full cost for scribing each spell scroll no matter how many times they have previously scribed the same spell.

The creator must have prepared the spell to be scribed (or must know the spell, in the case of a saint, sorcerer, or bard) and must provide any material component or focus the spell requires. If casting the spell would reduce the caster's XP total, they pay the cost upon beginning the scroll in addition to the XP cost for making the scroll itself. Likewise, a material component is consumed when the creator begins writing, but a focus is not. (A focus used in scribing a scroll can be reused.) The act of writing triggers the prepared spell, making it unavailable for casting until the character has rested and regained spells. (That is, those spell points are expended from their currently prepared spells, just as if it had been cast.)

Crafting Time: 1 day per 1,000 gp value of the scroll's base price.

Craft DCs: Like potions in terms of being one-shot items, scrolls start at a base Craft DC of 15 rather than the typical DC 20 for charged and permanent magic items; for scrolls containing only 1st-3rd level spells, Craft DC 18; for scrolls containing only 5th-level spells and lower, Craft DC 20; for scrolls containing 6th-level spells or higher, Craft DC 25.

Enchant Staff

Prerequisites: Caster Level 10th.

To create an enchanted staff, a character needs an appropriate workspace and a supply of materials, the most obvious being a staff or the pieces of the staff to be assembled.

The cost for the materials is subsumed in the cost for creating the staff—375 gp x the level of the highest-level spell x the level of the caster, plus 75% of the value of the next most costly ability (281.25 gp x the level of the spell x the level of the caster), plus one-half of the value of any other abilities (187.5 gp x the level of the spell x the level of the caster). Staffs are always fully charged (50 charges) when created.

If desired, a spell can be placed into the staff at only half the normal cost, but then activating that particular spell costs 2 charges from the staff. The caster level of all spells in a staff must be the same, and no staff can have a caster level of less than 8th, even if all the spells in the staff are low-level spells.

The creator must have prepared the spells to be stored (or must know the spell, in the case of a saint, sorcerer, or bard) and must provide any focus the spells require as well as material and XP component costs sufficient to activate the spell a maximum number of times (50 divided by the number of charges one use of the spell expends). This is in addition to the XP cost for making the staff itself. Material components are consumed when the creator begins working, but focuses are not. (A focus used in creating a staff can be reused.) The act of working on the staff triggers the prepared spells, making them unavailable for casting during each day of the staff's creation. (That is, those spell points are expended from their currently prepared spells, just as if they had been cast.) Creating a few staffs may entail other prerequisites beyond spellcasting. See the individual descriptions for details.

Crafting Time: 1 day per 1,000 gp value of the staff's base price.

Craft DCs: For staffs containing only 5th-level spells or less, Craft DC 25 is required; for staffs containing 6th-level spells or higher, Craft DC 30 is required.

Enchant Wand

Prerequisites: Caster Level 5th.

To enchant a wand, a character needs an appropriate workspace and a small supply of materials, the most obvious being a baton or the pieces of the wand to be assembled. The cost for the materials is subsumed in the cost for creating the wand—375 gp x the level of the spell x the level of the caster. Wands are always fully charged (50 charges) when created.

The creator must have prepared the spell to be stored (or must know the spell, in the case of a saint, sorcerer, or bard) and must provide any focuses the spell requires. Fifty of each needed material component are required, one for each charge. If casting the spell would reduce the caster's XP total, they pay the cost (multiplied by 50) upon beginning the wand in addition to the XP cost for making the wand itself. Likewise, material

components are consumed when the creator begins working, but focuses are not. (A focus used in creating a wand can be reused.) The act of working on the wand triggers the prepared spell, making it unavailable for casting during each day devoted to the wand's creation. That is, those spell points are expended from their currently prepared spells, just as if it had been cast.

Crafting Time: 1 day per 1,000 gp value of the wand's base price.

Craft DCs: For wands containing 1st-3rd level spells, Craft DC is 23; for wands containing 4th-level spells, Craft DC is 25.

Enchant Wondrous Item

Prerequisites: Caster Level 3rd.

To enchant a wondrous item, a character usually needs some sort of equipment or tools to work on the item. They also need a supply of materials, the most obvious being the item itself or the pieces of the item to be assembled. The cost for the materials is subsumed in the cost for creating the item. Wondrous item costs can be difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the item prices in the item descriptions as a guideline. In particular, take into consideration the "affinity" the wondrous item would have for a particular location on the user's body when considering whether or not the item would occupy an "uncustomary" location on the body (see Table: Body Slot Affinities, above). Creating an item costs half the market value listed.

If spells are involved in the prerequisites for making the item, the creator must have prepared the spells to be cast (or must know the spells, in the case of a saint, sorcerer, or bard) but need not provide any material components or focuses the spells require, nor are any XP costs inherent in a prerequisite spell incurred in the creation of the item. The act of working on the item triggers the prepared spells, making them unavailable for casting during each day of the item's creation. (That is, those spell slots are expended from their currently prepared spells, just as if they had been cast.) Creating some items may entail other prerequisites beyond or other than spellcasting. See the individual descriptions for details.

Crafting Time: 1 day per 1,000 gp value of the wondrous item's base price.

Craft DCs: For wondrous items containing only 1st-3rd level spells, Craft DC is 23; for wondrous items containing 4th-5th level spells, Craft DC is 25; for wondrous items containing spells 6th-level or higher, Craft DC is 30.

Imbue Arms & Armor

Prerequisites: Manifester level 5th.

To create imbued arms or armor, a character needs a workshop (i.e., a table with some crystal, iron, and/or leatherworking tools). They also need a supply of materials, the most obvious being the pieces of the arms or armor to be assembled. Arms or armor to be imbued must be mastercrafted, and the mastercraft cost is added to the base price to determine final market value. Additional special supply costs for the materials are subsumed in the cost for imbuing the arms or armor—half the base price of the item.

Imbuing arms or armor has a special prerequisite: The creator's manifestor level must be at least three times the enhancement bonus of the weapon, armor, or shield. If an item has both an enhancement bonus and a special ability, the higher of the two manifestor level requirements must be met. The enhancement bonus of an imbued weapon, armor, or shield is the bonus modifier it gives (maximum +5 for non-artifacts); in the case of weapons, the bonus to hit and damage, and in the case of armor and shields, the bonus to AC.

Most special abilities available for arms and armor have an enchantment modifier that is added to the item's enhancement bonus (maximum total special ability enchantment modifier of +5), giving a total enchantment modifier of +1 to +10 for that item, ranging in possibilities from a simple +1 weapon to a +5 coup de grace weapon. However, some special abilities have a fixed monetary cost instead of an enchantment modifier; a creator can add as many of these as they wish, with the monetary cost increasing the base price (and therefore the special supplies cost and the XP cost) of the item accordingly.

Imbued arms, armor, and shields must have at least a +1 enhancement bonus to have any of the enchanted abilities listed on Table: Weapon Special Abilities, Table: Armor Special Abilities, and Table: Shield Special Abilities, respectively.

If powers are involved in the prerequisites for imbuing the arms or armor, the creator must know the power(s), and must pay any XP costs required for the powers. The act of working on the weapon, armor, or shield triggers the use of the power, making those power points unavailable for the duration of each day of the item's

creation. Creating some arms or armor may entail other prerequisites beyond or other than manifesting powers. See the individual descriptions for details.

Base Cost: Weapons; (Total Enchantment Modifier [Enhancement Modifier plus Special Ability Modifiers, if any])² x 2,000 gp. Armor and Shields; (Total Enchantment Modifier)² x 1,000 gp. Some special abilities have a fixed monetary cost that adds to the base price of the item.

Item Being Imbued	Up to +3 Enchantment	+4 or +5 Enchantment	+6 to +10 Enchantment
Simple Weapon	Craft DC 15	Craft DC 17	Craft DC 22
Martial Weapon	Craft DC 18	Craft DC 20	Craft DC 25
Exotic Weapon	Craft DC 21	Craft DC 23	Craft DC 28
Longbow / Shortbow	Craft DC 15	Craft DC 17	Craft DC 22
Composite Bow	Craft DC 18	Craft DC 20	Craft DC 25
Composite Bow w/ Str. Modifier	Craft DC 18 + (2*mod.)	Craft DC 20 + (2*mod.)	Craft DC 25 + (2*mod.)
Armor / Shield	Craft DC 13 + AC mod.	Craft DC 15 + AC mod.	Craft DC 20 + AC mod.

Crafting Time: Imbuing a weapon, armor, or shield requires one day for each 1,000 gp value of the base price.

Craft DCs: See above; weapons require Craft (weaponsmithing), bows require Craft (bowmaking), armors require Craft (armorsmithing), and shields require Craft (armorsmithing).

Imbue Cognizance Crystal

Prerequisites: Manifester Level 3rd.

To imbue a cognizance crystal, a character needs a suitable workspace and supplies (usually just the crystal to be imbued). Cognizance crystals are singular in their purpose; to store power points for the manifestation of psionic powers. Cognizance crystals range from power points sufficient to manifest a 1st-level power (i.e., 1 power point) to ones sufficient to manifest a 9th-level power (i.e., 17 power points).

The base price to imbue a cognizance crystal is equal to 1,000 gp x the power level (1st-9th level) squared, ranging from 1,000 gp for a 1st-level cognizance crystal to 81,000 gp for a 9th-level cognizance crystal.

Crafting Time: 1 day per 1,000 gp base price of the cognizance crystal.

Craft DCs: For cognizance crystals containing 5 power points or less, Craft DC is 23; for cognizance crystals containing 6-10 power points, Craft DC is 25; for cognizance crystals containing 11 or more power points, Craft DC is 30.

Imbue Construct

Prerequisites: Imbue Arms & Armor, Imbue Universal Item.

To create an imbued construct, the creator needs a workshop of appropriate size to accommodate the completed construct. They also need a supply of materials, the most obvious being the pieces of the body of the construct to be assembled.

The cost to create given for each predesigned construct listed in the DxD20 Foe Folio includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the construct. Creating a construct is essentially the same as creating any sort of psionic item. However, a construct's body includes costly material components that may require some extra preparation. The construct's creator can assemble the body or hire someone else to do the job. The builder must have the appropriate skill, which varies with the construct variety.

Completing the construct's creation drains the appropriate XP from the creator and requires manifesting any powers on the final day. The creator must manifest the powers personally, but they can come from outside sources, such as power stones.

For designing one's own constructs, the cost for the initial materials composing the body of the construct is 500 gp per HD of the construct. The base price of the construct is 2,000 gp x (half the required manifest level, rounded up) squared. The cost for special supplies is ½ the base price of the construct.

Crafting Time: 1 day per 1,000 gp value of the construct's base price.

Craft DCs: Craft DCs: **Animated Constructs** up to Large size Craft DC 25, Huge size to Colossal size Craft DC 30;

Golems (see description in DxD20 Fiend Folio for construction costs and Craft DCs); **Homunculus** (Mechanical)

Craft DC 25; **Psi-Killer** Craft DC 30; **Shield Guardian** Craft DC 30.

Imbue Dorje

Prerequisites: Manifester Level 5th.

To imbue a dorje, a character needs an appropriate workspace and a small supply of materials, the most obvious being a crystal baton or the crystal pieces of the dorje to be assembled. The cost for the materials is subsumed in the cost for creating the dorje—375 gp x the level of the spell x the level of the caster. Dorjes are always fully charged (50 charges) when created.

The creator must know the power; if manifesting the power would reduce the caster's XP total, they pay the cost (multiplied by 50) upon beginning the dorje in addition to the XP cost for making the dorje itself. The act of working on the dorje is considered an activation of the required power(s), making those power points unavailable for manifesting during each day devoted to the dorje's creation. That is, those power points are expended from their daily power point pool, because the power has been manifested.

Crafting Time: 1 day per 1,000 gp value of the dorje's base price.

Craft DCs: For dorjes containing 1st-3rd level powers, Craft DC is 23; for dorjes containing 4th-level powers, Craft DC is 25.

Imbue Power Stone

Prerequisites: Manifester Level 1st.

To create an imbued power stone, a character needs a suitable workspace and a supply of fine etching materials, the cost of which is subsumed in the cost for imbuing the power stone.

All etching implements and materials used to imbue a power stone must be fresh and unused. A character must pay the full cost for imbuing each power stone no matter how many times they may have previously imbued the same power.

The creator must know the power; if manifesting the power would reduce the caster's XP total, they pay the cost upon beginning the power stone in addition to the XP cost for imbuing the stone itself. The act of etching triggers the power, expending its power points until the character has rested and replenished their power point pool. That is, those power points are expended from their daily power point pool, because the power has been manifested.

Crafting Time: 1 day per 1,000 gp value of the power stone's base price.

Craft DCs: Like enchanted scrolls for being one-shot items, power stones start at a base Craft DC of 15 rather than the typical DC 20 for charged and permanent psionic items; for power stones containing only 1st-3rd level powers, Craft DC 18; for power stones containing only 4th- or 5th-level powers, Craft DC 20; for power stones containing 6th-level powers or higher, Craft DC 25.

Imbue Psicrown

Prerequisites: Manifester Level 10th.

To imbue a psicrown, a character needs an appropriate workspace and a supply of materials, the most obvious being the pieces of the crown to be assembled. Unlike other items, psicrowns are always visually-striking pieces of art composed of crystal (minimum item cost of 1,000 gp for lesser psicrowns containing only 5th-level powers and lower, 10,000 gp for greater psicrowns containing 6th-level or higher powers).

The cost for the materials is subsumed in the cost for creating the psicrown—1,000 gp + (375 gp x the level of the highest-level power x the level of the manifestor), plus 75% of the value of the next most costly ability (281.25 gp x the level of the power x the level of the manifestor), plus one-half of the value of any other abilities (187.5 gp x the level of the power x the level of the manifestor). Psicrowns are always fully charged (50 power points x the level of the manifestor) when created. Alternatively, if you want to have a higher manifestor level in the psicrown, you must pay for the psicrown as if the highest-level power is one level higher for each additional two manifestor levels you want.

The creator must know the powers; if the power has any XP component costs, they must also be paid sufficient to activate the power a maximum number of times (50 times the manifestor level divided by the number of power points one use of the power expends). This is in addition to the XP cost for making the psicrown itself. The act of working on the psicrown triggers the psionic powers, making those unavailable for manifesting during each day of the psicrown's creation. That is, those power points are expended from their daily power point pool, because the power has been manifested.

Crafting Time: 1 day per 1,000 gp value of the psicrown's base price.

Craft DCs: For psicrowns containing only 5th-level powers or less, Craft DC 25 is required; for psicrowns containing 6th-level powers or higher, Craft DC 30 is required.

Imbue Ring

Prerequisites: Manifester Level 10th.

To create an imbued ring, a character needs a workspace (one with a crystal-working tools) and a supply of materials, the most obvious being a ring or the pieces of the ring to be assembled. The cost for the materials is subsumed in the cost for creating the ring.

Ring costs can be difficult to formulate if the ring in question has multiple or unusual powers. Generally speaking, the effective enchantment modifier is equal to the power level of the highest-level power required to imbue the ring. For example, a ring with a +3 enchantment modifier will have up to 3 power levels of psionic powers in total; perhaps offering one 3rd-level power 1/day, or a 2nd- and a 1st-level power each 1/day, or three 1st-level powers 1/day or one 1st-level power 3/day.

A ring with a +5 enchantment modifier would have up to 5 power levels of psionic powers in total; one 5th-level power 1/day, or any reasonable lesser combination totaling 5 power levels.

The most powerful rings would have a +10 enchantment modifier and offer up to 10 power levels of psionic powers in total, so perhaps one 8th- or 9th-level power 1/day, or one 6th- or 7th-level power 2/day, or one 5th-level power continuously, or any reasonable combination therein. Refer to Table: Estimating Magic Item Gold Piece Values above and use the ring prices in the ring descriptions as a guideline. Imbuing a ring generally costs half the ring's market price.

Rings that duplicate powers with XP components add in the value of 50 x the power's XP component cost. The act of working on the ring triggers the psionic powers, making their power points unavailable for manifesting during each day of the ring's creation. That is, those power points are expended from their daily power point pool, because they have been manifested. Creating some rings may entail other prerequisites beyond or other than manifesting. See the individual descriptions for details.

Crafting Time: 1 day per 1,000 gp value of the ring's base price.

Craft DCs: Up to a +3 enchantment modifier, Craft DC 23; up to a +5 enchantment modifier, Craft DC 25; up to a +10 enchantment modifier, Craft DC 30.

Imbue Tattoo

Prerequisites: Manifester Level 3rd.

The creator of an imbued tattoo needs a workspace (i.e., a patch of uncovered skin free of hair or fur, a stable working surface and a few containers in which to mix dyes, as well as a quill or stylus to apply the ink) and ingredients. The costs for materials and ingredients are subsumed in the cost for concocting the tattoo ink—25 gp x the level of the power x the level of the manifestor.

All ingredients and materials used to ink an imbued tattoo must be fresh and unused. The character must pay the full cost for inking each tattoo. (Economies of scale do not apply.)

The bearer of the tattoo is both the caster and the target. Powers with a range of personal can be made into imbued tattoos, but they cost double the price of a standard imbued tattoo.

The creator must know the power; if manifesting the power would reduce the caster's XP total, they pay the XP cost upon beginning the tattoo in addition to the XP cost for imbuing the tattoo itself. The act of tattooing triggers the power, making those power points unavailable for manifesting until the character has rested and replenished their power point pool. That is, those power points are expended from their current pool of power points, because the power has been manifested.

Crafting Time: Inking an imbued tattoo requires one day.

Craft DC: All tattoos require a DC 18 Craft (visual arts) check.

Imbue Universal Item

Prerequisites: Manifester Level 3rd.

To imbue a universal item, a character usually needs some sort of equipment or tools to work on the item. They also need a supply of materials, the most obvious being the item itself or the pieces of the item to be

assembled. The cost for the materials is subsumed in the cost for creating the item. Universal item costs can be difficult to formularize. Refer to Table: Estimating Magic Item Gold Piece Values and use the item prices in the item descriptions as a guideline.

Take into consideration the “affinity” the universal item would have for a particular location on the user’s body when considering whether or not the item would occupy an “uncustomary” location on the body (see Table: Body Slot Affinities, above). Creating an item costs half the market value listed.

If powers are involved in the prerequisites for making the item, the creator must know the powers, but need not provide any XP costs inherent in a prerequisite power incurred in the creation of the item. The act of working on the item triggers the necessary powers, making those power points unavailable for manifesting during each day of the item’s creation. That is, those power points are expended from their daily power point pool, because they have been manifested. Creating some items may entail other prerequisites beyond or other than manifesting. See the individual descriptions for details.

Crafting Time: 1 day per 1,000 gp value of the universal item’s base price.

Craft DCs: For universal items containing only 1st-3rd level powers, Craft DC is 23; for universal items containing 4th-5th level powers, Craft DC is 25; for universal items containing powers 6th-level or higher, Craft DC is 30.

Calculating Market Values for Enchanted and Imbued Items Using Purchase DCs

If you (as the GM) and/or your players prefer, you can use a simplified market value calculator given here, based on Purchase DCs rather than specific item calculations. For this calculator, the base Purchase DC given for each type of item is the cost for a +1 enchantment modifier, which represents a +1 enhancement bonus or a +1 equivalent special ability, such as a 1st-level spell or power manifested at 1st level of ability. Most items have special modifiers for the special supplies cost and/or the base XP cost to build the item.

Enchanted / Imbued Item	Base Purchase DC for +1 Enchantment Mod.	Special Modifiers
Armor / Shield	34 (1,200 gp)	--
Weapon	36 (2,000 gp)	+2 Supplies Cost DC, x2 Base XP Cost
Cognizance Crystal	34 (1,200 gp)	max +9 enchantment
Construct	varies (see Foe Folio)	--
Dorje / Wand	32 (650 gp)	¾ Base XP / Supplies Cost, max +4 enchantment for wands
Potion / Tattoo	20 (20 gp)	1/50 th Base XP / Supplies Cost, max +3 enchantment
Power Stone / Scroll	23 (50 gp)	1/20 th Base XP / Supplies Cost, max +9 enchantment
Pscrown / Staff	35 (1,500 gp)	+1 Supplies Cost DC, x1.5 Base XP Cost
Ring	36 (2,000 gp)	+2 Supplies Cost DC, x2 Base XP Cost
Rod	35 (1,500 gp)	+1 Supplies Cost DC, x1.5 Base XP Cost
Universal / Wondrous Item	36 (2,000 gp)	+2 Supplies Cost DC, x2 Base XP Cost

Enchantment Modifier	Spell / Power Lvl	Max Caster / Manifester Lvl	Base Price Multiplier	Purchase DC Mod.	Supplies Cost DC (gp)	Base XP Cost
+1	1 st	2 nd	x1	--	31 (500 gp)	50 XP
+2	2 nd	4 th	x4	+4	35 (1,500 gp)	200 XP
+3	3 rd	6 th	x9	+8	39 (5,000 gp)	500 XP
+4	4 th	8 th	x16	+12	42 (12,000 gp)	1,000 XP
+5	5 th	10 th	x25	+16	45 (27,500 gp)	1,500 XP
+6	6 th	12 th	x36	+18	46 (35,000 gp)	2,000 XP
+7	7 th	14 th	x49	+20	47 (50,000 gp)	2,500 XP
+8	8 th	16 th	x64	+22	48 (65,000 gp)	3,000 XP
+9	9 th	18 th	x81	+24	49 (90,000 gp)	4,000 XP
+10	9 th +	20 th	x100	+25	50 (120,000 gp)	5,000 XP

Additional Item Costs

Increase caster / manifestor level of item by +2 (max. 20th)

Spell to be enchanted into item has costly material component

Changes to Cost or Value of Item

Add +1 Purchase DC per +2 level increase

Add purchase cost of component x50

Spell or power to be enchanted / imbued into item has an XP cost
More than 1 spell or power at the highest spell / power level of item

Add XP cost to manifest spell / power x50
Add +1 to Enchantment Modifier

Creating Intelligent Items

It is possible to enchant or imbue an item with an ego, an independent free-willed intelligence with its own sentience and agenda. These items think and feel the same way characters do and should be treated as NPCs. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Only permanently enchanted or imbued items (as opposed to single-use items or those with charges) can be intelligent. (This means that dorjes, potions, power stones, scrolls, tattoos, and wands, among other items, are never intelligent.) In general, less than 1% of magic items have intelligence.

Intelligent items can actually be considered creatures because they have Intelligence, Wisdom, and Charisma scores. Treat them as constructs. Intelligent items often have the ability to illuminate their surroundings at will (as magic weapons do); many cannot see otherwise. Intelligent items can activate their own powers without waiting for a command word from their owner. Intelligent items act during their owner's turn in the initiative order.

Intelligent Item Personas

Like other creatures, intelligent items have their own ethos, a combination of the nature of their existence and their experiences since being created. Weapons, armors, and shields might tend to seek battle-oriented solutions, while utility items might try to make themselves useful. Almost always, an intelligent item has the same alignment, if not also the same allegiances, as its creator (in cases where a being's psyche is contained within an intelligent weapon, the original being's alignment and/or allegiances remain). If you're generating a random intelligent weapon (see below), that weapon's alignment must fit with any alignment-oriented special abilities it has.

Any character whose alignment does not correspond to that of the item (except as noted by the asterisks on the table) gains one negative level if they so much as pick up the item. Although this negative level never results in actual level loss, it remains as long as the item is in hand and cannot be overcome in any way (including *restoration* spells). This negative level is cumulative with any other penalties the item might already place on inappropriate wielders. Items with Ego scores (see below) of 20 to 29 bestow two negative levels. Items with Ego scores of 30 or higher bestow three negative levels.

Table: Intelligent Item Alignment

d% (d20)	Alignment of Item
01–05 (1)	Chaotic good, “the rebel”
06–15 (2-3)	Chaotic neutral*, “the free spirit”
16–20 (4)	Chaotic evil, “the destroyer”
21–25 (5)	Neutral evil*, “the malefactor”
26–30 (6)	Lawful evil, “the dominator”
31–55 (7-11)	Lawful good, “the crusader”
56–60 (12)	Lawful neutral*, “the judge”
61–80 (13-16)	Neutral good*, “the benefactor”
81–100 (17-20)	Neutral, “the balance”
* The item can also be used by any character whose alignment corresponds to the nonneutral portion of the item's alignment.	

What is Item Ego?

Item Ego is a measure of the total power and force of personality that an item possesses, measured in Ego Points. Only after all aspects of an item have been generated can its Ego score be calculated. An item's Ego score helps determine whether the item or the character is dominant in their relationship, as detailed below.

Item Ego	
Attribute of Item	Ego Points
Each +1 of item's enhancement bonus	1
Each +1 of bonus for special abilities	1
Each lesser power	1
Each greater power	2
Special purpose (and dedicated power)	4
Telepathic ability	1
Read languages ability	1
<i>Read magic</i> ability	1
Each +1 of Intelligence bonus	1
Each +1 of Wisdom bonus	1
Each +1 of Charisma bonus	1

An intelligent item, with its own ego, is effectively an NPC, a character that needs to be managed by the GM. For this reason, weigh carefully whether you want to allow an intelligent item into your scenario.

Personality Conflict: When an Intelligent Item Opposes Its Owner

When an item has an Ego of its own, it has a will of its own. The item is, of course, true to its alignment. If the character who possesses the item is not true to that alignment's goals or the item's special purpose, personality conflict—item against owner—results. Any item with an Ego score of 20 or higher always considers itself superior to any owner, and a personality conflict results if the possessor does not always agree with the item.

When a personality conflict occurs, the possessor must make a Will saving throw (DC = item's Ego). If the possessor succeeds, they remain dominant. If they fail, then the item becomes dominant. Dominance lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the item or the character, and so on). Should an item gain dominance, it resists the character's desires (such as activating its powers) and demands concessions such as any of the following:

- Removal of associates or items whose alignment or personality is distasteful to the item.
- The character divesting herself of all other magic items or items of a certain type.
- Obedience from the character so the item can direct where they go for its own purposes.
- Immediate seeking out and slaying of creatures hateful to the item.
- Magical protections and devices to protect the item from molestation when it is not in use.
- That the character carries the item with her on all occasions.

- That the character relinquishes the item to a more suitable possessor due to alignment differences or conduct.

In extreme circumstances, the item can resort to even harsher measures, such as the following acts:

- Force its possessor into combat.
- Refuse to strike opponents.
- Strike at its wielder or her associates.
- Force its possessor to surrender to an opponent.
- Cause itself to drop from the character's grasp.

Naturally, such actions are unlikely when harmony reigns between the character's and item's alignments or when their purposes and personalities are well matched. Even so, an item might wish to have a lesser character possess it to easily establish and maintain dominance over them, or a higher-level possessor to better accomplish its goals.

All enchanted and imbued items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they are of the same alignment. No intelligent item wants to share its wielder with others. An intelligent item is aware of the presence of any other intelligent item within 60 feet, and most intelligent items try their best to mislead or distract their host so that she ignores or destroys the rival. Of course, alignment might change this sort of behavior.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though they may never successfully control their possessors. They may be powerless to force their demands but remain undaunted and continue to air their wishes and demands.

Table: Item Intelligence, Wisdom, Charisma, and Capabilities

d%	Mental Ability Scores	Communication	Capabilities	Senses	Base Price Modifier
01–34	Two at 12, one at 10	Empathy ¹	One lesser power	30 ft. vision and hearing	+1,000 gp
35–59	Two at 13, one at 10	Empathy ¹	Two lesser powers	60 ft. vision and hearing	+2,000 gp
60–79	Two at 14, one at 10	Speech ²	Two lesser powers	120 ft. vision and hearing	+4,000 gp
80–91	Two at 15, one at 10	Speech ²	Three lesser powers	60 ft. darkvision and hearing	+5,000 gp
92–97	Two at 16, one at 10	Speech ^{2,3}	Three lesser powers	60 ft. darkvision and hearing	+6,000 gp
98	Two at 17, one at 10	Speech ² , telepathy ^{3,4}	Three lesser powers and one greater power ⁶	120 ft. darkvision and hearing	+9,000 gp
99	Two at 18, one at 10	Speech ² , telepathy ^{4,5}	Three lesser powers and two greater powers ⁶	120 ft. darkvision, blindsense, and hearing	+12,000 gp
100	Two at 19, one at 10	Speech ² , telepathy ^{4,5}	Four lesser powers and three greater powers ⁶	120 ft. darkvision, blindsense, and hearing	+15,000 gp

1 The possessor feels urges and sometimes emotions from the item that encourage or discourage certain courses of action.

2 Like a character, an intelligent item speaks Common plus one language per point of Intelligence bonus. It can communicate telepathically with the wielder. Choose appropriate languages, taking into account the item's origin and purposes.

3 The item can also read any languages it can speak.

4 The item can use either communication mode at will, with language use as any speaking item. It can communicate telepathically with the wielder.

5 The item can read all languages as well as use *read magic*.

6 The intelligent item can have a special purpose (and corresponding dedicated power) rather than a greater power, if appropriate.

Intelligent Item Powers

The table above determines how many lesser and greater powers an intelligent item has. To find the item's specific powers, choose or roll on the appropriate tables below.

Intelligent Item Lesser Powers

d%	Lesser Power	Base Price Modifier
01–05	Item can <i>bless</i> its allies 3/day	+1,000 gp
06–10	Item can use <i>faerie fire</i> 3/day	+1,100 gp
11–13	Item can cast <i>minor image</i> 1/day	+2,200 gp
14–20	Item has <i>deathwatch</i> continually active	+2,700 gp
21–25	Item can use <i>detect magic & psionics</i> at will	+3,600 gp
26–31	Item has 10 ranks in Intimidate	+5,000 gp
32–33	Item has 10 ranks in Decipher Script	+5,000 gp
34–36	Item has 10 ranks in Knowledge (choose category)	+5,000 gp
37–40	Item has 10 ranks in Search	+5,000 gp
41–45	Item has 10 ranks in Spot	+5,000 gp
46–50	Item has 10 ranks in Listen	+5,000 gp
51–54	Item has 10 ranks in Spellcraft	+5,000 gp
55–60	Item has 10 ranks in Sense Motive	+5,000 gp
61–66	Item has 10 ranks in Bluff	+5,000 gp
67–72	Item has 10 ranks in Diplomacy	+5,000 gp
73–77	Item can cast <i>major image</i> 1/day	+5,400 gp
78–80	Item can cast <i>darkness</i> 3/day	+6,500 gp
81–83	Item can use <i>hold person</i> on an enemy 3/day	+6,500 gp
84–86	Item can activate <i>zone of truth</i> 3/day	+6,500 gp
87–89	Item can use <i>daze monster</i> 3/day	+6,500 gp
90–95	Item can use <i>locate object</i> 3/day	+6,500 gp
96–100	Item can use <i>cure moderate wounds</i> (2d8+3) on wielder 3/day	+6,500 gp

All powers function at the direction of the item, although intelligent items typically follow the wishes of their owner. Activating a power or concentrating on an active one is a standard action the item takes. Unless otherwise noted, all powers are manifested at a level equal to twice the spell level or power level of the spell or power in question.

The lesser and greater powers given here are based on an Arcane / Divine Level 1 scenario; if your scenario is not Arcane Level 1 and/or Divine Level 1, you will likely need to modify the powers offered accordingly. If you are instead offering a Psionic Level 1 or higher scenario, then you will likely need to exchange the arcane or divine powers given here for equivalent psionic powers. Lesser powers are either inoffensive 1st-3rd level spells or powers, or 10 ranks in an appropriate skill, which is to say, no skills that have a physical attribute modifier. Greater powers are typically 3rd-4th spell / power level. Both lesser and greater powers are typically either utility or defensive in nature, with a few having potential combat applications (such as *hold person* or *wall of fire*).

If the scenario combines options for enchanting and imbuing an item, and the item's creator can both enchant and imbue items (for example, the character possesses both the Enchant Arms & Armor feat and the Imbue Arms & Armor feat, or they possess both the Enchant Wondrous Item and Imbue Universal Item feats), then they may mix and match arcane / divine and psionic powers in their item. This option is only available for intelligent items; otherwise, items are either enchanted or imbued, never both.

Intelligent Item Greater Powers

d%	Greater Power	Base Price Modifier
01–06	Item can detect opposing alignment at will	+7,200 gp
07–10	Item can <i>detect undead</i> at will	+7,200 gp
11–13	Item can <i>cause fear</i> in an enemy at will	+7,200 gp
14–18	Item can use <i>dimensional anchor</i> on a foe 1/day	+10,000 gp
19–23	Item can use <i>dismissal</i> on a foe 1/day	+10,000 gp
24–28	Item can use <i>lesser globe of invulnerability</i> 1/day	+10,000 gp
29–33	Item can use <i>arcane eye</i> 1/day	+10,000 gp
34–37	Item has continuous <i>detect scrying</i> effect	+10,000 gp
38–41	Item creates <i>wall of fire</i> in a ring with the wielder at the center 1/day	+10,000 gp
42–45	Item can use <i>quench</i> on fires 3/day	+16,000 gp
46–50	Item has <i>status</i> effect, usable at will	+11,000 gp
51–54	Item can use <i>gust of wind</i> 3/day	+11,000 gp
55–59	Item can use <i>clairvoyance</i> 3/day	+16,000 gp
60–64	Item can create <i>magic circle</i> against opposing alignment at will	+16,000 gp
65–68	Item can use <i>haste</i> on its owner 3/day	+16,000 gp
69–73	Item can create <i>daylight</i> 3/day	+16,000 gp
74–76	Item can create <i>deeper darkness</i> 3/day	+16,000 gp
77–80	Item can use <i>invisibility purge</i> (30 ft. range) 3/day	+16,000 gp
81–85	Item can use <i>slow</i> on its enemies 3/day	+16,000 gp
86–91	Item can <i>locate creature</i> 3/day	+30,000 gp
91–97	Item can use <i>fear</i> against foes 3/day	+30,000 gp
98–100	Item can use <i>detect thoughts</i> at will	+44,000 gp

Special Purpose Items

Many intelligent items are constructed with a specific purpose in mind. An item's purpose must suit the type and alignment of the item and should always be treated reasonably. A purpose of "defeat/slay arcane spellcasters" doesn't mean that the sword forces the wielder to kill every wizard she sees. Nor does it mean that the sword believes it is possible to kill every wizard, sorcerer, and bard in the world. It does mean that the item hates arcane spellcasters and wants to bring the local wizard's cabal to ruin, as well as end the rule of a sorceress-queen in a nearby land. Likewise, a purpose of "defend elves" doesn't mean that if the wielder is an elf, he only wants to help himself. It means that the item wants to be used in furthering the cause of elves, stamping out their enemies and aiding their leaders. A purpose of "defeat/slay all" isn't just a matter of self-preservation. It means that the item won't rest (or let its wielder rest) until it places itself above all others.

The Dedicated Power of Special Purpose Items

A dedicated power operates only when an intelligent item is in pursuit of its special purpose. This determination is always made by the item. It should always be easy and straightforward to see how the ends justify the means. Unlike its other powers, an intelligent item can refuse to use its dedicated power even if the owner is dominant (see Items against Characters, above). However, an item will almost never refuse to use its dedicated power if its special purpose is being fulfilled.

An intelligent item's dedicated power is almost always an offensive spell or power of 4th-level or higher. Unless otherwise noted, a dedicated power is capable of being activated whenever the item is being used in pursuit of its special purpose. Like the lesser and greater powers, the dedicated powers given below are based on an Arcane / Divine Level 1 or, in the case of higher-than-5th-level spells, an Arcane / Divine Level 5 scenario.

Intelligent Item Special Purpose

d% (d20)	Purpose
01–20 (1-4)	Defeat/slay diametrically opposed alignment*
21–30 (5-6)	Defeat/slay spellcasters (choose arcane or divine; including those with spell-like abilities)
31–40 (7-8)	Defeat/slay psionic manifesters (including those with psi-like abilities)
41–50 (9-10)	Defeat/slay nonspellcasters
51–55 (11)	Defeat/slay a particular creature type (see the bane special ability for choices)
56–60 (12)	Defeat/slay a particular race or kind of creature
61–70 (13-14)	Defend a particular race or kind of creature
71–80 (15-16)	Defeat/slay the servants of a specific deity / organization
81–90 (17-18)	Defend the servants and interests of a specific deity / organization
91–95 (19)	Defeat/slay all (other than the item and the wielder)
96–100 (20)	Choose one

* The purpose of the neutral (N) version of this item is to preserve the balance by defeating/slaying powerful beings of the extreme alignments (LG, LE, CG, CE).

Special Purpose Item Dedicated Powers

d%	Dedicated Power	Base Price Modifier
01–06	Item can use <i>ice storm</i>	+50,000 gp
07–12	Item can use <i>confusion</i>	+50,000 gp
13–17	Item can use <i>phantasmal killer</i>	+50,000 gp
18–24	Item can use <i>crushing despair</i>	+50,000 gp
25–31	Item can use <i>dimension door</i> on itself and wielder	+50,000 gp
32–36	Item can use <i>contagion</i> (heightened to 4th level) as touch attack	+56,000 gp
37–43	Item can use <i>poison</i> (heightened to 4th level) as touch attack	+56,000 gp
44–50	Item can use <i>rusting grasp</i> as touch attack	+56,000 gp
51–56	Item can cast 10d6 <i>lightning bolt</i>	+60,000 gp
57–62	Item can cast 10d6 <i>fireball</i>	+60,000 gp
63–68	Wielder gets +2 luck bonus on attacks, saves, and checks	+80,000 gp
69–74	Item can use <i>mass inflict light wounds</i>	+81,000 gp
75–81	Item can use <i>song of discord</i>	+81,000 gp
82–87	Item can use <i>prying eyes</i>	+81,000 gp
88–92	Item can cast 15d6 <i>greater shout</i> 3/day	+130,000 gp
93–98	Item can use <i>waves of exhaustion</i>	+164,000 gp
99–100	Item can use <i>true resurrection</i> on wielder, once per month	+200,000 gp

Remember, all additions to the base price of the item also increase the amount of the special supplies required to build the item (50% of the base price), as well as the XP cost to create the item (5% of the base price).

Enchanted and Imbued Item Descriptions

Each general type of item (armor & shields, arms, cognizance crystals, dorjes, potions, power stones, psicrowns, rings, rods, scrolls, staffs, tattoos, wands, universal items, and wondrous items) gets an overall description, followed by descriptions of specific items.

General descriptions include notes on activation, random generation, and other material. The AC, hardness, hit points, and break DC are given for typical examples of some items. The AC assumes that the item is unattended and includes a –5 penalty for the item's effective Dexterity of 0. If a creature holds the item, use the creature's Dexterity modifier in place of the –5 penalty.

Some individual items, notably those that simply store spells or powers and nothing else, don't get full-blown descriptions. Reference the spell's description for details, modified by the form of the item (dorje, potion, power stone, scroll, tattoo, wand, and so on). Assume that the spell or power is manifested at the minimum level required to manifest it.

Items with full descriptions have their powers detailed, and each of the following topics is covered in notational form at the end of the description.

- **Aura:** Most of the time, a *detect magic & psionics* spell will reveal the school of magic or psionic discipline associated with an enchanted or imbued item and the strength of the aura an item emits. This information (when applicable) is given at the beginning of the item's notational entry. See the *detect magic & psionics* spell / power description for details.
- **Caster Level or Manifester Level:** The next item in a notational entry gives the caster / manifester level of the item, indicating its relative power. The caster / manifester level determines the item's saving throw bonus, as well as range or other level-dependent aspects of the powers of the item (if variable). It also determines the level that must be contended with should the item come under the effect of a *dispel magic & psionics* spell / power or similar situation. This information is given in the form "CL x" or "ML x", where "CL" is an abbreviation for caster level or "ML" is an abbreviation for manifester level and "x" is an ordinal number representing the caster / manifester level itself.

For dorjes, potions, power stones, scrolls, tattoos, and wands, the creator can set the caster level of an item at any number high enough to cast / manifest the stored spell / power and not higher than their own caster / manifester level. For other enchanted and imbued items, the caster / manifester level is determined by the item itself. In this case, the creator's caster / manifester level must be as high as the item's caster / manifester level (and prerequisites may effectively put a higher minimum on the creator's level).

- **Prerequisites:** Certain requirements must be met for a character to enchant or imbue an item. These include feats, spells or powers, and miscellaneous requirements such as level, alignment, and race or kind. The prerequisites for creation of an item are given immediately following the item's caster / manifester level.

A spell prerequisite may be provided by a character who has prepared the spell (or who knows the spell, in the case of a saint, sorcerer, or bard), or through the use of a spell completion or spell trigger enchanted item or a spell-like ability that produces the desired spell effect. For each day that passes in the creation process, the creator must expend one spell completion item or one charge from a spell trigger item if either of those objects is used to supply a prerequisite.

A power prerequisite for an imbued item may likewise be fulfilled either by a character with the required power, or by a character with a power completion or power trigger imbued item or psi-like ability that produces the required power / effect, required for each day of the imbued item's creation process.

It is possible for more than one character to cooperate in the creation of an item, with each participant providing one or more of the prerequisites. In some cases, cooperation may even be necessary. If two or more characters cooperate to create an item, they must agree among themselves who will be considered the creator for the purpose of determinations where the creator's level must be known. The character designated as the creator pays the XP required to make the item.

Typically, a list of prerequisites includes (at least) one item creation feat and one or more spells or powers (or some other requirement in addition to the feat). When two spells or powers at the end of a list are separated by "or," one of those spells / powers is required in addition to every other spell or power mentioned prior to the last two.

- **Market Price:** This gold piece value, given following the word "Price," represents the price someone should expect to pay to buy the item. The market price for an item that can be constructed with an item creation feat is usually equal to the base price plus the price for any components (material or XP), plus an additional instance of the base price for every 1,000 XP required to create the item.

- **Cost to Create:** The next part of a notational entry is the cost in gp and XP to create the item, given following the word "Cost." This information appears only for items with components (material or XP), which make their market prices higher than their base prices. The cost to create includes the special supply costs derived from the base price (50%) plus the costs of any costly or XP components.

Items without components do not have a "Cost" entry. For them, the market price and the base price are the same. The cost in gp is 1/2 the market price, and the cost in XP is 1/20th the market price.

- **Weight:** The notational entry for many universal and wondrous items ends with a value for the item's weight. When a weight figure is not given, the item has no weight worth noting (for purposes of determining how much of a load a character can carry).



Table: Random Item Generation

Minor (d20)	Medium	Major	Item
01–05 (1)	01–10 (1-2)	01–10 (1-2)	Armor and Shields
06–10 (2)	11–20 (3-4)	11–20 (3-4)	Arms
11–40 (3-8)	21–30 (5-6)	21–25 (5)	Potions and Tattoos
41–45 (9)	31–40 (7-8)	26–35 (6-7)	Rings
—	41–50 (9-10)	36–45 (8-9)	Rods and Cognizance Crystals*
46–80 (10-16)	51–65 (11-13)	46–55 (10-11)	Scrolls and Power Stones
—	66–70 (14)	56–75 (12-15)	Staffs and Psicrowns
81–90 (17-18)	71–85 (15-17)	76–80 (16)	Wands and Dorjes
91–100 (19-20)	86–100 (18-20)	81–100 (17-20)	Universal and Wondrous items

* Although grouped together here, Rods and Cognizance Crystals have their own entries; see below.

Enchanted and Imbued Armor & Shields

In general, enchanted and imbued armor protects the wearer to a greater extent than nonmagical armor. Magic armor bonuses are enhancement bonuses, never rise above +5, and stack with regular armor bonuses (and with shield equipment and magic shield enhancement bonuses). All magic armor is also mastercrafted armor, reducing armor check penalties by 1.

In addition to an enhancement bonus, an enchanted / imbued armor or shield may have special abilities. Special abilities usually count as additional bonuses for determining the market value of an item, but do not improve AC. A suit of armor cannot have a total enchantment modifier (enhancement plus special ability bonus equivalents) higher than +10. A suit of armor with a special ability must have at least a +1 enhancement bonus.

A suit of armor or a shield may be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special material. Imbued armor and shields differ from standard and enchanted equivalents in that imbued armor and shields incorporate one or more crystals into their construction. Particularly powerful imbued armor and shields may be entirely composed of brightly hued or transparent crystals.

Armor is always created so that even if the type of armor comes with boots or gauntlets, these pieces can be switched for other enchanted or imbued boots or gauntlets.

Table: Armor and Shield Enchantment Modifiers and Costs

Minor	Medium	Major	Item	Base Price
01–60	01–05	—	+1 shield	1,000 gp
61–80	06–10	-	+1 armor	1,000 gp
81–85	11–20	—	+2 shield (max for TL 9)	4,000 gp
86–87	21–30	—	+2 armor (max for TL 9)	4,000 gp
—	31–40	01–08	+3 shield	9,000 gp
—	41–50	09–16	+3 armor	9,000 gp
—	51–55	17–27	+4 shield (max for TL 7-8)	16,000 gp
—	56–57	28–38	+4 armor (max for TL 7-8)	16,000 gp
—	—	39–49	+5 shield	25,000 gp
—	—	50–57	+5 armor	25,000 gp
—	—	—	+6 armor/shield ¹ (max for TL 5-6)	36,000 gp
—	—	—	+7 armor/shield ¹	49,000 gp
—	—	—	+8 armor/shield ¹ (max for TL 3-4)	64,000 gp
—	—	—	+9 armor/shield ¹	81,000 gp
—	—	—	+10 armor/shield ¹ (max for TL 1-2)	100,000 gp
88–89	58–60	58–60	Specific armor ²	—
90–91	61–63	61–63	Specific shield ³	—
92–100	64–100	64–100	Special ability and roll again ⁴	—

1 Armor and shields can't actually have bonuses this high. Use these lines to determine price when special abilities are added in.

2 Roll on Table: Specific Armors.

3 Roll on Table: Specific Shields.

4 Roll on Table: Armor Special Abilities or Table: Shield Special Abilities.

The Six Levels of your scenario will determine which Armor Special Abilities and Shield Special Abilities tables to use when randomly generating enchanted and imbued items. In some case an enchanted armor may be capable of having an imbued equivalent, and vice versa, based on the spells or powers normally required to create them; if a spell is functionally identical to a power, then that power can be used to create an imbued equivalent of the enchanted item, and vice versa.

If your scenario is Arcane Level 1 or higher and/or Divine Level 1 or higher, then you can generate armor randomly using Table: Enchanted and Imbued Armor Special Abilities, and Table: Enchanted Armor Special Abilities. If your scenario is Psionic Level 1 or higher, then you can generate armor randomly using Table: Enchanted and Imbued Armor Special Abilities, and Table: Imbued Armor Special Abilities.

Table: Random Armor and Shield Types

d%	Armor	Armor Cost ¹	d%	Shield	Shield Cost ¹
01	Padded	+155 gp	01-10	Buckler	+165 gp
02	Leather	+160 gp	11-15	Shield, Light Wooden	+153 gp
03-17	Studded leather	+175 gp	16-20	Shield, Light Steel	+159 gp
18-32	Chain shirt	+250 gp	21-30	Shield, Heavy Wooden	+157 gp
33-42	Hide	+165 gp	31-95	Shield, Heavy Steel	+170 gp
43	Scale mail	+200 gp	96-100	Shield, Tower	+180 gp
44	Chainmail	+300 gp			
45-57*	Breastplate	+350 gp			
58	Splint mail	+350 gp			
59	Banded mail	+400 gp			
60*	Half-plate	+750 gp			
61-100*	Full plate	+1,650 gp			

¹ Add to enhancement bonus on Table: Armor and Shields to determine total market price.

* If playing a Tech Level 1 scenario, treat breastplates as scale mail, half-plate as banded mail, and full plate as splint mail.

Caster Level for Armor and Shields: The caster level of an enchanted or imbued shield or armor with a special ability is given in the item description. For an item with only an enhancement bonus, the caster level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster level requirements must be met.

Shields: Shield enhancement bonuses stack with armor enhancement bonuses. Shield enhancement bonuses do not act as attack or damage bonuses when the shield is used in a bash. The bashing special ability, however, does grant a +1 bonus on attack and damage rolls (see the special ability description).

A shield could be built that also acted as an enchanted / imbued weapon, but the cost of the enhancement bonus on attack rolls needs to be added to the cost of the shield and its enhancement bonus to AC.

As with armor, special abilities built into the shield add to the market value in the form of additions to the bonus of the shield, although they do not improve AC. A shield cannot have an effective bonus (enhancement plus special ability bonus equivalents) higher than +10. A shield with a special ability must have at least a +1 enhancement bonus.

Armor and Shield Hardness and Hit Points: Each +1 of enhancement bonus adds 2 (round up to the nearest increment of 5) to an armor's / shield's hardness and +10 to its hit points.

Activation: Usually a character benefits from enchanted / imbued armor and shields in exactly the way a character benefits from nonmagical armor and shields—by wearing them. If armor or a shield has a special ability that the user needs to activate then the user usually needs to utter the command word (a standard action).

Armor for Unusual Creatures: The cost of armor for nonhumanoid creatures, as well as for creatures who are neither Small nor Medium, varies. The cost of the mastercrafting and any enchantment remains the same.

Bonus Hardness and Hit Points for Enchanted and Imbued Items

Enchantment Modifier	Additional Hardness	Additional Hit Points
+1	+5	+10
+2	+5	+20
+3	+10	+30
+4	+10	+40
+5	+10	+50
+6	+15	+60
+7	+15	+70
+8	+20	+80
+9	+20	+90
+10	+20	+100

Table: Enchanted and Imbued Armor & Shield Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01-12	—	—	Fortification, Light	+1 bonus ¹
13-24	—	—	Power / Spell Resistance (13)	+2 bonus ¹
25-39	01-10	—	Acid Resistance	+18,000 gp
40-54	11-20	—	Cold Resistance	+18,000 gp
55-69	21-30	—	Electricity Resistance	+18,000 gp
70-84	31-40	—	Fire Resistance	+18,000 gp
85-99	41-50	—	Sonic Resistance	+18,000 gp
—	51-63	01-15	Fortification, Moderate	+3 bonus ¹
—	64-73	16-25	Power resistance (15)	+3 bonus ¹
—	74-78	26-35	Acid Resistance, Improved	+42,000 gp
—	79-83	36-45	Cold Resistance, Improved	+42,000 gp
—	84-88	46-55	Electricity Resistance, Improved	+42,000 gp
—	89-93	56-65	Fire Resistance, Improved	+42,000 gp
—	94-98	66-75	Sonic Resistance, Improved	+42,000 gp
—	99	76-80	Power / Spell Resistance (17)	+4 bonus ¹
—	—	81-84	Fortification, Heavy	+5 bonus ¹
—	—	85-89	Power / Spell Resistance (19)	+5 bonus ¹
—	—	90-91	Acid Resistance, Greater	+66,000 gp
—	—	92-93	Cold Resistance, Greater	+66,000 gp
—	—	94-95	Electricity Resistance, Greater	+66,000 gp
—	—	96-97	Fire Resistance, Greater	+66,000 gp
—	—	98-99	Sonic Resistance, Greater	+66,000 gp
100	100	100	Roll twice again ²	—

¹ Add to enhancement bonus on Table: Armor and Shields to determine total market price.

² If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Shields operate identically to armor; they can have up to a maximum of a +10 enchantment modifier, up to +5 of which may be enhancement bonus, and up to +5 in special abilities. Some special abilities do not have a special ability enhancement bonus, instead adding to the item's base price. An enchanted or imbued armor or shield can accommodate as many base price add-ons as the creator can afford to, and knows how to, add.

Keep in mind that the enhancement bonus enhances the armor's / shield's equipment AC modifier, and armor equipment modifiers stack with shield equipment modifiers for purposes of total AC, so enhanced shield AC bonuses stack with enhanced armor AC bonuses for determining a character's total AC. Also, don't forget to upgrade the armor's / shield's base hardness and hit points by the appropriate amount based on the total enchantment modifier (see above).

Table: Enchanted Armor Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01-30	01-05	—	Glamered	+2,700 gp
31-50	06-10	—	Slick	+3,750 gp
51-70	11-15	—	Shadow	+3,750 gp
71-90	16-20	—	Silent Moves	+3,750 gp
91-93	21-35	01-05	Slick, Improved	+15,000 gp
94-96	36-50	06-10	Shadow, Improved	+15,000 gp
97-99	51-65	11-15	Silent Moves, Improved	+15,000 gp
—	66-90	16-30	Ghost Touch	+3 bonus ¹
—	91-94	31-40	Invulnerability	+3 bonus ¹
—	95-99	41-45	Wild	+3 bonus ¹
—	—	46-60	Slick, Greater	+33,750 gp
—	—	61-75	Shadow, Greater	+33,750 gp
—	—	76-90	Silent Moves, Greater	+33,750 gp
—	—	91-95	Etherealness	+49,000 gp
—	—	96-99	Undead Controlling	+49,000 gp
100	100	100	Roll twice again ²	—

1 Add to enhancement bonus on Table: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Table: Imbued Armor Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01-30	01-07	01-03	Quickness	+1 bonus ¹
31-74	08-30	04-05	Landing	+4,000 gp
75-80	31-46	06-10	Floating	+4,000 gp
81-96	47-55	11-20	Linked	+6,000 gp
97-98	56-70	21-35	Seeing	+6,000 gp
99	71-83	36-50	Ectoplasmic	+10,800 gp
—	84-92	51-65	Gleaming	+3 bonus ¹
—	93-97	66-77	Vanishing	+3 bonus ¹
—	98-99	78-87	Mindarmor	+24,000 gp
—	—	88-94	Radiant	+4 bonus ¹
—	—	95-97	Aporter	+40,320 gp
—	—	98-99	Phasing	+65,520 gp
100	100	100	Roll twice again ²	—

1 Add to enhancement bonus on Table: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Table: Enchanted Shield Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01-25	01-05	—	Arrow Catching	+1 bonus ¹
26-50	06-10	—	Bashing	+1 bonus ¹
51-75	11-15	—	Blinding	+1 bonus ¹
76-90	16-45	01-20	Arrow Deflection	+2 bonus ¹
91-99	46-75	21-40	Animated	+2 bonus ¹
—	76-95	41-80	Ghost Touch	+3 bonus ¹
—	96-99	81-85	Wild	+3 bonus ¹
—	—	86-90	Undead Controlling	+49,000 gp
—	—	91-99	Reflecting	+5 bonus ¹
100	100	100	Roll twice again ²	—

1 Add to enhancement bonus on Table: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Table: Imbued Shield Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01-35	01-10	01-05	Heartening	+720 gp
36-60	11-20	06-10	Ranged	+1 bonus ¹
61-90	21-30	11-15	Linked	+6,000 gp
91-95	31-50	16-20	Manifester	+10,800 gp
96-99	51-70	21-30	Averter	+12,960 gp
—	71-85	31-40	Vanishing	+3 bonus ¹
—	86-95	41-50	Wall	+20,160 gp
—	95-99	51-75	Mindarmor	+24,000 gp
—	—	76-90	Aporter	+40,320 gp
—	—	91-99	Time Buttress	+5 bonus ¹
100	100	100	Roll twice again ²	—

1 Add to enhancement bonus on Table: Armor and Shields to determine total market price.

2 If you roll a special ability twice, only one counts. If you roll two versions of the same special ability, use the better.

Enchanted and Imbued Armor and Shield Special Ability Descriptions

Most magic armor and shields only have enhancement bonuses. Such items can also have one or more of the special abilities detailed below. Armor or a shield with a special ability must have at least a +1 enhancement bonus.

Acid Resistance: A suit of armor or a shield with this property normally has a dull gray appearance. The armor absorbs the first 10 points of acid damage per attack that the wearer would normally take, similar to the *resist energy* spell or the *energy adaptation (specified)* power.

Faint abjuration / psychometabolism; CL / ML 3rd; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +18,000 gp.

Acid Resistance, Improved: As acid resistance, except it absorbs the first 20 points of acid damage per attack.

Moderate abjuration / psychometabolism; CL / ML 7th; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +42,000 gp.

Acid Resistance, Greater: As acid resistance, except it absorbs the first 30 points of acid damage per attack.

Moderate abjuration / psychometabolism; CL / ML 11th; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +66,000 gp.

Animated: Upon command, an animated shield floats within 2 feet of the wielder, protecting her as if she were using it herself but freeing up both her hands. Only one shield can protect a character at a time. A character with an animated shield still takes any penalties associated with shield use, such as armor check penalty, arcane spell failure chance, and nonproficiency.

Strong transmutation; CL 12th; Enchant Arms and Armor, *animate objects*; Price +2 bonus.

Aporter: As a standard action, a suit of aporter armor or an aporter shield transports the wearer and their equipment to any spot within 800 feet that they can visualize or specify, as the *dimension door* power. The armor or shield can transport the wearer in this fashion twice per day.

Moderate psychoportation; ML 10th; Imbue Arms and Armor, *dimension door*; Price +40,320 gp.

Arrow Catching: A shield with this ability attracts ranged weapons to it. It has a deflection bonus of +1 against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. (If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted.) Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base AC bonus are not diverted to the wearer (but the shield's increased AC bonus still applies against these weapons). The wielder can activate or deactivate this ability with a command word.

Moderate abjuration; CL 8th; Enchant Arms and Armor, *entropic shield*; Price +1 bonus.

Arrow Deflection: This shield protects the wielder as if they had the Deflect Arrows feat. Once per round when the wielder would normally be struck by a ranged weapon, they can make a DC 20 Reflex save. If the ranged weapon has an enhancement bonus, the DC increases by that amount. If the wielder succeeds, the shield deflects the weapon. They must be aware of the attack and not flat-footed. Attempting to deflect a ranged weapon doesn't count as an action. Exceptional ranged weapons, such as boulders hurled by giants, missiles, or *acid arrows*, can't be deflected.

Faint abjuration; CL 5th; Enchant Arms and Armor, *shield*; Price +2 bonus.

Averter: On command, up to three times per day, any creature to whom the wearer presents an averter shield must succeed on a DC 14 Will save or be overcome by a powerful aversion to the wielder (actually the shield) and will not approach within 30 feet. This is a mind-affecting compulsion effect, as the *aversion* power.

Faint telepathy; ML 5th; Imbue Arms and Armor, *aversion*; Price +12,960 gp.

Bashing: A shield with this special ability is designed to perform a shield bash. A bashing shield deals damage as if it were a weapon of two size categories larger (a Medium light shield thus deals 1d6 points of damage and a Medium heavy shield deals 1d8 points of damage). The shield acts as a +1 weapon when used to bash. (Only light and heavy shields can have this ability.)

Moderate transmutation; CL 8th; Enchant Arms and Armor, *bull's strength*; Price +1 bonus.

Blinding: A shield with this ability flashes with a brilliant light up to twice per day upon command of the wielder. Anyone within 20 feet except the wielder must make a DC 14 Reflex save or be blinded for 1d4 rounds.

Moderate evocation; CL 7th; Enchant Arms and Armor, *searing light*; Price +1 bonus.

Cold Resistance: A suit of armor or a shield with this property normally has a bluish, icy hue or is adorned with furs and shaggy pelts. The armor absorbs the first 10 points of cold damage per attack that the wearer would normally take, similar to the *resist energy* spell or the *energy adaptation (specified)* power.

Faint abjuration / psychometabolism; CL / ML 3rd; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +18,000 gp.

Cold Resistance, Improved: As cold resistance, except it absorbs the first 20 points of cold damage per attack.

Moderate abjuration / psychometabolism; CL / ML 7th; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +42,000 gp.

Cold Resistance, Greater: As cold resistance, except it absorbs the first 30 points of cold damage per attack.

Moderate abjuration / psychometabolism; CL / ML 11th; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +66,000 gp.

Ectoplasmic: As a standard action, ectoplasmic armor converts itself, its wearer, and all the wearer's equipment into *ectoplasmic form* for up to 5 minutes once per day, as the power of the same name. In this semisolid state, the wearer gains damage reduction 10/psionics.

Faint psychometabolism; ML 5th; Imbue Arms and Armor, *ectoplasmic form*; Price +10,800 gp.

Electricity Resistance: A suit of armor or a shield with this property normally has a bluish hue and often bears a storm or lightning motif. The armor absorbs the first 10 points of electricity damage per attack that the wearer would normally take, similar to the *resist energy* spell or the *energy adaptation (specified)* power.

Faint abjuration / psychometabolism; CL / ML 3rd; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +18,000 gp.

Electricity Resistance, Improved: As electricity resistance, except it absorbs the first 20 points of electricity damage per attack.

Moderate abjuration / psychometabolism; CL / ML 7th; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +42,000 gp.

Electricity Resistance, Greater: As electricity resistance, except it absorbs the first 30 points of electricity damage per attack.

Moderate abjuration / psychometabolism; CL / ML 11th; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +66,000 gp.

Etherealness: On command, this ability allows the wearer of the armor to become ethereal (as the *ethereal jaunt* spell) once per day. The character can remain ethereal for as long as desired, but once they return to normal, they cannot become ethereal again that day.

Strong transmutation; CL 13th; Enchant Arms and Armor, *ethereal jaunt*; Price +49,000 gp.

Fire Resistance: A suit of armor with this ability normally has a reddish hue and often is decorated with a draconic motif. The armor absorbs the first 10 points of fire damage per attack that the wearer would normally take, similar to the *resist energy* spell or the *energy adaptation (specified)* power.

Faint abjuration / psychometabolism; CL / ML 3rd; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +18,000 gp.

Fire Resistance, Improved: As fire resistance, except it absorbs the first 20 points of fire damage per attack.

Moderate abjuration / psychometabolism; CL ML 7th; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +42,000 gp.

Fire Resistance, Greater: As fire resistance, except it absorbs the first 30 points of fire damage per attack.

Moderate abjuration / psychometabolism; CL / ML 11th; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +66,000 gp.

Floating: This kind of armor is psionically buoyant in water or a similar liquid, negating the normal penalty for wearing armor when making Swim checks. Additionally, it grants a +4 circumstance bonus on Swim checks.

Faint psychoportation; ML 4th; Imbue Arms and Armor, *float*; Price +4,000 gp.

Fortification: This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally.

Fortification Type	Chance for Normal Damage	Base Price Modifier
Light	25%	+1 bonus
Moderate	75%	+3 bonus
Heavy	100%	+5 bonus

Strong abjuration / clairsentience; CL 13th (17th for divine) / ML 15th; Enchant Arms and Armor or Imbue Arms and Armor, *bend reality* or *limited wish* or *miracle*; Price varies (see above).

Ghost Touch: This armor or shield seems almost translucent. Both its enhancement bonus and its armor bonus count against the attacks of incorporeal creatures. It can be picked up, moved, and worn by incorporeal creatures at any time. Incorporeal creatures gain the armor or shield's enhancement bonus against both corporeal and incorporeal attacks, and they can still pass freely through solid objects.

Strong transmutation; CL 15th; Enchant Arms and Armor, *etherealness*; Price +3 bonus.

Glamered: A suit of armor with this ability appears normal. Upon command, the armor changes shape and form to assume the appearance of a normal set of clothing. The armor retains all its properties (including weight) when glamered. Only a *true seeing* spell or similar magic reveals the true nature of the armor when disguised.

Moderate illusion; CL 10th; Enchant Arms and Armor, *disguise self*; Price +2,700 gp.

Gleaming: This kind of armor is usually made of crystal, though it doesn't have to be. Gleams and flashes from the armor give the wearer and his armor a "fuzzy" appearance, granting the wearer concealment.

Faint metacreativity; ML 5th; Imbue Arms and Armor, *concealing amorphia*; Price +3 bonus.

Heartening: This kind of shield grants the wearer up to 5 temporary hit points per day on command. These temporary hit points fade after 4 minutes. The wearer can activate this power as an immediate action at any time.

Faint psychometabolism; ML 4th; Imbue Arms and Armor, *vigor*; Price +720 gp.

Invulnerability: This suit of armor grants the wearer damage reduction of 10/magic.

Strong abjuration and perhaps evocation (if *miracle* is used); CL 18th; Enchant Arms and Armor, *stoneskin*, *wish* or *miracle*; Price +3 bonus.

Landing: A suit of armor with this capability allows the wearer to ignore any damage dealt by the first 60 feet of a fall. Regardless of the height of a fall, the wearer always lands on their feet.

Faint psychoportation; ML 4th; Imbue Arms and Armor, *catfall*; Price +4,000 gp.

Linked: This kind of armor or shield allows the wearer to form a telepathic bond with other wearers of linked armor or shields within 10 miles. This ability is otherwise similar to the *mindlink* power.

Moderate telepathy; ML 6th; Imbue Arms and Armor, *mindlink*; Price +6,000 gp.

Manifester: This kind of shield generates 3 power points once per day that the wearer can use when manifesting a power they know. These power points must all be used on the same power. As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the shield must be used for discrete manifestations.

Moderate clairsentience; ML 6th; Imbue Arms and Armor, knowledge of any 2nd-level power; Price +10,800 gp.

Mindarmor: This kind of armor or shield grants the wearer a +3 insight bonus on Will saving throws to resist all mind-affecting and/or compulsion powers.

Faint psychokinesis; ML 5th; Imbue Arms and Armor, *empty mind*; Price +24,000 gp.

Phasing: The wearer of this kind of armor can move through wooden, plaster, or stone walls, but not other materials. The wearer can call on this special ability as a standard action. When the phasing ability is active, the wearer can pass through a wall or some other kind of appropriate object for a total distance of 60 feet per day (see below), breaking this distance up into several smaller passages or one long one, as desired. A wearer who exceeds this daily distance limit while inside solid material is ejected from the material at the point of entry, ending up prone in front of the now impassable barrier.

Phasing through a wall that separates two adjacent hexes on the grid counts as 5 feet of distance. Phasing through a wall or barrier of any greater thickness counts as a distance equal to the barrier's thickness plus 5 feet.

Strong psychoportation; ML 13th; Imbue Arms and Armor, *phase door*; Price +65,520 gp.

Power / Spell Resistance: This kind of armor or shield grants the wearer power / spell resistance while it is worn. The resistance rating can be 13, 15, 17, or 19, depending on the amount that was built into the armor or shield.

Moderate abjuration / clairsentience; CL / ML 9th; Enchant Arms and Armor or Imbue Arms and Armor, *power resistance* or *spell resistance*; Price +2 bonus (PR 13); +3 bonus (PR 15); +4 bonus (PR 17); or +5 bonus (PR 19).

Quickness: This kind of armor increases the wearer's speed by 5 feet. Thus, a character whose normal speed in armor is 20 feet moves 25 feet in *armor of quickness*.

Faint psychoportation; ML 4th; Imbue Arms and Armor, *burst*; Price +1 bonus.

Radiant: The wearer of this kind of armor gains universal energy resistance 10 (effective against acid, cold, electricity, fire, and sonic energy attacks). The armor absorbs the first 10 points of damage dealt by any such attack, and this absorption causes it to radiate light for a number of rounds equal to the points of damage absorbed. This light is sufficient to illuminate a 60-foot-radius area.

If the armor absorbs more damage while it is radiating light, the newer radiant effect overlaps (does not stack with) the effect that was already in place.

Moderate psychokinesis; ML 9th; Imbue Arms and Armor; *energy adaptation*; Price +4 bonus.

Ranged: The wielder of a ranged shield can throw it in combat, with a range increment of 30 feet. While in the air, the shield is treated in all ways as a ranged weapon and cannot be blocked or grabbed except by those with appropriate feats. No matter the size of the wielder, a buckler or light shield deals 1d6 points of damage and a heavy one 1d8 points. (A tower shield cannot be imbued with this special ability.) The wielder's Strength modifier and the shield's enhancement bonus add to the base damage.

A ranged shield flies through the air back to the creature that threw it. It returns to the wielder just before the creature's next turn (and is therefore ready to use again in that turn). Until it returns, the wielder does not receive any AC bonus from the shield.

Catching a ranged shield when it comes back is a free action. If the wielder can't catch it, or if the wielder has moved since throwing it, the shield drops to the ground in the hex from which it was thrown.

Faint psychokinesis; ML 5th; Imbue Arms and Armor, *far hand*; Price +1 bonus.

Reflecting: This shield seems like a mirror. Its surface is completely reflective. Once per day, it can be called on to reflect a spell back at its caster exactly like the *spell turning* spell.

Strong abjuration; CL 14th; Enchant Arms and Armor, *spell turning*; Price +5 bonus.

Seeing: This kind of armor grants a wider than normal field of vision, so that opponents flanking the wearer gain only a +1 bonus on their attack rolls instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Spot checks but takes a –2 penalty on saves against gaze attacks.

Faint clairsentience; ML 5th; Imbue Arms and Armor, *ubiquitous vision*; Price +6,000 gp.

Shadow: This armor is jet black and blurs the wearer whenever they try to hide, granting a +5 competence bonus on Hide checks. (The armor's armor check penalty still applies normally.)

Faint illusion; CL 5th; Enchant Arms and Armor, *invisibility*; Price +3,750 gp.

Shadow, Improved: As shadow, except it grants a +10 competence bonus on Hide checks.

Moderate illusion; CL 10th; Enchant Arms and Armor, *invisibility*; Price +15,000 gp.

Shadow, Greater: As shadow, except it grants a +15 competence bonus on Hide checks.

Moderate illusion; CL 15th; Enchant Arms and Armor, *invisibility*; Price +33,750 gp.

Silent Moves: This armor is well oiled and magically constructed so that it not only makes little sound, but it dampens sound around it. It provides a +5 competence bonus on its wearer's Move Silently checks. (The armor's armor check penalty still applies normally.)

Faint illusion; CL 5th; Enchant Arms and Armor, *silence*; Price +3,750 gp.

Silent Moves, Improved: As silent moves, except it grants a +10 competence bonus on Move Silently checks.

Moderate illusion; CL 10th; Enchant Arms and Armor, *silence*; Price +15,000 gp.

Silent Moves, Greater: As silent moves, except it grants a +15 competence bonus on Move Silently checks.

Moderate illusion; CL 15th; Enchant Arms and Armor, *silence*; Price +33,750 gp.

Slick: Slick armor seems coated at all times with a slightly greasy oil. It provides a +5 competence bonus on its wearer's Escape Artist checks. (The armor's armor check penalty still applies normally.)

Faint conjuration; CL 4th; Enchant Arms and Armor, *grease*; Price +3,750 gp.

Slick, Improved: As slick, except it grants a +10 competence bonus on Escape Artist checks.

Moderate conjuration; CL 10th; Enchant Arms and Armor, *grease*; Price +15,000 gp.

Slick, Greater: As slick, except it grants a +15 competence bonus on Escape Artist checks.

Moderate conjuration; CL 15th; Enchant Arms and Armor, *grease*; Price +33,750 gp.

Sonic Resistance: A suit of armor or a shield with this property normally has a glistening appearance. The armor absorbs the first 10 points of sonic damage per attack that the wearer would normally take (similar to the *resist energy* spell or the *energy adaptation (specified)* power.

Faint abjuration / psychometabolism; CL / ML 3rd; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +18,000 gp.

Sonic Resistance, Improved: As sonic resistance, except it absorbs the first 20 points of sonic damage per attack.

Moderate abjuration / psychometabolism; CL / ML 7th; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +42,000 gp.

Sonic Resistance, Greater: As sonic resistance, except it absorbs the first 30 points of sonic damage per attack.

Moderate abjuration / psychometabolism; CL / ML 11th; Enchant Arms and Armor or Imbue Arms and Armor, *resist energy* or *energy adaptation (specified)*; Price +66,000 gp.

Sponsorship: This suit of armor or a shield is emblazoned with corporate logos, emblems, and advertisements. The armor or shield gains no special benefits but it is cheaper to create. *Purchase DC Modifier:* -2 (-40% special supplies cost). TL 5 or higher required.

Time Butress: This kind of shield gives the wielder a chance to avoid telling blows by using time itself as a shield. Once per day, the wielder can use *timeless body* as though manifesting the power.

Strong psychoportation; ML 17th; Imbue Arms and Armor, *timeless body*; Price +5 bonus.

Undead Controlling: The wearer of a suit of armor or a shield with this property may control up to 26 HD of undead per day, as the *control undead* spell. At dawn each day, the wearer loses control of any undead still under their sway. Armor or a shield with this ability appears to be made of bone; this feature is entirely decorative and has no other effect on the armor.

Strong necromancy; CL 13th; Enchant Arms and Armor, *control undead*; Price +49,000 gp.

Vanishing: On command, this suit of armor or shield renders its wearer and all the wearer's equipment invisible to the minds of others, as if they had manifested the power *cloud mind*. The wearer can use this ability twice per day.

Faint psychokinesis; ML 5th; Imbue Arms and Armor, *cloud mind*; Price +3 bonus.

Wall: As a standard action once per day, the wielder can drop this kind of shield at their feet and command a *wall of ectoplasm* (as the power) to come into being, with the shield as the point of origin for the effect. This effect forms a wall whose area is up to twelve 10-foot hexes or a sphere or hemisphere with a radius of up to 12 feet. The wall dissipates after 7 minutes, or sooner if the wielder of the shield reclaims it (thus dismissing the effect).

Strong metacreativity; ML 12th; Imbue Arms and Armor, *wall of ectoplasm*; Price +20,160 gp.

Wild: The wearer of a suit of armor or a shield with this ability preserves their armor bonus (and any enhancement bonus) while in a wild shape. Armor and shields with this ability usually appear to be made covered in leaf patterns. While the wearer is in a wild shape, the armor cannot be seen.

Moderate transmutation; CL 9th; Enchant Arms and Armor, *baleful polymorph*; Price +3 bonus.

Specific Armors

The following specific suits of armor usually are preconstructed with exactly the qualities described here. These are just a few examples of non-magical and enchanted armors, but for sake of space only a few commonly-known armors are given here.

Table: Specific Non-Magical and Enchanted Armors

Minor	Medium	Major	Specific Armor	Market Price
01–50	01–25	—	Mithral shirt	1,100 gp
51–80	26–45	—	Dragonhide plate	3,300 gp
81–100	46–57	—	Elven chain	4,150 gp
—	58–67	—	<i>Rhino hide</i>	5,165 gp
—	68–82	01–10	Adamantine breastplate	10,200 gp
—	83–97	11–20	Dwarven plate	16,500 gp
—	98–100	21–32	<i>Banded mail of luck</i>	18,900 gp
—	—	33–50	<i>Celestial armor</i>	44,800 gp
—	—	51–60	<i>Plate armor of the deep</i>	48,650 gp
—	—	61–75	<i>Breastplate of command</i>	50,150 gp
—	—	76–90	Mithral full plate of speed	53,000 gp
—	—	91–100	<i>Demon armor</i>	156,260 gp

Adamantine Breastplate: This nonmagical breastplate is made of adamantine, possessing Hardness 20 and 100 HP. Any bonuses to Hardness and HP from further enchantment modifiers stack with the non-magical hardness and HP of the breastplate.

No aura (nonmagical); Price 10,200 gp.

Banded Mail of Luck: Ten 100-gp gems adorn this +3 *banded mail*. Once per week, the armor allows its wearer to require that an attack roll made against them be rerolled. They must take whatever consequences come from the

second roll. The wearer's player must decide whether to have the attack roll rerolled before damage is rolled. It has Hardness 15 with 60 HP.

Strong enchantment; CL 12th; Enchant Arms and Armor, *bless*; Price 18,900 gp; Cost 10,150 gp + 875 XP.

Breastplate of Command: This finely crafted +2 *breastplate* radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer gains a +2 competence bonus on all Charisma checks, including turning checks and Charisma-based skill checks. The wearer also gains a +2 competence bonus to their Leadership score. Friendly troops within 360 feet of the user become braver than normal. Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal themselves in any way and still have the effect function. The breastplate has Hardness 10 with 45 HP.

Strong enchantment; CL 15th; Enchant Arms and Armor, *mass charm monster*; Price 50,150 gp; Cost 12,375 gp + 1,270 XP.

Celestial Armor: This bright silver or gold +3 *chainmail* is so fine and light that it can be worn under normal clothing without betraying its presence. It has a maximum Dexterity bonus of +8, an armor check penalty of -2, and an arcane spell failure chance of 15%. It is considered light armor, weighs 20 pounds, and it allows the wearer to use *fly* on command (as the spell) once per day. It has Hardness 15 with 55 HP.

Faint transmutation [good]; CL 5th; Enchant Arms and Armor, creator must be good, *fly*; Price 44,800 gp; Cost 11,200 gp + 1,120 XP.

Demon Armor: This plate armor is fashioned to make the wearer appear to be a demon. The helmet is shaped to look like a horned demon head, and its wearer looks out of the open, tooth-filled mouth. This +4 *full plate* allows the wearer to make claw attacks that deal 1d10 points of damage, strike as +1 weapons, and afflict the target as if they had been struck by a *contagion* spell (Fortitude DC 14 negates). Use of *contagion* requires a normal melee attack with the claws. The "claws" are built into the armor's vambraces and gauntlets. The armor has hardness 20 with 80 HP.

The armor bestows one negative level on any nonevil creature wearing it. This negative level persists as long as the armor is worn and disappears when the armor is removed. The negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the armor is worn.

Strong necromancy [evil]; CL 13th; Enchant Arms and Armor, *contagion*; Price 156,260 gp; Cost 26,130 gp + 2,600 XP.

Dragonhide Plate: This suit of full plate is made of dragonhide, rather than metal, so druids can wear it. It is otherwise identical to mastercrafted full plate, except as noted here. It gives a +7 equipment AC modifier, with base Hardness 10 with 35 HP.

No aura (nonmagical); Price 3,300 gp.

Dwarven Plate: This full plate is made of adamantine, giving its wearer damage reduction of 3/-. The armor itself has Hardness 20 and 150 HP. Any further enhancement bonuses or special abilities stack with the armor's non-magical abilities.

No aura (nonmagical); Price 16,500 gp.

Elven Chain: This extremely light chainmail is made of very fine mithral links. Speed while wearing elven chain is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 20%, a maximum Dexterity bonus of +4, and an armor check penalty of -2. It is considered light armor and weighs 20 pounds. Whereas normal chainmail with an equipment AC bonus of +5 has Hardness 5 and 50 HP, elven chain has a Hardness of 10 and 75 HP.

No aura (nonmagical); Price 4,150 gp.

Mithral Full Plate of Speed: As a free action, the wearer of this fine set of +1 *mithral full plate* can activate it, enabling them to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Speed while wearing a suit of mithral full plate is 20 feet for Medium creatures, or 15 feet for Small. The armor has an arcane spell failure chance of 25%, a maximum Dexterity bonus of +3, and an armor check penalty of –3. It is considered medium armor and weighs 25 pounds, with Hardness 15 and 100 HP.
Faint transmutation; CL 5th; Enchant Arms and Armor, *haste*; Price 53,000 gp; Cost 13,250 gp + 1,325 XP.

Mithral Shirt: This extremely light chain shirt is made of very fine mithral links. Speed while wearing a mithral shirt is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 10%, a maximum Dexterity bonus of +6, and no armor check penalty. It is considered light armor and weighs 10 pounds, with a Hardness of 10 and 60 HP.
No aura (nonmagical); Price 1,100 gp.

Plate Armor of the Deep: This +1 *full plate* is decorated with a wave and fish motif. The wearer of *plate armor of the deep* is treated as unarmored for purposes of Swim checks. The wearer can breathe underwater and can converse with any creature with a language that breathes water. The armor has Hardness 10 with 90 HP.
Moderate abjuration; CL 11th; Enchant Arms and Armor, *freedom of movement*, *water breathing*, *tongues*; Price 48,650 gp; Cost 12,150 gp + 1,215 XP.

Rhino Hide: This +2 *hide* armor is made from rhinoceros hide. In addition to granting a +2 enhancement bonus to AC, it has a –1 armor check penalty and deals an additional 2d6 points of damage on any successful charge attack made by the wearer, including a mounted charge. The armor has Hardness 10 with 40 HP.
Moderate transmutation; CL 9th; Enchant Arms and Armor, *bull's strength*; Price 5,165 gp; Cost 2,665 gp + 250 XP.

Specific Non-Magical and Enchanted Shields

The following specific shields usually are preconstructed with exactly the qualities described here. These are just a few examples of non-magical and enchanted shields, but for sake of space only a few commonly-known shields are given here.



Table: Specific Non-Magical and Enchanted Shields

Minor	Medium	Major	Specific Shield	Market Price
01–30	01–20	—	Darkwood buckler	205 gp
31–80	21–45	—	Darkwood shield	257 gp
81–95	46–70	—	Mithral heavy shield	1,020 gp
96–100	71–85	01–20	<i>Caster's shield</i>	3,153 gp
—	86–90	21–40	<i>Spined shield</i>	5,580 gp
—	91–95	41–60	<i>Lion's shield</i>	9,170 gp
—	96–100	61–90	<i>Winged shield</i>	17,257 gp
—	—	91–100	<i>Absorbing shield</i>	150,170 gp

Absorbing Shield: This +1 *heavy steel shield* is flat black and seems to absorb light. Once every two days, on command, it can *disintegrate* an object that it touches, as the spell but requiring a melee touch attack. The shield has Hardness 15 and 30 HP.

Strong transmutation; CL 17th; Enchant Arms and Armor, *disintegrate*; Price 150,170 gp; Cost 25,170 gp + 2,500 XP.

Caster's Shield: This +1 *light wooden shield* has a small leather strip on the back on which a spellcaster can scribe a single spell as on a scroll. A spell so scribed has only half the base raw material cost. Experience point and component costs remain the same. The strip cannot accommodate spells of higher than 3rd level. The strip is reusable. The shield has Hardness 10 and 20 HP.

A random *caster's shield* has a 50% chance of having a single medium scroll spell on it. The spell is divine (01–80 on d%) or arcane (81–100). A *caster's shield* has a 5% arcane spell failure chance.

Moderate abjuration; CL 6th; Enchant Arms and Armor, Enchant Scroll, creator must be at least 6th level; Price 3,153 gp (plus the value of the scroll spell if one is currently scribed); Cost 1,653 gp + 150 XP.

Darkwood Buckler: This nonmagical buckler is made out of darkwood, a specially-treated wood given the hardness of steel. It has no enhancement bonus, but its construction material makes it lighter than a buckler of its type. It weighs 2-1/2 pounds and has no armor check penalty, with Hardness 10 and 5 HP.

No aura (nonmagical); Price 205 gp.

Darkwood Shield: This nonmagical heavy wooden shield is made out of darkwood, a specially-treated wood given the hardness of steel. It has no enhancement bonus, but its construction material makes it lighter than a normal wooden shield. It weighs 5 pounds and has no armor check penalty, with Hardness 10 and 20 HP.

No aura (nonmagical); Price 257 gp.

Lion's Shield: This +2 *heavy steel shield* is fashioned to appear to be a roaring lion's head. Three times per day as a free action, the lion's head can be commanded to attack (independently of the shield wearer), biting with the wielder's base attack bonus (including multiple attacks, if the wielder has them) and dealing 2d6 points of damage. This attack is in addition to any actions performed by the wielder. The shield has Hardness 15 with 40 HP.

Moderate conjuration; CL 10th; Enchant Arms and Armor, *summon nature's ally IV*; Price 9,170 gp; Cost 4,670 gp + 450 XP.

Mithral Heavy Shield: This heavy shield is made of mithral and thus is much lighter than a standard steel shield. It has a 5% arcane spell failure chance and no armor check penalty. It weighs 5 pounds, with Hardness 10 and 30 HP.

No aura (nonmagical); Price 1,020 gp.

Spined Shield: This +1 *heavy steel shield* is covered in spines. It acts as a normal spiked shield. On command up to three times per day, the shield's wearer can fire one of the shield's spines. A fired spine has a +1 enhancement bonus, a range increment of 120 feet, and deals 1d10 points of damage (19–20/x2). Fired spines regenerate each day. The shield has Hardness 15 with 30 HP.

Moderate evocation; CL 6th; Enchant Arms and Armor, *magic missile*; Price 5,580 gp; Cost 2,740 gp + 270 XP.

Winged Shield: This round heavy wooden shield has a +3 enhancement bonus. Small, feathered wings encircle the shield. Once per day it can be commanded to *fly* (as the spell), carrying the wielder. The shield can carry up to 133 pounds and move at 60 feet per round, or up to 266 pounds and move at 40 feet per round. The shield has Hardness 15 with 40 HP.

Faint transmutation; CL 5th; Enchant Arms and Armor, *fly*; Price 17,257 gp; Cost 8,628 gp + 862 XP.

Enchanted and Imbued Arms

Enchanted and imbued weapons have enhancement bonuses ranging from +1 to +5. They apply these bonuses to both attack and damage rolls when used in combat. For every +1 enhancement bonus a weapon has, it ignores 5 points of Hardness of anything it strikes. All such weapons are also mastercrafted, but their mastercraft bonuses do not stack with their enhancement bonuses. A key difference (although purely cosmetic in nature) between enchanted and imbued arms is that enchanted weapons are made of typical materials (wood and metal) while imbued weapons almost always have a crystalline component to their appearance.

Weapons come in two basic categories: melee and ranged. Some of the weapons listed as melee weapons can also be used as ranged weapons. In this case, their enhancement bonus applies to either type of attack.

In addition to an enhancement bonus, weapons may have special abilities. Special abilities count as additional enchantment modifiers for determining the base price of the item, but they typically do not modify attack or damage bonuses (except where specifically noted). A single weapon cannot have a total enchantment

modifier (enhancement bonus plus special ability bonus equivalents) higher than +10. A weapon with a special ability must have at least a +1 enhancement bonus.

A weapon or a kind of ammunition may be made of an unusual material. Roll d%: 01–95 indicates that the item is of a standard sort, and 96–100 indicates that it is made of a special material.

Caster / Manifester Level for Weapons: The caster level or manifestor level of a weapon with a special ability is given in the item description. For an item with only an enhancement bonus and no other abilities, the caster / manifestor level is three times the enhancement bonus. If an item has both an enhancement bonus and a special ability, the higher of the two caster / manifestor level requirements must be met.

Additional Damage Dice: Some enchanted and imbued weapons deal additional dice of damage. Unlike other modifiers to damage, additional dice of damage are not multiplied when the attacker scores a critical hit.

Ranged Weapons and Ammunition: The enhancement bonus from a ranged weapon does not stack with the enhancement bonus from ammunition. Only the higher of the two enhancement bonuses applies.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Magic Ammunition and Breakage: When a magic arrow, crossbow bolt, or sling bullet misses its target, there is a 50% chance it breaks or otherwise is rendered useless. A magic arrow, bolt, or bullet that hits is destroyed, while a magic form of ballistic ammunition (i.e., gun bullet, railgun round, etc.) is always destroyed when fired, regardless of whether it hit or miss its target.

Light Generation: Fully 30% of magic weapons shed light equivalent to a *light* spell (bright light in a 20-foot radius, shadowy light in a 40-foot radius). These glowing weapons are quite obviously magical. Such a weapon can't be concealed when drawn, nor can its light be shut off. Some of the specific weapons detailed below always or never glow, as defined in their descriptions.

Hardness and Hit Points: Each +1 of total enchantment modifier also adds 2 to the weapon's hardness (rounding up to the nearest instance of 5 hardness) and 10 hit points. See the "[Bonus Hardness and Hit Points for Enchanted and Imbued Items](#)" chart above for more details.

Activation: Usually a character benefits from an enchanted or imbued weapon in the same way a character benefits from a mundane weapon—by attacking with it. If a weapon has a special ability that the user needs to activate then the user usually needs to utter a command word for an enchanted weapon or project a command thought for an imbued weapon (either way a standard action).

Magic Weapons and Critical Hits: Some weapon qualities and some specific weapons have an extra effect on a critical hit. This special effect functions against creatures not subject to critical hits, such as undead, elementals, and constructs. When fighting against such creatures, roll for critical hits as you would against humanoids or any other creature subject to critical hits. On a successful critical roll, apply the special effect, but do not multiply the weapon's regular damage.

Table: Weapon Type Determination

d% (d20)	Weapon Type
01–70 (1-14)	Common melee weapon (TL 0 & 1)
71–80 (15-16)	Uncommon melee weapon (TL 1 & 2)
81–100 (17-20)	Common ranged weapon (TL 0 & 1)

Table: Common and Uncommon Melee Weapons

Common d%	Uncommon d%	Weapon	Weapon Cost ¹
01–10	—	Battleaxe	+310 gp
—	01-05	Chain, spiked	+325 gp
—	06-07	Club	+300 gp
—	08-12	Crossbow, hand ²	+400 gp
—	13-14	Crossbow, repeating ²	+550 gp
11-15	—	Dagger	+302 gp
—	15-17	Dagger, punching	+302 gp
—	18-23	Flail, heavy	+315 gp
—	24-29	Flail, light	+308 gp
—	30-32	Gauntlet	+302 gp
—	33-35	Gauntlet, spiked	+305 gp
—	36-40	Glaive	+308 gp
16–25	—	Greataxe	+320 gp
—	41-42	Greatclub	+305 gp
26-35	—	Greatsword	+350 gp
—	43-47	Guisarme	+309 gp
—	48-52	Halberd	+310 gp
—	53-54	Hammer, light	+301 gp
36-37	—	Handaxe	+306 gp
—	55-59	Lance	+310 gp
38-40	—	Longspear	+305 gp
41–50	—	Longsword	+315 gp
51–55	—	Mace, light	+305 gp
56–60	—	Mace, heavy	+312 gp
—	60-62	Morningstar	+308 gp
—	63-65	Net	+320 gp
61–65	—	Quarterstaff	+600 gp
—	66-70	Pick, heavy	+308 gp
—	71-75	Pick, light	+304 gp
—	76-80	Ranseur	+310 gp
—	81-82	Sap	+301 gp
66–70	—	Shortspear	+302 gp
—	83-85	Scythe	+318 gp
—	86-90	Sickle	+306 gp
71–80	—	Sword, bastard	+335 gp
81-90	—	Sword, short	+310 gp
91-95	—	Trident	+315 gp
—	91-95	Waraxe, dwarven	+330 gp
96-100	—	Warhammer	+312 gp
—	96-100	Whip	+301 gp

1 Add to enhancement bonus on Table: Weapons to determine total market price.

2 Although not melee weapons, the hand crossbow and repeating crossbow are on this list due to their commonality.

Table: Common Ranged Weapons

d%	Weapon	Weapon Cost ¹
01–10	Ammunition (roll again):	
	01–50 Arrows (50)	+350 gp
	51–80 Bolts, crossbow (50)	+350 gp
	81–100 Bullets (50)	+350 gp
11–15	Axe, throwing	+308 gp
16–25	Crossbow, heavy	+350 gp
26–35	Crossbow, light	+335 gp
36–39	Dart	+300 gp
40–41	Javelin	+301 gp
42–46	Shortbow	+330 gp
47–51	Shortbow, composite (+0 Str bonus)	+375 gp
52–56	Shortbow, composite (+1 Str bonus)	+450 gp
57–61	Shortbow, composite (+2 Str bonus)	+525 gp
62–65	Sling	+300 gp
66–75	Longbow	+375 gp
76–80	Longbow, composite	+400 gp
81–85	Longbow, composite (+1 Str bonus)	+500 gp
86–90	Longbow, composite (+2 Str bonus)	+600 gp
91–95	Longbow, composite (+3 Str bonus)	+700 gp
96–100	Longbow, composite (+4 Str bonus)	+800 gp

1 Add to enhancement bonus on Table: Weapons to determine total market price.

Now that you know what type of weapon it is, you can generate its enchantment modifier. The “Weapon Bonus” calculated below is the total enchantment modifier, the total of the enhancement modifier plus any special ability modifiers for the weapon.

Table: Weapon Enchantment Modifiers and Costs

Minor	Medium	Major	Weapon Bonus	Base Price ¹
01–70	01–10	—	+1	2,000 gp
71–85	11–29	—	+2 (max for TL 9)	8,000 gp
—	30–58	01–20	+3	18,000 gp
—	59–62	21–38	+4 (max for TL 7-8)	32,000 gp
—	—	39–49	+5	50,000 gp
—	—	—	+6 ² (max for TL 5-6)	72,000 gp
—	—	—	+7 ²	98,000 gp
—	—	—	+8 ² (max for TL 3-4)	128,000 gp
—	—	—	+9 ²	162,000 gp
—	—	—	+10 ² (max for TL 1-2)	200,000 gp
86–90	63–68	50–63	Specific weapon ³	—
91–100	69–100	64–100	Special ability and roll again ⁴	—

1 This price is for 50 arrows, crossbow bolts, or bullets.

2 A weapon can't actually have a bonus higher than +5. Use these lines to determine price when special abilities are added in.

3 See Table: Specific Weapons.

4 See Table: Melee Weapon Special Abilities for melee weapons or Table: Ranged Weapon Special Abilities for ranged weapons.

For any special abilities, roll on the relevant table (either Melee Weapon Special Abilities or Ranged Weapon Special Abilities) below.

Table: Enchanted Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01–10	01–06	01–03	Bane	+1 bonus
11–17	07–12	—	Defending	+1 bonus
18–27	13–19	04–06	Flaming	+1 bonus
28–37	20–26	07–09	Frost	+1 bonus
38–47	27–33	10–12	Shock	+1 bonus
48–56	34–38	13–15	Ghost touch	+1 bonus
57–67	39–44	—	Keen ²	+1 bonus
68–71	45–48	16–19	Ki focus	+1 bonus
72–75	49–50	—	Merciful	+1 bonus
76–82	51–54	20–21	Mighty cleaving	+1 bonus
83–87	55–59	22–24	Spell storing	+1 bonus
88–91	60–63	25–28	Throwing	+1 bonus
92–95	64–65	29–32	Thundering	+1 bonus
96–99	66–69	33–36	Vicious	+1 bonus
—	70–72	37–41	Anarchic	+2 bonus
—	73–75	42–46	Axiomatic	+2 bonus
—	76–78	47–49	Disruption ³	+2 bonus
—	79–81	50–54	Flaming burst	+2 bonus
—	82–84	55–59	Icy burst	+2 bonus
—	85–87	60–64	Holy	+2 bonus
—	88–90	65–69	Shocking burst	+2 bonus
—	91–93	70–74	Unholy	+2 bonus
—	94–95	75–78	Wounding	+2 bonus
—	—	79–83	Speed	+3 bonus
—	—	84–86	Brilliant energy	+4 bonus
—	—	87–88	Dancing	+4 bonus
—	—	89–90	Vorpal ²	+5 bonus
100	96–100	91–100	Roll again twice ⁴	—

1 Add to enhancement bonus on Table: Weapons to determine total market price.

2 Piercing or slashing weapons only. Reroll if randomly generated for a bludgeoning weapon.

3 Bludgeoning weapons only. Reroll if randomly generated for a piercing or slashing weapon.

4 Reroll if you get a duplicate ability, an incompatible ability, or if the extra ability puts you over the +10 enchantment modifier limit.

Modern and Futuristic Ranged Weapons: The weapons detailed here are from TL 1-2; while TL 3 and higher weapons can be enchanted or imbued, they can't accommodate as much power, owing to their increasing complexity. Ballistic and energy weapons can still be enchanted or imbued, but certain special abilities wouldn't apply (the Returning special ability, for example). Where inapplicable results are generated, roll again.

Weapons for Unusually Sized Creatures: The cost of weapons for creatures who are neither Small nor Medium varies. The cost of the mastercrafting quality and any magical enhancement remains the same.

Special Qualities: Roll d%. If the item is a melee weapon, a 01–30 result indicates that the item sheds light, 31–45 indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 46–100 indicates no special qualities.

If the item is a ranged weapon, a 01–15 result indicates that something (a design, inscription, or the like) provides a clue to the weapon's function, and 16–100 indicates no special qualities.

Table: Imbued Melee Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–15	01–10	—	Psychokinetic	+1 bonus ¹
16–25	11–15	01–03	Dissipater	+1 bonus ¹
26–32	16–20	04–06	Flaming	+1 bonus ¹
33–39	21–25	07–09	Frost	+1 bonus ¹
40–45	26–30	10–12	Shock	+1 bonus ¹
46–55	31–35	13–15	Lucky	+1 bonus ¹
56–70	36–40	16–18	Sundering	+1 bonus ¹
71–80	41–45	19–21	Ki focus	+1 bonus ¹
81–99	46–48	22–25	Collision	+2 bonus ¹
—	49–51	26–31	Flaming burst	+2 bonus ¹
—	52–54	32–36	Icy burst	+2 bonus ¹
—	55–57	37–41	Shocking burst	+2 bonus ¹
—	58–65	42–45	Mindcrusher	+2 bonus ¹
—	66–71	46–49	Psychokinetic burst	+2 bonus ¹
—	72–75	50–53	Suppression	+2 bonus ¹
—	76–78	54–58	Psibane	+2 bonus ¹
—	79–81	59–61	Parrying	+8,000 gp
—	82–85	62–65	Manifester	+16,000 gp
—	86–88	66–71	Bodyfeeder	+3 bonus ¹
—	89–91	72–77	Mindfeeder	+3 bonus ¹
—	92–93	78–83	Soulbreaker	+3 bonus ¹
—	94	84–86	Psychic	+35,000 gp
—	95	87–90	Coup de grace	+5 bonus ¹
100	96–100	91–100	Roll again twice ²	—

1 Add to enhancement bonus to determine total market price.

2 Reroll if you get a duplicate ability, an incompatible ability, or if the extra ability puts you over the +10 enchantment modifier limit.

Table: Enchanted Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier ¹
01–12	01–08	01–04	Bane	+1 bonus
13–25	09–16	05–08	Distance	+1 bonus
26–40	17–28	09–12	Flaming	+1 bonus
41–55	29–40	13–16	Frost	+1 bonus
56–60	41–42	—	Merciful	+1 bonus
61–68	43–47	17–21	Returning	+1 bonus
69–83	48–59	22–25	Shock	+1 bonus
84–93	60–64	26–27	Seeking	+1 bonus
94–99	65–68	28–29	Thundering	+1 bonus
—	69–71	30–34	Anarchic	+2 bonus
—	72–74	35–39	Axiomatic	+2 bonus
—	75–79	40–49	Flaming burst	+2 bonus
—	80–82	50–54	Holy	+2 bonus
—	83–87	55–64	Icy burst	+2 bonus
—	88–92	65–74	Shocking burst	+2 bonus
—	93–95	75–79	Unholy	+2 bonus
—	—	80–84	Speed	+3 bonus
—	—	85–90	Brilliant energy	+4 bonus
100	96–100	91–100	Roll again twice ²	—

1 Add to enhancement bonus on Table: Weapons to determine total market price.

2 Reroll if you get a duplicate ability, an incompatible ability, or if the extra ability puts you over the +10 enchantment modifier limit.

Table: Imbued Ranged Weapon Special Abilities

Minor	Medium	Major	Special Ability	Base Price Modifier
01–20	01–10	—	Teleporting	+1 bonus ¹
21–40	11–20	—	Psychokinetic	+1 bonus ¹
41–50	21–25	01–04	Flaming	+1 bonus ¹
51–60	26–30	05–07	Frost	+1 bonus ¹
61–70	31–35	08–10	Shock	+1 bonus ¹
71–100	36–45	11–25	Collision	+2 bonus ¹
—	46–50	26–35	Suppression	+2 bonus ¹
—	51–60	36–50	Psychokinetic burst	+2 bonus ¹
—	61–62	51–55	Flaming burst	+2 bonus ¹
—	63–64	56–60	Icy burst	+2 bonus ¹
—	65–66	61–65	Shocking burst	+2 bonus ¹
—	67–74	66–69	Psibane	+2 bonus ¹
—	75–78	70–73	Manifester	+16,000 gp
—	79–82	74–79	Dislocator	+3 bonus ¹
—	83–98	80–90	Great dislocator	+4 bonus ¹
—	—	91–97	Coup de grace	+5 bonus ¹
—	99–100	98–100	Roll again twice ²	—

1 Add to enhancement bonus to determine total market price.

2 Reroll if you get a duplicate ability, an incompatible ability, or if the extra ability puts you over the +10 enchantment modifier limit.

Enchanted and Imbued Weapon Special Ability Descriptions

Many enchanted and imbued weapons have only an enhancement bonus. An enhancement bonus is a bonus to hit and damage when using the weapon, and the weapon (or its ammunition) ignores 5 points of hardness for every +1 enhancement bonus. In addition to enhancement bonuses, weapons can have one or more of the special abilities detailed below. A weapon with a special ability must have at least a +1 enhancement bonus.

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

Moderate evocation [chaotic]; CL 7th; Enchant Arms and Armor, *chaos hammer*, creator must be chaotic; Price +2 bonus.

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

Moderate evocation [lawful]; CL 7th; Enchant Arms and Armor, *order's wrath*, creator must be lawful; Price +2 bonus.

Bane: A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, guns, and slings so crafted bestow the bane quality upon their ammunition. To randomly determine a weapon's designated foe, roll on the following table.

d%	Designated Foe	d%	Designated Foe
01-05	Aberrations	56-58	Humanoids, reptilian
06-09	Animals	59-64	Magical beasts
10-15	Constructs, enchanted and imbued	65-69	Monstrous humanoids
16	Constructs, tech (and mundane objects)	70-71	Oozes
17-22	Dragons	72	Outsiders, air
23-27	Elementals	73-75	Outsiders, chaotic
28-32	Fey	76	Outsiders, earth
33-39	Giants	77-79	Outsiders, evil
40	Humanoids, aquatic	80	Outsiders, fire
41-42	Humanoids, dwarf	81-83	Outsiders, good
43-44	Humanoids, elf	84-86	Outsiders, lawful
45	Humanoids, gnome	87	Outsiders, water
46-48	Humanoids, goblinoid	88-89	Plants
49-51	Humanoids, human	90-97	Undead
52	Humanoids, mutant / psionic	98-99	Vermin
53-55	Humanoids, orc	100	Choose one

Note that the bonus +2 enhancement modifier from the bane special ability stacks with the weapon's pre-existing enhancement bonus. That is, the bane weapon has an additional +2 to hit and damage its designated foe, and where applicable the weapon ignores 10 more points of hardness when used against its designated foe.

Moderate conjuration; CL 8th; Enchant Arms and Armor, *summon monster I*; Price +1 bonus.

Bodyfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A bodyfeeder weapon grants its wielder temporary hit points equal to the total damage dealt by a successful critical hit. These temporary hit points last for 10 minutes. Thus, if the wielder of a bodyfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary hit points from a previous critical hit, the wielder gains only the better of the two values: either their current number of temporary hit points, or the new influx of temporary hit points, whichever is higher.

Strong psychometabolism; ML 12th; Imbue Arms and Armor, *claws of the vampire*; Price +3 bonus.

Brilliant Energy: A brilliant energy weapon has its significant portion transformed into light, although this does not modify the item's weight. It always gives off light as a torch (20-foot radius). A brilliant energy weapon ignores nonliving matter. Armor and shield bonuses to AC (including any enhancement bonuses to that armor) do not count against it because the weapon passes through armor. (Dexterity, deflection, dodge, natural armor, and other such bonuses still apply.) A brilliant energy weapon cannot harm undead, constructs, and objects, ignoring their hardness but dealing them no damage. This property can only be applied to melee weapons, thrown weapons, and ammunition.

Strong transmutation; CL 16th; Enchant Arms and Armor, *gaseous form*, *continual flame*; Price +4 bonus.

Collision: Collision weapons psionically increase their own mass at the end point of each swing or shot. Such weapons deal an extra 5 points of damage on each successful strike, in addition to the weapon's enhancement bonus. Bows, crossbows, guns, and slings bestow the extra damage upon their ammunition.

Moderate metacreativity; ML 10th; Imbue Arms and Armor, *matter manipulation*; Price +2 bonus.

Coup de Grace: Coup de grace weapons are exceptionally dangerous. On a successful critical hit, the foe must succeed on a DC 27 Will save or be paralyzed for 1 round. While this ability does work on creatures that are

immune to extra damage from critical hits, it does not work on creatures without an Intelligence score. Bows, crossbows, guns, and slings bestow this ability on their ammunition.

Strong telepathy; ML 19th; Imbue Arms and Armor, *psychic crush*; Price +5 bonus.

Dancing: As a standard action, a dancing weapon can be loosed to attack on its own. It fights for 4 rounds using the base attack bonus of the one who loosed it and then drops. While dancing, it cannot make attacks of opportunity, and the person who activated it is not considered armed with the weapon. In all other respects, it is considered wielded or attended by the creature for all maneuvers and effects that target items. While dancing, it takes up the same space as the activating character and can attack adjacent foes (weapons with reach can attack opponents up to 10 feet away). The dancing weapon accompanies the person who activated it everywhere, whether they move by physical or magical means. If the wielder who loosed it has an unoccupied hand, they can grasp it while it is attacking on its own as a free action; when so retrieved the weapon can't "dance" again for 4 rounds.

Strong transmutation; CL 15th; Enchant Arms and Armor, *animate objects*; Price +4 bonus.

Defending: A defending weapon allows the wielder to transfer some or all of the sword's enhancement bonus to their Defense as a bonus that stacks with all others. As a free action with the weapon drawn, the wielder allocates the weapon's enhancement bonus at the start of their turn, and the effect to Defense lasts until their next turn.

Moderate abjuration; CL 8th; Enchant Arms and Armor, *shield* or *shield of faith*; Price +1 bonus.

Dislocator: The wielder of this kind of weapon can attempt to dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 17 Will save or be teleported 1–100 miles in a random direction. If the weapon misses, the use is wasted. Bows, crossbows, guns, and slings bestow this ability on their ammunition.

Strong psychoportation; ML 12th; Imbue Arms and Armor, *teleport*; Price +3 bonus.

Disruption: A weapon of disruption is the bane of all undead. Not only does a disruption weapon have the bane special ability versus undead (see the bane special ability, above), any undead creature struck in combat must succeed on a DC 14 Will save or be destroyed. A weapon of disruption must be a bludgeoning weapon. (If you roll this property randomly for a piercing or slashing weapon, reroll.)

Strong conjuration; CL 14th; Enchant Arms and Armor, *summon monster I*, *heal*; Price +2 bonus.

Dissipater: This kind of weapon is devastating to creatures and objects composed of or originally formed from ectoplasm (such as astral constructs, walls of ectoplasm, creatures in ectoplasmic form, and items created using the metacreativity discipline). Against qualifying targets, a dissipater weapon ignores damage reduction and hardness, and treats all successful hits on ectoplasmic targets as critical hits.

Strong metacreativity; ML 12th; Imbue Arms and Armor, *dismiss ectoplasm*; Price +1 bonus.

Distance: This property can only be placed on a ranged weapon. A weapon of distance has double the range increment of other weapons of its kind.

Moderate divination; CL 6th; Enchant Arms and Armor, *clairaudience/clairvoyance*; Price +1 bonus.

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

Moderate evocation / psychokinesis; CL / ML 10th; Enchant Arms and Armor or Imbue Arms and Armor; *energy bolt*, *energy cone*, or *energy missile*; *flame blade*, *flame strike*, or *fireball*; Price +1 bonus.

Flaming Burst: A flaming burst weapon functions as a flaming weapon that also explodes with flame upon striking a successful critical hit. The fire does not harm the wielder. In addition to the extra fire damage from the flaming ability (see above), a flaming burst weapon deals an extra 1d10 points of fire damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of fire damage instead, and if the multiplier is x4, add an extra 3d10 points of fire damage. Bows, crossbows, guns, and slings so crafted bestow the fire energy upon

their ammunition. Even if the flaming ability is not active, the weapon still deals its extra fire damage on a successful critical hit.

Strong evocation / psychokinesis; CL / ML 12th; Enchant Arms and Armor or Imbue Arms and Armor; *energy bolt, energy cone, or energy missile; flame blade, flame strike, or fireball*; Price +2 bonus.

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

Moderate evocation / psychokinesis; CL / ML 10th; Enchant Arms and Armor or Imbue Arms and Armor; *energy bolt, energy cone, or energy missile; chill metal, cone of cold, or ice storm*; Price +1 bonus.

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

Moderate conjuration; CL 9th; Enchant Arms and Armor, *plane shift*; Price +1 bonus.

Great Dislocator: The wielder of this kind of weapon can attempt to greatly dislocate a designated foe up to three times per day. On a successful hit, the foe must succeed on a DC 20 Will save or be cast into a random alternate plane of existence. If the weapon misses, the use is wasted. Bows, crossbows, guns, and slings bestow this ability upon their ammunition.

Strong psychoportation; ML 12th; Imbue Arms and Armor, *plane shift*; Price +4 bonus.

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

Moderate evocation [good]; CL 7th; Enchant Arms and Armor, *holy smite*, creator must be good; Price +2 bonus.

Icy Burst: An icy burst weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the frost ability, an icy burst weapon deals an extra 1d10 points of cold damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of cold damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, guns, and slings so crafted bestow the cold energy upon their ammunition. Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Strong evocation / psychokinesis; CL / ML 12th; Enchant Arms and Armor or Imbue Arms and Armor; *energy bolt, energy cone, or energy missile; chill metal, cone of cold, or ice storm*; Price +2 bonus.

Keen: This ability doubles the threat range of a weapon. Only piercing or slashing weapons can be keen. (If you roll this property randomly for an inappropriate weapon, reroll.) This benefit doesn't stack with any other effect that expands the threat range of a weapon (such as the *keen edge* spell or the Improved Critical feat).

Moderate transmutation; CL 10th; Enchant Arms and Armor, *keen edge*; Price +1 bonus.

Ki Focus: This rare weapon serves as a channel for the wielder's *ki*, allowing them to use their special *ki* attacks through the weapon as if they were unarmed attacks. Furthermore, the enhancement bonus of the weapon applies as a modifier to DCs of the monk's unarmed attack abilities; these attacks include the monk's stunning attack, *ki* strike, and quivering palm, as well as the Nerve Pinch feat, and the Stunning Fist feat. The enhancement bonus of the weapon also stacks with the monk's *ki* strike for purposes of ignoring a target's hardness; add 5

points of hardness ignored by a monk's *ki* strike for every +1 enhancement bonus of the *ki* focus weapon. Only melee weapons can have the *ki* focus ability.

Moderate clairsentience / transmutation; CL / ML 8th; Enchant Arms and Armor or Imbue Arms and Armor, creator must be a monk; Price +1 bonus.

Lucky: A lucky weapon offers a second chance at success. Once per day, the wielder can reroll a failed attack roll (whether a single attack or one in a series of multiple attacks) as a free action. The rerolled attack uses the same bonuses or penalties as the missed roll.

Moderate clairsentience; ML 8th; Imbue Arms and Armor, *fate of one*; Price +1 bonus.

Manifester: This kind of weapon generates 5 power points once per day that the wearer can use when manifesting a power that they know. These power points must all be used on the same power. As usual, a psionic character cannot pay a power's cost with power points from more than one source, so the power points in the shield must be used for discrete manifestations.

Moderate clairsentience; ML 8th; Imbue Arms and Armor, knowledge of any 3rd-level power; Price +16,000 gp.

Merciful: The weapon deals an extra 1d6 points of damage, and all damage it deals is nonlethal damage. On command, the weapon suppresses this ability until commanded to resume it. Bows, crossbows, guns, and slings so crafted bestow the merciful effect upon their ammunition.

Faint conjuration; CL 5th; Enchant Arms and Armor, *cure light wounds*; Price +1 bonus.

Mighty Cleaving: A mighty cleaving weapon allows a wielder with the Cleave feat to make one additional cleave attempt in a round.

Moderate evocation; CL 8th; Enchant Arms and Armor, *divine power*; Price +1 bonus.

Mindcrusher: Any creature struck in combat by a mindcrusher weapon loses a number of power points equal to half the amount of hit point damage the weapon deals (only the base damage of the weapon plus its enhancement bonus contributes to the power point loss; additional damage from high Strength or other sources does not cause additional power point loss). A creature that is out of power points (or has none) must succeed on a DC (14 + the mindcrusher weapon's enhancement bonus) Will save or take 1d2 points of Wisdom damage.

Strong psychometabolism; ML 12th; Imbue Arms and Armor, *psychic vampire*; Price +2 bonus.

Mindfeeder: All feeder weapons have a special ability that functions only upon scoring a successful critical hit. A mindfeeder weapon grants its wielder temporary power points equal to the total damage dealt by a successful critical hit. These temporary power points last for 10 minutes. The wielder gains power points even if the target has none (effectively, its hit point damage is converted to power points). Constructs and undead are not subject to mindfeeder weapons.

As with temporary hit points, temporary power points do not stack with each other; they overlap. Thus, if a mindfeeder weapon successfully scores a critical hit while the wielder still enjoys temporary power points from a previous critical hit, the wielder gains only the better of the two values: either their current number of temporary power points, or the new influx of temporary power points, whichever is higher.

Strong psychometabolism; ML 10th; Imbue Arms and Armor, *claws of the vampire*; Price +3 bonus.

Parrying: A parrying weapon perceives an instant into the future, and of its own accord resists melee and ranged attacks aimed at the wielder, granting a +1 insight bonus to the wielder's touch AC as well as their parry modifier and their Reflex saving throws. The bonuses are granted whenever the wielder holds the weapon, even if flat-footed or surprised.

Faint clairsentience; ML 5th; Imbue Arms and Armor, *defensive precognition*; Price +8,000 gp.

Psychic: A psychic weapon's power depends on its wielder. In the hands of a nonpsionic creature, the weapon possesses the qualities of a nonmagical, nonpsionic mastercrafted weapon. When wielded by a psionic creature,

this weapon has an enhancement bonus based on the wielder's current power point reserve, as shown on the following table. The weapon's enhancement bonus decreases as the wielder spends power points, and it increases whenever the wielder gains enough power points (by any means) to put their power point reserve into the next higher category.

Power Point Reserve	Enhancement Bonus
1–4	+1
5–29	+2
30–79	+3
80–129	+4
130 or higher	+5

Strong metacreativity; ML 15th; Imbue Arms and Armor, *metaphysical weapon*; Price +35,000.

Psychokinetic: Upon command, a psychokinetic weapon glows from the inside with lethal psionic energy. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 1d4 points of damage on a successful hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, guns, and slings bestow this ability upon their ammunition.

Moderate psychokinesis; ML 10th; Imbue Arms and Armor, *concussion blast*; Price +1 bonus.

Psychokinetic Burst: This weapon functions as a psychokinetic weapon that also releases a blast of destructive psionic energy upon scoring a successful critical hit. In addition to the extra damage of the psychokinetic ability (see above), a psychokinetic burst weapon deals an extra 1d6 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add 2d6 points of extra damage instead, and if the multiplier is x4, add 3d6 points of extra damage. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, guns, and slings bestow this ability upon their ammunition.

Strong psychokinesis; ML 12th; Imbue Arms and Armor, *concussion blast*; Price +2 bonus.

Returning: This special ability can only be placed on a weapon that can be thrown. A returning weapon flies back to the creature that threw it. It returns to the thrower just before the creature's next turn (and is therefore ready to use again in that turn).

Catching a returning weapon when it comes back is a free action. If the character can't catch it, or if the character has moved since throwing it, the weapon drops to the ground in the hex from which it was thrown.

Moderate transmutation; CL 7th; Enchant Arms and Armor, *telekinesis*; Price +1 bonus.

Seeking: Only ranged weapons can have the seeking ability. The weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. (The wielder still must aim the weapon at the right hex. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.)

Strong divination; CL 12th; Enchant Arms and Armor, *true seeing*; Price +1 bonus.

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

Moderate evocation / psychokinesis; CL / ML 8th; Enchant Arms and Armor or Imbue Arms and Armor; *energy bolt*, *energy cone*, or *energy missile*; *call lightning* or *lightning bolt*; Price +1 bonus.

Shocking Burst: A shocking burst weapon functions as a shock weapon that also explodes with electricity upon striking a successful critical hit. The electricity does not harm the wielder. In addition to the extra electricity damage from the shock ability, a shocking burst weapon deals an extra 1d10 points of electricity damage on a

successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d10 points of electricity damage instead, and if the multiplier is x4, add an extra 3d10 points. Bows, crossbows, guns, and slings so crafted bestow the electricity energy upon their ammunition. Even if the shock ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

Strong evocation / psychokinesis; CL / ML 10th; Enchant Arms and Armor or Imbue Arms and Armor; *energy bolt, energy cone, or energy missile; call lightning or lightning bolt*; Price +2 bonus.

Soulbreaker: This weapon has a special ability that functions only upon scoring a successful critical hit. On a successful critical hit, a soulbreaker weapon bestows one negative level on the foe. One day after being struck, if the negative levels have not been purged, the subject must succeed on a DC 18 Fortitude save for each negative level or lose a character level.

Strong telepathy; ML 12th; Imbue Arms and Armor, *mindwipe*; Price +3 bonus.

Speed: When making a full attack action, the wielder of a speed weapon may make one extra attack with it. The attack uses the wielder's full base attack bonus, plus any modifiers appropriate to the situation. (This benefit is not cumulative with similar effects, such as a *haste* spell.)

Moderate transmutation; CL 7th; Enchant Arms and Armor, *haste*; Price +3 bonus.

Spell Storing: A spell storing weapon allows a spellcaster to store a single targeted spell of up to 3rd level in the weapon. (The spell must have a casting time of 1 standard action.) Any time the weapon strikes a creature and the creature takes damage from it, the weapon can immediately cast the spell on that creature as a free action if the wielder desires. (This special ability is an exception to the general rule that casting a spell from an item takes at least as long as casting that spell normally.) Once the spell has been cast from the weapon, a spellcaster can cast any other targeted spell of up to 3rd level into it. The weapon magically imparts to the wielder the name of the spell currently stored. A randomly rolled spell storing weapon has a 50% chance to have a spell stored in it.

Strong evocation (plus aura of stored spell); CL 12th; Enchant Arms and Armor, creator must be a caster of at least 12th level; Price +1 bonus.

Sundering: This kind of weapon allows a wielder to attack opponents' weapons using the Improved Sunder feat.

Faint metacreativity; ML 5th; Imbue Arms and Armor, creator must have the Improved Sunder feat, *metaphysical weapon*; Price +1 bonus.

Suppression: An opponent or object struck by this kind of weapon is subject to a targeted *dispel magic & psionics* power. The wielder makes a power check (1d20 + 5 + wielder level, maximum +15) against a DC of 11 + the manifester level of the power to be dispelled. Bows, crossbows, guns, and slings bestow this ability upon their ammunition, but can do so only three times per day.

Moderate psychokinesis ML 10th; Imbue Arms and Armor, *dispel magic & psionics*; Price +2 bonus.

Teleporting: This ability can be imbedded only in weapons that can be thrown. A teleporting weapon returns through the Astral Plane to the creature that threw it. It teleports into the throwing creature's empty hand in the round following the round when it was thrown, just before that creature's turn. It is therefore ready to use again on that turn.

Faint psychoportation; ML 5th; Imbue Arms and Armor, *dimension door*; Price +1 bonus.

Thundering: A thundering weapon creates a cacophonous roar like thunder upon striking a successful critical hit. The sonic energy does not harm the wielder. A thundering weapon deals an extra 1d8 points of sonic damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of sonic damage instead, and if the multiplier is x4, add an extra 3d8 points of sonic damage. Bows, crossbows, guns, and slings so crafted bestow the sonic energy upon their ammunition. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Faint necromancy; CL 5th; Enchant Arms and Armor, *blindness/deafness*; Price +1 bonus.

Throwing: This ability can only be placed on a melee weapon. A melee weapon crafted with this ability gains a range increment of 10 feet and can be thrown by a wielder proficient in its normal use.

Faint transmutation; CL 5th; Enchant Arms and Armor, *magic stone*; Price +1 bonus.

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

Moderate evocation [evil]; CL 7th; Enchant Arms and Armor, *unholy blight*, creator must be evil; Price +2 bonus.

Vicious: When a vicious weapon strikes an opponent, it creates a flash of disruptive energy that resonates between the opponent and the wielder. This energy deals an extra 2d6 points of damage to the opponent and 1d6 points of damage to the wielder. Only melee weapons can be vicious.

Moderate necromancy; CL 9th; Enchant Arms and Armor, *enervation*; Price +1 bonus.

Vorpal: This potent and feared ability allows the weapon to sever the heads of those it strikes. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon severs the opponent's head (if it has one) from its body. Some creatures, such as many aberrations and all oozes, have no heads. Others, such as golems and undead creatures other than vampires, are not affected by the loss of their heads. Most other creatures, however, die when their heads are cut off. A vorpal weapon must be a slashing weapon. (If you roll this property randomly for an inappropriate weapon, reroll.)

Strong necromancy and transmutation; CL 18th; Enchant Arms and Armor, *circle of death*, *keen edge*; Price +5 bonus.

Wounding: A wounding weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

Moderate evocation; CL 10th; Enchant Arms and Armor, *mage's sword*; Price +2 bonus.

Specific Non-Magical and Enchanted Arms

The following specific weapons usually are preconstructed with exactly the qualities described here. These are just a few examples of non-magical and enchanted weapons, but for sake of space only some of the more commonly-known weapons are given here. Roll d% on the chart below to randomly determine.

Adamantine Battleaxe: This nonmagical axe is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 3,010 gp.

Adamantine Dagger: This nonmagical dagger is made out of adamantine. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls.

No aura (nonmagical); Price 3,002 gp.

Assassin's Dagger: This wicked-looking, curved +2 *dagger* also provides a +1 bonus to the DC of a Fortitude save forced by the death attack of an assassin.

Moderate necromancy; CL 9th; Enchant Arms and Armor, *slay living*; Price 18,302 gp; Cost 9,302 gp + 900 XP.

Table: Specific Non-Magical and Enchanted Weapons (TL 1-2)

Minor	Medium	Major	Specific Weapon	Market Price
01–15	—	—	<i>Sleep arrow</i>	132 gp
16–25	—	—	<i>Screaming bolt</i>	267 gp
26–45	—	—	Silver dagger, masterwork	322 gp
46–65	—	—	Cold iron longsword, masterwork	330 gp
66–75	01–09	—	<i>Javelin of lightning</i>	1,500 gp
76–80	10–15	—	<i>Slaying arrow</i>	2,282 gp
81–90	16–24	—	Adamantine dagger	3,002 gp
91–100	25–33	—	Adamantine battleaxe	3,010 gp
—	34–37	—	<i>Slaying arrow (greater)</i>	4,057 gp
—	38–40	—	<i>Shatterspike</i>	4,315 gp
—	41–46	—	<i>Dagger of venom</i>	8,302 gp
—	47–51	—	<i>Trident of warning</i>	10,115 gp
—	52–57	01–04	<i>Assassin's dagger</i>	10,302 gp
—	58–62	05–07	<i>Shifter's sorrow</i>	12,780 gp
—	63–66	08–09	<i>Trident of fish command</i>	18,650 gp
—	67–74	10–13	<i>Flame tongue</i>	41,115 gp
—	75–79	14–17	<i>Luck blade (0 wishes)</i>	44,060 gp
—	80–86	18–24	<i>Sword of subtlety</i>	44,310 gp
—	87–91	25–31	<i>Sword of the planes</i>	44,315 gp
—	92–95	32–37	<i>Nine lives stealer</i>	45,557 gp
—	96–98	38–42	<i>Sword of life stealing</i>	50,315 gp
—	99–100	43–46	<i>Oathbow</i>	51,300 gp
—	—	47–51	<i>Mace of terror</i>	77,302 gp
—	—	52–57	<i>Life-drinker</i>	120,320 gp
—	—	58–62	<i>Sylvan scimitar</i>	141,315 gp
—	—	63–67	<i>Rapier of puncturing</i>	150,320 gp
—	—	68–73	<i>Sun blade</i>	150,335 gp
—	—	74–79	<i>Frost brand</i>	162,350 gp
—	—	80–84	<i>Dwarven thrower</i>	240,312 gp
—	—	85–91	<i>Luck blade (1 wish)</i>	248,360 gp
—	—	92–95	<i>Mace of smiting</i>	300,312 gp
—	—	96–97	<i>Luck blade (2 wishes)</i>	612,660 gp
—	—	98–99	<i>Holy avenger</i>	840,630 gp
—	—	100	<i>Luck blade (3 wishes)</i>	1,134,350 gp

Dagger of Venom: This black *+1 dagger* has a serrated edge. It allows the wielder to use a *poison* effect (as the spell, save DC 14) upon a creature struck by the blade once per day. The wielder can decide to use the power after they have struck. Doing so is a free action, but the *poison* effect must be invoked in the same round that the dagger strikes.

Faint necromancy; CL 5th; Enchant Arms and Armor, *poison*; Price 8,302 gp; Cost 4,302 gp + 400 XP.

Dwarven Thrower: This weapon commonly functions as a *+2 warhammer*. In the hands of a dwarf, the warhammer gains an additional *+1* enhancement bonus (for a total enhancement bonus of *+3*) and gains the returning special ability. It can be hurled with a 30-foot range increment. When hurled, it deals an extra 2d8 points of damage against giants or an extra 1d8 points of damage against any other target.

Moderate evocation; CL 10th; Enchant Arms and Armor, creator must be a dwarf of at least 10th level; Price 240,312 gp; Cost 30,312 gp + 3,000 XP.

Flame Tongue: This is a *+1 flaming burst longsword*. Once per day, the sword can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.

Moderate evocation; CL 12th; Enchant Arms and Armor, *scorching ray*, and *flame blade*, *flame strike*, or *fireball*; Price 41,115 gp; Cost 10,515 gp + 1020 XP.

Frost Brand: This *+3 frost greatsword* sheds light as a torch when the temperature drops below 0°F. At such times it cannot be concealed when drawn, nor can its light be shut off. Its wielder is protected from fire; the sword absorbs the first 10 points of fire damage each round that the wielder would otherwise take.

A *frost brand* extinguishes all nonmagical fires in its area. As a standard action, it can also dispel lasting fire spells, but not instantaneous effects, though you must succeed on a dispel check (1d20 +14) against each spell to dispel it. The DC to dispel such spells is 11 + the caster level of the fire spell.

Strong evocation; CL 14th; Enchant Arms and Armor, *ice storm*, *dispel magic*, *protection from energy*; Price 162,350 gp; Cost 27,375 gp + 2,700 XP.

Holy Avenger: This *+2 cold iron longsword* becomes a *+5 holy cold iron longsword* in the hands of a paladin. It provides a protection from evil effect on the paladin as well as spell resistance of 5 + the paladin's character level to the wielder and anyone adjacent to them while the *holy avenger* is drawn. It also enables the wielder to use *dispel magic & psionics* (once per round as a standard action) against any spell or effect generated by an evil being, manifested at 18th-lvl of ability. (Only the area dispel version is possible, not the counterspell or targeted dispel versions of *dispel magic & psionics*.)

Strong abjuration; CL 18th; Enchant Arms and Armor, *holy aura*, creator must be good; Price 840,630 gp; Cost 60,630 gp + 6,000 XP.

Javelin of Lightning: This javelin becomes a 5d6 *lightning bolt* when thrown (Reflex DC 14 half). These are one-shot weapons, utterly consumed in the attack.

Faint evocation; CL 5th; Enchant Arms and Armor, *lightning bolt*; Price 1,500 gp; Cost 750 gp + 37 XP.

Life-Drinker: This *+1 greataxe* is favored by undead and constructs, who do not suffer its drawback. A *life-drinker* bestows two negative levels on its target whenever it deals damage, just as if its target had been struck by an undead creature. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Each time a *life-drinker* deals damage to a foe, it also bestows one negative level on the wielder. Any negative level gained by the wielder in this fashion lasts for 1 hour.

Strong necromancy; CL 13th; Enchant Arms and Armor, *enervation*; Price 120,320 gp; Cost 20,320 gp + 2,000 XP.

Luck Blade: This *+2 short sword* gives its possessor a +1 luck bonus on all saving throws. Its possessor also gains the power of good fortune, usable once per day. This extraordinary ability allows its possessor to reroll one roll that they just made. They must take the result of the reroll, even if it's worse than the original roll. In addition, a *luck blade* may contain up to three *wishes* (when randomly rolled, a *luck blade* holds 1d4–1 *wishes*, minimum 0). When the last *wish* is used, the sword remains a *+2 short sword* with the +1 luck bonus and its reroll power.

Strong evocation; CL 17th; Enchant Arms and Armor, *wish* or *miracle*; Price 44,060 gp (0 *wishes*), 248,360 gp (1 *wish*), 612,660 gp (2 *wishes*), 1,134,350 gp (3 *wishes*); Cost 11,030 gp + 1,100 XP (0 *wishes*), 31,180 gp + 3,120 XP (1 *wish*), 51,330 gp + 5,130 XP (2 *wishes*), 71,480 gp + 7,150 XP (3 *wishes*).

Mace of Smiting: This *+3 adamantite heavy mace* has a +5 enhancement bonus against constructs, and any critical hit dealt to a construct completely destroys it (no saving throw). A critical hit dealt to an outsider deals x4 damage rather than x2.

Moderate transmutation; CL 11th; Enchant Arms and Armor, *disintegrate*; Price 300,312 gp; Cost 39,312 gp + 3,600 XP.

Mace of Terror: On command, this +2 *heavy mace* causes the wielder's clothes and appearance to transform into an illusion of darkest horror such that living creatures in a 30-foot cone become panicked as if by a *fear* spell (Will DC 16 partial). They take a –2 morale penalty on saving throws, and they flee from the wielder. The wielder may use this ability up to three times per day.

Strong necromancy; CL 13th; Enchant Arms and Armor, *fear*; Price 77,302 gp; Cost 19,276 gp + 1,927 XP.

Masterwork Cold Iron Longsword: This nonmagical longsword is crafted out of cold iron. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls. It is intended to penetrate the damage reduction of some creatures, particularly fey and outsiders.

No aura (nonmagical); Price 330 gp.

Nine Lives Stealer: This longsword always performs as a +2 *longsword*, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. At that point, the sword becomes a simple +2 *longsword* (with a hint of evil about it). A critical hit must be dealt for the sword's death-dealing ability to function, and this weapon has no effect on creatures not subject to critical hits. The victim is entitled to a DC 20 Fortitude save to avoid death. If the save is successful, the sword's death-dealing ability does not function, no use of the ability is expended, and normal critical damage is determined. This sword is evil, and any good character attempting to wield it gains two negative levels. These negative levels remain as long as the sword is in hand and disappear when the sword is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Strong necromancy [evil]; CL 13th; Enchant Arms and Armor, *finger of death*; Price 45,557 gp; Cost 11,528 gp + 1,120 XP.

Oathbow: Of elven make, this white +2 *composite longbow* (+2 Str bonus) whispers "Swift defeat to my enemies" in Elven when nocked and pulled. Once per day, if the firer swears aloud to slay her target (a free action), the bow's whisper becomes the low shout "Swift death to those who have wronged me." Against such a sworn enemy, the bow has a +5 enhancement bonus, and arrows launched from it deal an additional 2d6 points of damage (and x4 on a critical hit instead of the normal x3). However, the bow is treated as only a masterwork weapon against all foes other than the sworn enemy, and the wielder takes a –1 penalty on attack rolls with any weapon other than the *oathbow*. These bonuses and penalties last for seven days or until the sworn enemy is slain or destroyed by the wielder of the *oathbow*, whichever comes first.

The *oathbow* may only have one sworn enemy at a time. Once the wielder swears to slay a target, they cannot make a new oath until they have slain that target or seven days have passed. Even if the wielder slays the sworn enemy on the same day that they make the oath, they cannot activate the *oathbow*'s special power again until 24 hours have passed from the time they made the oath.

Strong evocation; CL 15th; Enchant Arms and Armor, creator must be an elf; Price 51,300 gp; Cost 13,100 gp + 1,250 XP.

Rapier of Puncturing: Three times per day, this +2 *wounding rapier* allows the wielder to make a touch attack with the weapon that deals 1d6 points of Constitution damage by draining blood. Creatures immune to critical hits are immune to the Constitution damage dealt by this weapon.

Strong necromancy; CL 13th; Enchant Arms & Armor, *harm*; Price 150,320 gp; Cost 25,320 gp + 2,500 XP.

Screaming Bolt: One of these +2 *bolts* screams when fired, forcing all enemies of the wielder within 20 feet of the path of the bolt to succeed on a DC 14 Will save or become shaken. This is a mind-affecting fear effect.

Faint enchantment; CL 5th; Enchant Arms and Armor, *doom*; Price 267gp; Cost 128 gp + 12 XP.

Shatterspike: Wielders without the Improved Sunder feat use *Shatterspike* as a +1 *longsword* only; wielders with the Improved Sunder feat add a +4 bonus (including the sword's +1 enhancement bonus) to the opposed roll when

attempting to strike a foe's weapon. If successful, *Shatterspike* deals 1d8+4 points of damage plus the wielder's Strength modifier to the target weapon, ignoring 20 points of the target weapon's hardness.

Strong evocation; CL 13th; Str 13, Enchant Arms and Armor, Power Attack, Improved Sunder, *shatter*; Price 4,315 gp; Cost 2,315 gp + 200 XP; Weight 4 lb.

Shifter's Sorrow: This +1/+1 *two-bladed sword* has blades of alchemical silver. The weapon deals an extra 2d6 points of damage against any creature with the shapechanger subtype. When a shapechanger or a creature in an alternate form (such as a druid using wild shape) is struck by the weapon, it must make a DC 15 Will save or return to its natural form.

Strong transmutation; CL 15th; Enchant Arms and Armor, *baleful polymorph*; Price 12,780 gp; Cost 6,780 gp + 600 XP; Weight 10 lb.

Silver Dagger, Masterwork: This masterwork alchemical silver dagger is nonmagical. As a masterwork weapon, it has a +1 enhancement bonus on attack rolls. It is intended to penetrate the damage reduction of some creatures, particularly lycanthropes and outsiders.

No aura (nonmagical); Price 322 gp.

Slaying Arrow: This +1 *arrow* is keyed to a particular type or subtype of creature. If it strikes such a creature, the target must make a DC 20 Fortitude save or die (or, in the case of unliving targets, be destroyed) instantly. Note that even creatures normally exempt from Fortitude saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus *death ward* protects a target). To determine the type or subtype of creature the arrow is keyed to, roll on the table below.

A *greater slaying arrow* functions just like a normal *slaying arrow*, but the DC to avoid the death is 23.

Strong necromancy; CL 13th; Enchant Arms and Armor, *finger of death* (*slaying arrow*) or heightened *finger of death* (*greater slaying arrow*); Price 2,282 gp (*slaying arrow*) or 4,057 gp (*greater slaying arrow*); Cost 1,144 gp + 112 XP (*slaying arrow*) or 2,032 gp + 200 XP (*greater slaying arrow*).

d%	Designated Target	d%	Designated Target
01-05	Aberrations	56-58	Humanoids, reptilian
06-09	Animals	59-64	Magical beasts
10-15	Constructs, enchanted and imbued	65-69	Monstrous humanoids
16	Constructs, tech (and mundane objects)	70-71	Oozes
17-22	Dragons	72	Outsiders, air
23-27	Elementals	73-75	Outsiders, chaotic
28-32	Fey	76	Outsiders, earth
33-39	Giants	77-79	Outsiders, evil
40	Humanoids, aquatic	80	Outsiders, fire
41-42	Humanoids, dwarf	81-83	Outsiders, good
43-44	Humanoids, elf	84-86	Outsiders, lawful
45	Humanoids, gnome	87	Outsiders, water
46-48	Humanoids, goblinoid	88-89	Plants
49-51	Humanoids, human	90-97	Undead
52	Humanoids, mutant / psionic	98-99	Vermin
53-55	Humanoids, orc	100	Choose one

Sleep Arrow: This +1 *arrow* is painted white and has white fletching. If it strikes a foe so that it would normally deal damage, it instead bursts into magical energy that deals nonlethal damage (in the same amount as would be lethal damage) and forces the target to make a DC 11 Will save or fall asleep.

Faint enchantment; CL 5th; Enchant Arms and Armor, *sleep*; Price 132 gp; Cost 69 gp + 6 XP.

Sun Blade: This sword is the size of a bastard sword. However, a *sun blade* is wielded as if it were a short sword with respect to weight and ease of use. (In other words, the weapon appears to all viewers to be a bastard sword, and deals bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword.) Any

individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade*. Likewise, Weapon Focus and Weapon Specialization in short sword and bastard sword apply equally, but the benefits of those feats do not stack.

In normal combat, the glowing golden blade of the weapon is equal to a *+2 bastard sword*. Against evil creatures, its enhancement bonus is +4. Against Negative Energy Plane creatures or undead creatures, the sword deals double damage (and x3 on a critical hit instead of the usual x2).

The blade also has a special *sunlight* power. Once per day, the wielder can swing the blade vigorously above her head while speaking a command word. The *sunblade* then sheds a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword wielder and extends outward at 5 feet per round for 10 rounds thereafter, to create a globe of light with a 60-foot radius. When the wielder stops swinging, the radiance fades to a dim glow that persists for another minute before disappearing entirely. All *sun blades* are of good alignment, and any evil creature attempting to wield one gains one negative level. The negative level remains as long as the sword is in hand and disappears when the sword is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the sword is wielded.

Moderate evocation; CL 10th; Enchant Arms and Armor, *daylight*; creator must be good; Price 150,335 gp; Cost 25,335 gp + 2,500 XP.

Sword of Life Stealing: This black iron *+2 longsword* bestows a negative level when it deals a critical hit. The sword wielder gains 1d6 temporary hit points each time a negative level is bestowed on another. These temporary hit points last for 24 hours. One day after being struck, subjects must make a DC 16 Fortitude save for each negative level or lose a character level.

Strong necromancy; CL 17th; Enchant Arms and Armor, *enervation*; Price 50,315 gp; Cost 12,815 gp + 1,250 XP.

Sword of the Planes: This longsword has an enhancement bonus of +1 on the Material Plane, but on any Elemental Plane its enhancement bonus increases to +2. (The +2 enhancement bonus also applies on the Material Plane when the weapon is used against elementals.) It operates as a *+3 longsword* on the Astral Plane or the Ethereal Plane or when used against opponents native to either of those planes. On any other plane, or against any outsider, it functions as a *+4 longsword*.

Strong evocation; CL 15th; Enchant Arms & Armor, *plane shift*; Price 44,315 gp; Cost 11,315 gp + 1,100 XP.

Sword of Subtlety: A *+1 short sword* with a thin, dull gray blade, this weapon provides a +4 bonus on its wielder's attack and damage rolls when he is making a sneak attack with it.

Moderate illusion; CL 7th; Enchant Arms and Armor, *blur*; Price 44,310 gp; Cost 11,310 gp + 1,100 XP.

Sylvan Scimitar: This *+3 scimitar*, when used outdoors in a temperate climate, grants its wielder the use of the Cleave feat and deals an extra 1d6 points of damage.

Moderate evocation; CL 11th; Craft Magic Arms and Armor, *divine power* or creator must be a 7th-level druid; Price 141,315 gp; Cost 23,815 gp + 2,350 XP.

Trident of Fish Command: The magical properties of this *+1 trident* with a 6-foot-long haft enable its wielder to *charm* up to 14 HD of aquatic animals (Will DC 16 negates, animals get a +5 bonus if currently under attack by the wielder or their allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. The wielder can communicate with the animals as if using a *speak with animals* spell. Animals making their saving throw are free of control, but they will not approach within 10 feet of the trident. The trident can be used up to three times per day.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor, *speak with animals*; Price 18,650 gp; Cost 9,325 gp + 932 XP.

Trident of Warning: A weapon of this type enables its wielder to determine the location, depth, kind, and number of aquatic predators within 680 feet. A *trident of warning* must be grasped and pointed in order for the character using it to gain such information, and it requires 1 round to scan a hemisphere with a radius of 680 feet. The weapon is otherwise a +2 *trident*.

Moderate divination; CL 7th; Craft Magic Arms and Armor, *locate creature*; Price 10,115 gp; Cost 5,057 gp + 505 XP.

Cognizance Crystals

Cognizance crystals are singular in purpose; to store power points that psionic characters can use to pay for manifesting their powers.

Physical Description: A *cognizance crystal* consists of a core crystal and two or three smaller crystals arranged in specific positions around it on strands of silver wire. The crystals give off a faint glow. A typical *cognizance crystal* weighs approximately 1 pound, has AC 7, 10 hit points, a hardness of 8, and a break DC of 16.

Activation: The user must merely hold or have a crystal on their person for a period of at least 10 minutes (which is long enough to attune oneself to the crystal). Thereafter, the owner can use power points stored in the crystal to manifest powers they know.

The maximum number of points a *cognizance crystal* can store is always an odd number and is never more than 17. It can store only as many power points as its original maximum, set at the time of its creation. When a *cognizance crystal's* power points are used up, the glow of the crystal dims. However, the user can recharge it by paying power points on a 1-for-1 basis. While doing this depletes the user's own power point reserve for the day, those power points remain available in the *cognizance crystal* until used.

A user cannot directly replenish their personal power points from those stored in a *cognizance crystal*, nor can they draw power points from more than one source to manifest a power. See Using Stored Power Points for more information.

Faint to strong psychokinesis; ML equal to maximum power point storage; Imbue Cognizance Crystal; Weight 1 lb.

Table: Cognizance Crystals

			Maximum Power	XP Cost	Market Price
Minor	Medium	Major	Point Storage		
01–90	01–40	—	1	50 XP	1,000 gp
91–100	41–74	—	3	200 XP	4,000 gp
—	75–89	01–39	5	450 XP	9,000 gp
—	90–98	40–59	7	800 XP	16,000 gp
—	99–100	60–69	9	1,250 XP	50,000 gp
—	—	70–70	11	1,800 XP	72,000 gp
—	—	80–89	13	2,450 XP	147,000 gp
—	—	90–95	15	3,200 XP	256,000 gp
—	—	96–100	17	4,050 XP	405,000 gp

Unlike most other items containing power points, *cognizance crystals* can be used incrementally, meaning they can be used for multiple power manifestations. A character can own any number of *cognizance crystals*, but power points can only be spent from one at a time.

In some psionic societies, *cognizance crystals* serve as “batteries” for psionically-powered items and equipment.

Dorjes

A dorje is a slender crystal that contains a single power. Each dorje has 50 charges when created, and each charge expended allows one use of that power. A dorje that runs out of charges is just a simple crystal.

Physical Description: A typical dorje is an elongated crystal of one color (or colorless), between 8 inches and 10 inches long and about 1/2 inch thick, which can weigh up to 1/4 pound. Occasionally, a dorje is decorated with carvings or inscribed runes along a face of the crystal. A typical dorje has AC 7, 7 hit points, a hardness of 8, and a break DC of 18.

Activation: Dorjes use the power trigger activation method, so manifesting a power from a dorje is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested has a manifesting time longer than 1 standard action, however, it takes that long to manifest the power from a dorje.) The user must have the power on their class list, even if they know the command thought. Additionally, to activate a dorje, a character must hold it in hand and point it in the general direction of the target or area to be affected.

Dorjes are normally created at the minimum manifester level required to manifest the power, and powers that can be augmented are not augmented when stored in a dorje. A dorje's wielder cannot augment the power contained within the dorje. However, dorjes can be created at a higher manifester level than required to manifest the power. In this case, the dorje that holds an augmentable power is augmented, to the limit of the manifester level and the power's augmentation maximums, if any. The manifester level of a dorje cannot be more than five higher than the minimum manifester level to use the power it contains.

Table: Dorjes

Minor	Medium	Major	Power Level ¹	Market Price ²	XP Cost
01–50	—	—	1 st (manifested at 1 st level)	750 gp	37 XP
51–95	01–05	—	2 nd (manifested at 3 rd level)	4,500 gp	225 XP
96–100	06–65	—	3 rd (manifested at 5 th level)	11,250 gp	562 XP
—	66–95	01–05	4 th (manifested at 7 th level)	42,000 gp	1,050 XP
—	96–100	06–50	5 th (manifested at 9 th level)	67,500 gp	1,687 XP
—	—	51–70	6 th (manifested at 11 th level)	148,500 gp	2,450 XP
—	—	71–85	7 th (manifested at 13 th level)	273,000 gp	3,417 XP
—	—	86–95	8 th (manifested at 15 th level)	450,000 gp	4,500 XP
—	—	96–100	9 th (manifested at 17 th level)	688,500 gp	5,737 XP

¹ Some dorjes have higher manifester levels than the minimum power level, which give them commensurately higher costs; see below.

² Any dorje that stores a power with an experience point cost also has an XP cost in addition to that noted here.

The market prices given above are based on the minimum manifester levels required for that power level. The base price of a dorje is 750 gp x the power level of the power being imbued x the manifester level the power is being manifested at. However, if a dorje's creator wanted to imbue an augmented power, then they would have to increase the manifester level being built into the wand for the augmented power to work. In such instances, you will have to calculate the base price of the dorje manually, with half of the base price being the cost of special supplies to the creator, and 1/20th of the base price (which is also the equivalent of 1/10th of the cost of special supplies) is the XP cost to create the dorje. Remember that, for every 1,000 XP required to create an item, the market price is increased by an amount equal to the base price.

Potions (and Oils)

A potion is an enchanted liquid that produces its effect when imbibed. Enchanted oils are similar to potions, except that oils are applied externally rather than imbibed. A potion or oil can be used only once. It can duplicate the effect of a spell of up to 3rd level that has a casting time of less than 1 minute.

Potions are like spells cast upon the imbiber. The character taking the potion doesn't get to make any decisions about the effect—the caster who brewed the potion has already done so. The drinker of a potion is both the effective target and the caster of the effect (though the potion indicates the caster level, the drinker still controls the effect).

The person applying an oil is the effective caster, but the object is the target.

Physical Description: A typical potion or oil consists of 1 ounce of liquid held in a ceramic or glass vial fitted with a tight stopper. The stoppered container is usually no more than 1 inch wide and 2 inches high. The vial has AC 13, 1 hit point, hardness 1, and a break DC of 12. Vials hold 1 ounce of liquid.

Identifying Potions: In addition to the standard methods of identification, PCs can sample from each container they find to attempt to determine the nature of the liquid inside. An experienced character learns to identify potions by memory—for example, the last time the character tasted a liquid that reminded them of almonds, it turned out to be a *potion of cure moderate wounds*.

Activation: Drinking a potion or applying an oil requires no special skill. The user merely removes the stopper and swallows the potion or smears on the oil. The following rules govern potion and oil use.

Drinking a potion or using an oil on an item of gear is a standard action. The potion or oil takes effect immediately. Using a potion or oil provokes attacks of opportunity. A successful attack (including grappling attacks) against the character forces a Concentration check (as for casting a spell). If the character fails this check, then they cannot drink the potion. An enemy may direct an attack of opportunity against the potion or oil container rather than against the character. A successful attack of this sort can destroy the container. A character can carefully administer a potion to an unconscious creature as a full-round action, trickling the liquid down the creature's throat. Likewise, it takes a full-round action to apply an oil to an unconscious creature.

Limitations: Potions and oils can only be enchanted with spells up to 3rd-level in power. While it is assumed for sake of ease that any potion or oil randomly discovered is created at the minimum caster level required (so usually an upper limit of 5th-level caster for 3rd-level spells) but that doesn't mean that potions and oils must be enchanted at the minimum caster level. Such items can be enchanted with up to 20th-level of caster ability, but there would rarely be any need to, as very few 1st-3rd level spells can take advantage of being cast at 20th-level of ability. Nonetheless, should a potion / oil creator wish to do so they can, just keeping in mind the increased base price (and therefore increased special supplies cost and XP cost as well; see "Cost" below).

Cost: Unless otherwise noted, a potion or oil's base price is 25 gp x the level of the spell x the minimum required caster level, with the cost for special supplies being half of the base price, and the XP cost being 1/20th of the base price. If desired a potion or oil may be enchanted with a higher effective caster level than the minimum, but the base price, the special supplies cost, and the XP cost must be recalculated accordingly.

Special: A creature must be able to swallow a potion or smear on an oil. Because of this, incorporeal creatures cannot use potions or oils. Any corporeal creature can imbibe a potion. The potion must be swallowed. Any corporeal creature can use an oil.

Potion Descriptions

The assumed caster level for the standard potions and oils given below is the minimum caster level needed to cast the spell (unless otherwise specified).

Table: Potions and Oils

Minor	Medium	Major	Potion or Oil	XP Cost	Market Price
01–10	—	—	<i>Cure light wounds</i> (potion)	2 XP	50 gp
11–13	—	—	<i>Endure elements</i> (potion)	2 XP	50 gp
14–15	—	—	<i>Hide from animals</i> (potion)	2 XP	50 gp
16–17	—	—	<i>Hide from undead</i> (potion)	2 XP	50 gp
18–19	—	—	<i>Jump</i> (potion)	2 XP	50 gp
20–22	—	—	<i>Mage armor</i> (potion)	2 XP	50 gp
23–25	—	—	<i>Magic fang</i> (potion)	2 XP	50 gp
26	—	—	<i>Magic stone</i> (oil)	2 XP	50 gp
27–29	—	—	<i>Magic weapon</i> (oil)	2 XP	50 gp
30	—	—	<i>Pass without trace</i> (potion)	2 XP	50 gp
31–32	—	—	<i>Protection from (alignment)</i> (potion)	2 XP	50 gp
33–34	—	—	<i>Remove fear</i> (potion)	2 XP	50 gp
35	—	—	<i>Sanctuary</i> (potion)	2 XP	50 gp
36–38	—	—	<i>Shield of faith +2</i> (potion)	2 XP	50 gp
39	—	—	<i>Shillelagh</i> (oil)	2 XP	50 gp
40–41	01–02	—	<i>Bless weapon</i> (oil)	5 XP	100 gp
42–44	03–04	—	<i>Enlarge person</i> (potion)	12 XP	250 gp
45	05	—	<i>Reduce person</i> (potion)	12 XP	250 gp
46–47	06	—	<i>Aid</i> (potion)	15 XP	300 gp
48–50	07	—	<i>Barkskin +2</i> (potion)	15 XP	300 gp
51–53	08–10	—	<i>Bear's endurance</i> (potion)	15 XP	300 gp
54–56	11–13	01–02	<i>Blur</i> (potion)	15 XP	300 gp
57–59	14–16	—	<i>Bull's strength</i> (potion)	15 XP	300 gp
60–62	17–19	—	<i>Cat's grace</i> (potion)	15 XP	300 gp
63–67	20–27	03–07	<i>Cure moderate wounds</i> (potion)	15 XP	300 gp
68	28	—	<i>Darkness</i> (oil)	15 XP	300 gp
69–71	29–30	08–09	<i>Darkvision</i> (potion)	15 XP	300 gp
72–74	31	—	<i>Delay poison</i> (potion)	15 XP	300 gp
75–76	32–33	—	<i>Eagle's splendor</i> (potion)	15 XP	300 gp
77–78	34–35	—	<i>Fox's cunning</i> (potion)	15 XP	300 gp
79–81	36–37	10–11	<i>Invisibility</i> (potion or oil)	15 XP	300 gp
82–84	38	12	<i>Lesser restoration</i> (potion)	15 XP	300 gp
85–86	39	—	<i>Levitate</i> (potion or oil)	15 XP	300 gp
87	40	—	<i>Misdirection</i> (potion)	15 XP	300 gp
88–89	41–42	—	<i>Owl's wisdom</i> (potion)	15 XP	300 gp
90–91	43	—	<i>Protection from arrows 10/magic</i> (potion)	15 XP	300 gp
92–93	44	13	<i>Remove paralysis</i> (potion)	15 XP	300 gp
94–96	45–46	—	<i>Resist energy (type) 10</i> (potion)	15 XP	300 gp
97	47–48	14	<i>Shield of faith +3</i> (potion)	15 XP	300 gp
98–99	49	—	<i>Spider climb</i> (potion)	15 XP	300 gp
100	50	15	<i>Undetectable alignment</i> (potion)	15 XP	300 gp
—	51	16	<i>Barkskin +3</i> (potion)	30 XP	600 gp
—	52	17–18	<i>Shield of faith +4</i> (potion)	30 XP	600 gp
—	53–55	19–20	<i>Resist energy (type) 20</i> (potion)	35 XP	700 gp
—	56–60	21–28	<i>Cure serious wounds</i> (potion)	37 XP	750 gp
—	61	29	<i>Daylight</i> (oil)	37 XP	750 gp
—	62–64	30–32	<i>Displacement</i> (potion)	37 XP	750 gp
—	65	33	<i>Flame arrow</i> (oil)	37 XP	750 gp
—	66–68	34–38	<i>Fly</i> (potion)	37 XP	750 gp
—	69	39	<i>Gaseous form</i> (potion)	37 XP	750 gp

Minor	Medium	Major	Potion or Oil	XP Cost	Market Price
—	70–71	—	<i>Greater magic fang +1</i> (potion)	37 XP	750 gp
—	72–73	—	<i>Greater magic weapon +1</i> (oil)	37 XP	750 gp
—	74–75	40–41	<i>Haste</i> (potion)	37 XP	750 gp
—	76–78	42–44	<i>Heroism</i> (potion)	37 XP	750 gp
—	79–80	45–46	<i>Keen edge</i> (oil)	37 XP	750 gp
—	81	47	<i>Magic circle against (alignment)</i> (potion)	37 XP	750 gp
—	82–83	—	<i>Magic vestment +1</i> (oil)	37 XP	750 gp
—	84–86	48–50	<i>Neutralize poison</i> (potion)	37 XP	750 gp
—	87–88	51–52	<i>Nondetection</i> (potion)	37 XP	750 gp
—	89–91	53–54	<i>Protection from energy (type)</i> (potion)	37 XP	750 gp
—	92–93	55	<i>Rage</i> (potion)	37 XP	750 gp
—	94	56	<i>Remove blindness/deafness</i> (potion)	37 XP	750 gp
—	95	57	<i>Remove curse</i> (potion)	37 XP	750 gp
—	96	58	<i>Remove disease</i> (potion)	37 XP	750 gp
—	97	59	<i>Tongues</i> (potion)	37 XP	750 gp
—	98–99	60	<i>Water breathing</i> (potion)	37 XP	750 gp
—	100	61	<i>Water walking</i> (potion)	37 XP	750 gp
—	—	62–63	<i>Barkskin +4</i> (potion)	45 XP	900 gp
—	—	64	<i>Shield of faith +5</i> (potion)	45 XP	900 gp
—	—	65	<i>Good hope</i> (potion)	52 XP	1,050 gp
—	—	66–68	<i>Resist energy (type) 30</i> (potion)	55 XP	1,100 gp
—	—	69	<i>Barkskin +5</i> (potion)	60 XP	1,200 gp
—	—	70–73	<i>Greater magic fang +2</i> (potion)	60 XP	1,200 gp
—	—	74–77	<i>Greater magic weapon +2</i> (oil)	60 XP	1,200 gp
—	—	78–81	<i>Magic vestment +2</i> (oil)	60 XP	1,200 gp
—	—	82	<i>Protection from arrows 15/magic</i> (potion)	75 XP	1,500 gp
—	—	83–85	<i>Greater magic fang +3</i> (potion)	90 XP	1,800 gp
—	—	86–88	<i>Greater magic weapon +3</i> (oil)	90 XP	1,800 gp
—	—	89–91	<i>Magic vestment +3</i> (oil)	90 XP	1,800 gp
—	—	92–93	<i>Greater magic fang +4</i> (potion)	120 XP	2,400 gp
—	—	94–95	<i>Greater magic weapon +4</i> (oil)	120 XP	2,400 gp
—	—	96–97	<i>Magic vestment +4</i> (oil)	120 XP	2,400 gp
—	—	98	<i>Greater magic fang +5</i> (potion)	150 XP	3,000 gp
—	—	99	<i>Greater magic weapon +5</i> (oil)	150 XP	3,000 gp
—	—	100	<i>Magic vestment +5</i> (oil)	150 XP	3,000 gp

Power Stones

A power stone stores a power (or collection of powers). A stored power can be used only once, “flushing” the stone. Using a power stone is basically like manifesting a power.

Physical Description: A power stone is a thumb-sized chunk of crystal that possesses a barely detectable interior glow if it holds a low-level power. A stone imprinted with more than one power or a higher-level power glows more brightly, but never enough to provide illumination. A typical power stone has AC 7, 5 hit points, a hardness of 8, and a break DC of 20.

Activation: To activate a power stone, a manifester must mentally address it, as described below. Once the power is known, the power stone is treated as a power completion item, except as noted below.

Addressing the Stone: A power stone must be “addressed” before a character can use it or know exactly what power it contains. Doing this requires a successful Psicraft check (DC 15 + power level). Once a particular power

stone has been addressed, it is not necessary to do so again. Addressing a power stone in advance lets a character proceed directly to the next step when the time comes to use it.

Using a stone's stored power after addressing the stone requires holding the stone and willing the power's manifestation, as if manifesting a power normally (a standard action). Activating a power stone is subject to disruption just as manifesting a power normally would be. Additionally, the user must meet the following requirements:

- The user must have the power on their class list.
- The user must have the requisite key ability score.

If the user meets these requirements and has a manifester level at least equal to the power's manifester level, they can automatically manifest the stored power without a check. If they meet both requirements but their own level is lower than the power stone's manifester level, they must make a manifester level check (1d20 + user's level), against a DC equal to (the power stone's manifester level +1) to manifest the power successfully. On a failure, the user must succeed on a DC 5 Wisdom check to avoid brainburn (see below). A natural roll of 1 on this check is always a failure.

Determine Effect: A power successfully manifested from a power stone works exactly as if manifested normally. Assume the power stone's manifester level is always the minimum level required to manifest the power for the character who imprinted the stone unless the creator specifically desires otherwise. A power stone's glow fades when its stored power is flushed.

Brainburn: When something goes awry, the user of a power stone improperly manifests the stored power. The resultant psychic surge persists for 1d4 rounds, unless the power stone is flung farther than 100 feet away or is destroyed. This surge deals 1d6 points of damage per power stored per round and arcs across multiple targets, similar to *energy current*, except the damage type isn't specified. The user is the primary target, and one nearby ally is the secondary target (chosen at random).

The manifester level for a standard power stone is the minimum manifester level needed to manifest the power (unless otherwise specified).

Table: Power Stone Types

d% (d20)	Type
01–70 (1-14)	Psion/Wilder
71–100 (15-20)	Warmind

Table: Powers Imbued in a Power Stone

Minor Stone; 1d3 powers of 1 st -3 rd level
Medium Stone; 1d4 powers of 2 nd -5 th level
Major Stone; 1d6 powers of 4 th -9 th level

Table: Power Stone Levels

Minor	Medium	Major	Power Level	XP Cost	Market Price ¹
01–50	—	—	1st	1 XP	25 gp
51–95	01–05	—	2nd	7 XP	150 gp
96–100	06–65	—	3rd	18 XP	375 gp
—	66–95	01–05	4th	35 XP	700 gp
—	96–100	06–50	5th	56 XP	1,125 gp
—	—	51–70	6th	82 XP	1,650 gp
—	—	71–85	7th ²	113 XP	2,275 gp
—	—	86–95	8th ²	150 XP	3,000 gp
—	—	95–100	9th ²	191 XP	3,825 gp

¹ Any power stone that has an imprinted power with an experience point cost also has an XP cost in addition to that noted here.

² Reroll if a level of 7th or higher is indicated for a warmind power stone. The maximum level for a warmind power stone is 6th.

Psicrowns

A psicrown is a special headband that stores several powers. Unlike dorjes, which can contain a wide variety of powers, each psicrown is of a certain kind and holds specific powers. Unless otherwise stated, a psicrown has power points equal to 50 x its manifester level when created. These power points can be spent only on the powers that are contained in the psicrown.

Unlike with other sorts of imbued items, the wearer can use their manifester level when activating the power of a psicrown if it's higher than the manifester level of the psicrown. Psicrowns also use the wearer's ability score to set the save DC for the powers, meaning powers from a psicrown are often harder to resist than ones from other imbued items, which use the minimum ability score required to manifest the power.

Physical Description: A typical psicrown is large enough to fit on the head of a Medium creature. All psicrowns are actually crownlike and heavily adorned, using various gemstone combinations and crystal centerpieces. All psicrowns weigh less than 1 pound. Most psicrowns have a metallic frame, but one could potentially be composed of any material. Metallic psicrowns have AC 10, 10 hit points, hardness 8, and a break DC of 28. Psicrowns made of psionically reinforced silk have AC 7, 10 hit points, hardness 2, and a break DC of 24. Psicrowns can be made from other, more exotic materials, but all have at least the strength and durability of psicrowns made of psionically reinforced silk.

Activation: Psicrowns use the power trigger activation method, so manifesting a power from a psicrown is usually a standard action that does not provoke attacks of opportunity. (If the power being manifested, however, has a longer manifesting time than 1 standard action, it takes that long to manifest the power from a psicrown.) When activating a psicrown, the user spends power points contained in the psicrown on any one of the psicrown's powers. Powers activated from a psicrown can be augmented with additional power points from the psicrown itself, so long as the total number of power points spent does not exceed the user's manifester level. The user can't manifest a power from a psicrown using their own power points.

Recharging: A psicrown can be recharged as long it hasn't expended all of its power points. The recharging process is identical to the creation process; the character recharging the psicrown must have the Imbue Psicrown feat and all of the powers contained in the psicrown. However, the character recharging the psicrown doesn't have to pay the special supplies cost; they only need to invest the time necessary to recharge the psicrown (1 day per 1,000 gp value of the base price) and pay the XP cost (1/20th of the base price). Regardless of how many power points remain in the psicrown when it is recharged, the costs in time and XP are as if the psicrown were being created from scratch.

Table: Specific Psicrowns

Medium	Major	Psicrown	Starting PP	XP Cost	Market Price
01–20	01–09	<i>Dominator</i>	450 PP	1,012 XP	40,500 gp
21–51	10–20	<i>Evader</i>	400 PP	1,425 XP	57,000 gp
52–64	21–31	<i>Cautious warrior</i>	450 PP	1,603 XP	64,125 gp
65–79	32–41	<i>Beast</i>	450 PP	1,687 XP	67,500 gp
80–89	42–58	<i>Great dominator</i>	750 PP	2,250 XP	135,000 gp
90–97	59–68	<i>Astral legion</i>	900 PP	2,362 XP	141,750 gp
98–100	69–78	<i>Discerning watcher</i>	450 PP	2,573 XP	154,407 gp
—	79–89	<i>Fiery ruin</i>	750 PP	3,375 XP	270,000 gp
—	90–97	<i>Traveler</i>	750 PP	4,007 XP	400,780 gp
—	98–100	<i>Temporal juggler</i>	850 PP	4,781 XP	478,125 gp

Psicrown Descriptions

Psicrowns have immense utility because they pack so many capabilities into one item and because they use the wearer's ability score and relevant feats to set the DC for saves against their powers.

Unlike with other sorts of imbued items, the wearer can use their manifester level when activating the power of a psicrown if it's higher than the manifester level of the psicrown. The minimum manifester level is 8th.

Astral Legion: This psicrown has 900 power points. It is made from white silk interwoven with crystalline strands of thread. It allows use of the following power.

- *Astral construct*

Strong metacreativity; ML 18th; Imbue Psicrown, *astral construct*; Base Price 47,250 gp, Market Price 141,750 gp.

Beast: This psicrown has 450 power points. It is made from a prickly collection of bear claws and snake fangs. It allows use of the following powers.

- *Claw of energy*
- *Lion's charge*
- *Truevenom*
- *Duodimensional claw*
- *Prevenom*

Moderate psychometabolism; ML 9th; Imbue Psicrown, *claw of energy*, *duodimensional claw*, *lion's charge*, *prevenom*, *truevenom*; Base Price 33,750 gp, Market Price 67,500 gp.

Cautious Warrior: This psicrown has 450 power points. It is made from a shining iron alloy, similar to the material of a metallic shield. It allows use of the following powers.

- *Adapt body*
- *Precognition, defensive*
- *Body adjustment*
- *Inertial barrier*

Moderate psychometabolism; ML 9th; Imbue Psicrown, *adapt body*, *body adjustment*, *defensive precognition*, *inertial barrier*; Base Price 32,063 gp, Market Price 64,125 gp.

Discerning Watcher: This psicrown has 450 power points. It is made from pure transparent crystal. It allows use of the following powers.

- *Aura sight*
- *Clairvoyant sense*
- *Remote viewing*
- *Clairtangent hand*
- *Darkvision*
- *True seeing*

Moderate clairsentience; ML 9th; Craft Psicrown, *aura sight*, *clairtangent hand*, *clairvoyant sense*, *darkvision*, *remote viewing*, *true seeing*; Base Price 51,469 gp, Market Price 154,407 gp.

Dominator: This psicrown has 450 power points. It is made from gray iron and is shaped into an intricately fluted crown. It allows use of the following powers.

- *Charm being*
- *Suggestion*
- *Dominate being*

Moderate telepathy; ML 9th; Imbue Psicrown, *charm being*, *dominate being*, *suggestion*; Base Price 20,250 gp, Market Price 40,500 gp.

Evader: This psicrown has 400 power points. It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following powers.

- *Catfall*
- *Fly*
- *Wall walker*
- *Hustle*
- *Freedom of movement*

Moderate psychoportation; ML 8th; Imbue Psicrown, *catfall*, *hustle*, *fly*, *freedom of movement*, *wall walker*; Base Price 28,500 gp, Market Price 57,000 gp.

Fiery Ruin: This psicrown has 750 power points. It is made from reddish iron and is shaped into a twisted circlet studded with reddish crystals. It allows use of the following powers.

- *Energy ball*
- *Energy missile*
- *Fiery discorporation*
- *Energy cone*
- *Energy stun*

Strong psychokinesis; ML 15th; Imbue Psicrown, *energy ball*, *energy cone*, *energy missile*, *energy stun*, *fiery discorporation*; Base Price 67,500 gp, Market Price 270,000 gp.

Great Dominator: This psicrown has 750 power points. It is made from black iron without further ornamentation. It allows use of the following powers.

- *Charm being*
- *Suggestion*
- *Dominate being*

Strong telepathy; ML 15th; Imbue Psicrown, *charm being*, *dominate being*, *suggestion*; Base Price 45,000 gp, Market Price 135,000 gp.

Temporal Juggler: This psicrown has 850 power points. It is made from silk, usually dyed in several colors, with a clear crystal affixed to the material. It allows use of the following powers.

- *Temporal acceleration*
- *Timeless body*
- *Time hop*

Strong psychoportation; ML 17th; Imbue Psicrown, *temporal acceleration*, *time hop*, *timeless body*; Base Price 95,625 gp, Market Price 478,125 gp.

Traveler: This psicrown has 750 power points. It is made from silk, usually dyed emerald green, with an emerald crystal affixed to the material. It allows use of the following powers.

- *Astral traveler*
- *Teleport, greater*
- *Dimension door*
- *Teleport*

Strong psychoportation; ML 15th; Craft Psicrown, *astral traveler*, *dimension door*, *greater teleport*, *teleport*; Base Price 80,156 gp, Market Price 400,780 gp.

Rings

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a ring. A character can only effectively wear two magic rings. A third magic ring doesn't work if the wearer is already wearing two magic rings.

Physical Description: Rings have no appreciable weight. Although exceptions exist that are crafted from glass or bone, the vast majority of rings are forged from metal—usually precious metals such as gold, silver, and platinum. A ring has AC 13, 2 hit points, hardness 10, and a break DC of 25.

Activation: Usually, a ring's ability is activated by a command word (a standard action that does not provoke attacks of opportunity) or it works continually. Some rings have exceptional activation methods, according to their descriptions.

Special Qualities: Roll d%. A result of 01 indicates the ring is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Rings with charges can never be intelligent.

Table: Rings

Minor	Medium	Major	Ring	XP Cost	Market Price
01–18	—	—	<i>Protection +1*</i>	100 XP	2,000 gp
19–28	—	—	<i>Feather falling</i>	110 XP	2,200 gp
29–36	—	—	<i>Sustenance*</i>	125 XP	2,500 gp
37–44	—	—	<i>Climbing*</i>	125 XP	2,500 gp
45–52	—	—	<i>Jumping*</i>	125 XP	2,500 gp
53–60	—	—	<i>Swimming*</i>	125 XP	2,500 gp
61–70	01–05	—	<i>Counterspells</i>	200 XP	4,000 gp
71–80	06–15	—	<i>Protection +2*</i>	400 XP	8,000 gp
81–85	16–22	—	<i>Force shield*</i>	425 XP	8,500 gp
86–90	23–28	—	<i>Ram</i>	430 XP	8,600 gp
—	29–34	—	<i>Climbing, improved*</i>	500 XP	10,000 gp
—	35–40	—	<i>Jumping, improved*</i>	500 XP	10,000 gp
—	41–46	—	<i>Swimming, improved*</i>	500 XP	10,000 gp
91–93	47–51	—	<i>Animal friendship</i>	540 XP	10,800 gp
94–96	50–56	01–02	<i>Energy resistance, minor*</i>	600 XP	12,000 gp
97–98	57–61	—	<i>Chameleon power</i>	635 XP	12,700 gp
99	62–65	—	<i>Water walking*</i>	750 XP	15,000 gp
100	66–67	03–04	<i>Mind shielding*</i>	900 XP	18,000 gp
—	68–71	05–07	<i>Protection +3*</i>	900 XP	18,000 gp
—	72–76	08–10	<i>Spell storing, minor</i>	900 XP	18,000 gp
—	77–81	11–15	<i>Invisibility</i>	1,000 XP	40,000 gp
—	82–85	16–19	<i>Wizardry (I)</i>	1,000 XP	40,000 gp
—	86–90	20–25	<i>Evasion*</i>	1,250 XP	50,000 gp
—	91–93	26–28	<i>X-ray vision*</i>	1,250 XP	50,000 gp
—	94–97	29–32	<i>Blinking</i>	1,350 XP	54,000 gp
—	98–100	33–39	<i>Energy resistance, major*</i>	1,400 XP	56,000 gp
—	—	40–49	<i>Protection +4*</i>	1,600 XP	64,000 gp
—	—	50–55	<i>Wizardry (II)</i>	2,000 XP	120,000 gp
—	—	56–60	<i>Freedom of movement*</i>	2,000 XP	120,000 gp
—	—	61–63	<i>Energy resistance, greater*</i>	2,200 XP	132,000 gp
—	—	64–65	<i>Friend shield (pair)*</i>	2,500 XP	150,000 gp
—	—	66–70	<i>Protection +5*</i>	2,500 XP	150,000 gp
—	—	71–74	<i>Shooting stars</i>	2,500 XP	150,000 gp
—	—	75–79	<i>Spell storing</i>	2,500 XP	150,000 gp
—	—	80–83	<i>Wizardry (III)</i>	3,500 XP	280,000 gp
—	—	84–86	<i>Telekinesis*</i>	3,750 XP	300,000 gp
—	—	87–88	<i>Regeneration*</i>	4,500 XP	450,000 gp
—	—	89–90	<i>Spell turning</i>	4,914 XP	489,750 gp
—	—	90–92	<i>Wizardry (IV)</i>	5,000 XP	491,400 gp
—	—	93–94	<i>Djinni calling</i>	6,500 XP	600,000 gp
—	—	95	<i>Three wishes*</i>	19,897 XP	1,959,000 gp
—	—	96	<i>Elemental command (air)</i>	10,000 XP	2,200,000 gp
—	—	97	<i>Elemental command (earth)</i>	10,000 XP	2,200,000 gp
—	—	98	<i>Elemental command (fire)</i>	10,000 XP	2,200,000 gp
—	—	99	<i>Elemental command (water)</i>	10,000 XP	2,200,000 gp
—	—	100	<i>Spell storing, major</i>	10,000 XP	2,200,000 gp

* These rings have an identical psionic equivalent.

Ring Descriptions

Standard rings are described below.

Animal Friendship: On command, this ring affects an animal as if the wearer had cast *charm animal*.

Faint enchantment; CL 3rd; Enchant Ring, *charm animal*; Base / Market Price 10,800 gp.

Blinking: On command, this ring makes the wearer blink, as with the *blink* spell.

Moderate transmutation; CL 7th; Enchant Ring, *blink*; Base Price 27,000 gp, Market Price 54,000 gp.

Chameleon Power: As a free action, the wearer of this ring can gain the ability to magically blend in with the surroundings. This provides a +10 competence bonus on her Hide checks. As a standard action, she can also command the ring to utilize the spell *disguise self* as often as she wants.

Faint illusion; CL 3rd; Enchant Ring, *disguise self*, *invisibility*; Base / Market Price 12,700 gp.

Climbing: This ring is actually a magic leather cord that ties around a finger. It continually grants the wearer a +5 competence bonus on Climb checks.

Faint transmutation / psychometabolism; CL / ML 5th; Enchant Ring or Imbue Ring, creator must have 5 ranks in the Climb skill; Base / Market Price 2,500 gp.

Climbing, Improved: As climbing, except it grants a +10 competence bonus on its wearer's Climb checks.

Faint transmutation / psychometabolism; CL / ML 5th; Enchant Ring or Imbue Ring, creator must have 10 ranks in the Climb skill; Base / Market Price 10,000 gp.

Counterspells: This ring might seem to be a *ring of spell storing* upon first examination. However, while it allows a single spell of 1st through 6th level to be cast into it, that spell cannot be cast out of the ring again. Instead, should that spell ever be cast upon the wearer, the spell is immediately countered, as a counterspell action, requiring no action (or even knowledge) on the wearer's part. Once so used, the spell cast within the ring is gone. A new spell (or the same one as before) may be placed in it again.

Moderate evocation; CL 11th; Enchant Ring, *imbue with spell ability*; Base / Market Price 4,000 gp.

Djinni Calling: One of the many rings of fable, this "genie" ring is most useful indeed. It serves as a special *gate* by means of which a specific djinni can be called from the Elemental Plane of Air. When the ring is rubbed (a standard action), the call goes out, and the djinni appears on the next round. The djinni faithfully obeys and serves the wearer of the ring, but never for more than 1 hour per day. If the djinni of the ring is ever killed, the ring becomes nonmagical and worthless.

Strong conjuration; CL 17th; Enchant Ring, *gate*; Base Price 125,000 gp, Market Price 875,000 gp.

Elemental Command: All four kinds of *elemental command* rings are very powerful. Each appears to be nothing more than a lesser magic ring until fully activated (by meeting a special condition, such as single-handedly slaying an elemental of the appropriate type or exposure to a sacred material of the appropriate element), but each has certain other powers as well as the following common properties.

Elementals of the plane to which the ring is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (as *charm monster*, Will DC 17 negates). If the *charm* attempt fails, however, absolute protection is lost and no further attempt at *charming* can be made.

Creatures from the plane to which the ring is attuned who attack the wearer take a –1 penalty on their attack rolls. The ring wearer makes applicable saving throws from the extraplanar creature's attacks with a +2 resistance bonus. He gains a +4 morale bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The wearer of the ring is able to converse with creatures from the plane to which his ring is attuned. These creatures recognize that he wears the ring. They show a healthy respect for the wearer if alignments are

similar. If alignments are opposed, creatures fear the wearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a *ring of elemental command* takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	–2 against earth-based effects
Earth	–2 against air- or electricity-based effects
Fire	–2 against water- or cold-based effects
Water	–2 against fire-based effects

In addition to the powers described above, each specific ring gives its wearer the following abilities:

Ring of Elemental Command (Air)

- *Feather fall* (unlimited use, wearer only)
- *Resist energy (electricity)* (unlimited use, wearer only)
- *Gust of wind* (twice per day)
- *Wind wall* (unlimited use)
- *Air walk* (once per day, wearer only)
- *Chain lightning* (once per week)

The ring appears to be a *ring of feather falling* until a certain condition is met to activate its full potential. It must be reactivated each time a new wearer acquires it.

Ring of Elemental Command (Earth)

- *Meld into stone* (unlimited use, wearer only)
- *Soften earth or stone* (unlimited use)
- *Stone shape* (twice per day)
- *Stoneskin* (once per week, wearer only)
- *Passwall* (twice per week)
- *Wall of stone* (once per day)

The ring appears to be a *ring of meld into stone* until the established condition is met.

Ring of Elemental Command (Fire)

- *Resist energy (fire)* (as a *major ring of energy resistance [fire]*)
- *Burning hands* (unlimited use)
- *Flaming sphere* (twice per day)
- *Pyrotechnics* (twice per day)
- *Wall of fire* (once per day)
- *Flame strike* (twice per week)

The ring appears to be a *major ring of energy resistance (fire)* until the established condition is met.

Ring of Elemental Command (Water)

- *Water walk* (unlimited use)
- *Create water* (unlimited use)
- *Water breathing* (unlimited use)
- *Wall of ice* (once per day)
- *Ice storm* (twice per week)
- *Control water* (twice per week)

The ring appears to be a *ring of water walking* until the established condition is met.

Strong conjuration; CL 15th; Enchant Ring, *summon monster VI*, all appropriate spells; Base Price 200,000 gp, Market Price 2,200,000 gp.

Energy Resistance: This reddish iron ring continually protects the wearer from damage from one type of energy—acid, cold, electricity, fire, or sonic (chosen by the creator of the item; determine randomly if found as part of a treasure hoard). Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A *minor ring of energy resistance* grants 10 points of resistance. A *major ring of energy resistance* grants 20 points of resistance. A *greater ring of energy resistance* grants 30 points of resistance.

Faint (minor or major) or moderate (greater) abjuration / psychokinesis; CL / ML 3rd (minor), 7th (major), or 11th (greater); Enchant Ring or Imbue Ring, *resist energy* or *energy adaptation (specified)*; Base / Market Price 12,000 gp (minor); Base Price 28,000 gp, Market Price 56,000 gp (major); Base Price 44,000 gp, Market Price 132,000 gp (greater).

Evasion: This ring continually grants the wearer the ability to avoid damage as if she had evasion. Whenever they make a Reflex saving throw to determine whether they take half damage, a successful save results in no damage.

Moderate transmutation / psychometabolism; CL / ML 7th; Enchant Ring or Imbue Ring, *jump* or *evade burst*; Base Price 25,000 gp, Market Price 50,000 gp.

Feather Falling: This ring is crafted with a feather pattern all around its edge. It acts exactly like a *feather fall* spell, activated immediately if the wearer falls more than 5 feet.

Faint transmutation; CL 1st; Forge Ring, *feather fall*; Price 2,200 gp.

Force Shield: An iron band, this simple ring generates a shield-sized (and shield-shaped) *wall of force* that stays with the ring and can be wielded by the wearer as if it were a tower shield (+4 AC) (which applies against incorporeal touch attacks, since the Force Shield is a force effect). This special creation has no armor check penalty or arcane spell failure chance since it is weightless and encumbrance-free. It can be activated and deactivated at will as a free action.

Moderate evocation / psychokinesis; CL / ML 9th; Enchant Ring or Imbue Ring, *wall of force* or *force screen*; Base / Market Price 8,500 gp.

Freedom of Movement: This gold ring allows the wearer to act as if continually under the effect of a *freedom of movement* spell.

Moderate abjuration / psychoportation; CL / ML 7th; Enchant Ring or Imbue Ring, *freedom of movement*; Base Price 40,000 gp, Market Price 120,000 gp.

Friend Shield: These curious rings always come in pairs. A *friend shield* ring without its mate is useless. Either wearer of one of a pair of the rings can, at any time, command their ring to cast a *shield other* spell with the wearer of the mated ring as the recipient. This effect has no range limitation.

Moderate abjuration / psychometabolism; CL / ML 10th; Enchant Ring or Imbue Ring, *share pain* or *shield other*; Base Price 50,000 gp, Market Price 150,000 gp (for a pair).

Invisibility: By activating this simple silver ring, the wearer can benefit from *invisibility*, as the spell.

Faint illusion; CL 3rd; Enchant Ring, *invisibility*; Base Price 20,000 gp, Market Price 40,000 gp.

Jumping: This ring allows the wearer to leap about, providing a +5 competence bonus on all their Jump checks.

Faint transmutation / psychometabolism; CL / ML 2nd; Enchant Ring or Imbue Ring, creator must have 5 ranks in the Jump skill; Base / Market Price 2,500 gp.

Jumping, Improved: As jumping, except it grants a +10 competence bonus on its wearer's Jump check.

Moderate transmutation / psychometabolism; CL / ML 7th; Enchant Ring or Imbue Ring, creator must have 10 ranks in the Jump skill; Base / Market Price 10,000 gp.

Mind Shielding: This ring is usually of fine workmanship and wrought from heavy gold. The wearer is continually immune to *detect thoughts*, *discern lies*, and any attempt to magically discern her alignment.

Faint abjuration / clairsentience; CL / ML 5th; Enchant Ring or Imbue Ring, *escape detection* or *nondetection*; Base / Market Price 18,000 gp.

Protection: This ring offers continual magical protection in the form of a deflection bonus of +1 to +5 to AC.

Faint abjuration/ clairsentience; CL / ML 5th; Enchant Ring or Imbue Ring, *mental barrier* or *shield of faith*, caster / manifester must be of a level at least three times greater than the bonus of the ring; Base / Market Price 2,000 gp (*ring +1*); Base / Market Price 8,000 gp (*ring +2*); Base / Market Price 18,000 gp (*ring +3*); Base Price 32,000 gp, Market Price 64,000 gp (*ring +4*); Base Price 50,000 gp, Market Price 150,000 gp (*ring +5*).

Ram: The *ring of the ram* is an ornate ring forged of hard metal, usually iron or an iron alloy. It has the head of a ram as its device. The wearer can command the ring to give forth a ramlike force, manifested by a vaguely discernible shape that resembles the head of a ram or a goat. This force strikes a single target, dealing 1d6 points of damage if 1 charge is expended, 2d6 points if 2 charges are used, or 3d6 points if 3 charges (the maximum) are used. Treat this as a ranged attack with a 50-foot maximum range and no penalties for distance.

The force of the blow is considerable, and those struck by the ring are subject to a bull rush if within 30 feet of the ring-wearer. (The ram has Strength 25 and is Large.) The ram gains a +1 bonus on the bull rush attempt if 2 charges are expended, or +2 if 3 charges are expended.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if it were a character with Strength 25. If 2 charges are expended, the effect is equivalent to a character with Strength 27. If 3 charges are expended, the effect is that of a character with Strength 29.

A newly created ring has 50 charges. When all the charges are expended, the ring becomes nonmagical.

Moderate transmutation; CL 9th; Enchant Ring, *bull's strength*, *telekinesis*; Base / Market Price 8,600 gp.

Regeneration: This white gold ring continually allows a living wearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the wearer loses a limb, an organ, or any other body part while wearing this ring, the ring *regenerates* it as the spell. In either case, only damage taken while wearing the ring is regenerated. Strong conjuration / psychometabolism; CL / ML 15th; Enchant Ring or Imbue Ring, *regenerate* or *true metabolism*; Base Price 90,000 gp, Market Price 450,000 gp.

Shooting Stars: This ring has two modes of operation, one for being in shadowy darkness or outdoors at night and a second one when the wearer is underground or indoors at night.

During the night under the open sky or in areas of shadow or darkness, the *ring of shooting stars* can perform the following functions on command:

- *Dancing lights* (once per hour)
- *Light* (twice per night)
- *Ball lightning* (special, once per night)
- *Shooting stars* (special, three per week)

The first special function, *ball lightning*, releases one to four balls of lightning (ring wearer's choice). These glowing globes resemble *dancing lights*, and the ring wearer controls them in the same fashion (see the *dancing lights* spell description). The spheres have a 120-foot range and a duration of 4 rounds. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature who comes within 5 feet of one causes its charge to dissipate, taking electricity damage in the process according to the number of balls created. Once the *ball lightning* function is activated, the balls can be released at any time before the sun rises. (Multiple balls can be released in the same round.)

Number of Balls	Damage per Ball
4 lightning balls	1d6 points of damage each
3 lightning balls	2d6 points of damage each
2 lightning balls	3d6 points of damage each
1 lightning ball	4d6 points of damage

The second special function produces three *shooting stars* that can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and spread (as a *fireball*) in a 5-foot-radius sphere for 24 points of fire damage.

Any creature struck by a *shooting star* takes full damage from impact plus full fire damage from the spread unless it makes a DC 13 Reflex save. Creatures not struck but within the spread ignore the impact damage and take only half damage from the fire spread on a successful DC 13 Reflex save. Range is 70 feet, at the end of which the *shooting star* explodes, unless it strikes a creature or object before that. A *shooting star* always follows a straight line, and any creature in its path must make a save or be hit by the projectile.

Indoors at night, or underground, the *ring of shooting stars* has the following properties.

- *Faerie fire* (twice per day)
- *Spark shower* (special, once per day)

The *spark shower* is a flying cloud of sizzling sparks that fan out from the ring for a distance of 20 feet in an arc 10 feet wide. Creatures within this area take 2d8 points of damage each if not wearing metal armor or carrying a metal weapon. Those wearing metal armor and/or carrying a metal weapon take 4d8 points of damage.

Strong evocation; CL 12th; Enchant Ring, *light*, *faerie fire*, *fireball*, *lightning bolt*; Base Price 50,000 gp, Market Price 150,000 gp.

Spell Storing, Minor: A *minor ring of spell storing* contains up to three levels of spells that the wearer can cast. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor (because the ring wearer need not gesture). The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action.

For a randomly generated ring, treat it as a scroll to determine what spells are stored in it. If you roll a spell that would put the ring over the three-level limit, ignore that roll; the ring has no more spells in it. (Not every newly discovered ring need be fully charged.)

A spellcaster can cast any spells into the ring, so long as the total spell levels do not add up to more than three. Metamagic versions of spells take up storage space equal to their spell level modified by the metamagic feat. A spellcaster can use a scroll to put a spell into the *minor ring of spell storing*. The ring magically imparts to the wearer the names of all spells currently stored within it.

Faint evocation; CL 5th; Enchant Ring, *imbue with spell ability*; Base / Market Price 18,000 gp.

Spell Storing: As the *minor ring of spell storing*, except it holds up to five levels of spells.

Moderate evocation; CL 9th; Enchant Ring, *imbue with spell ability*; Base Price 50,000 gp, Market Price 150,000 gp.

Spell Storing, Major: As the *minor ring of spell storing*, except it holds up to ten levels of spells.

Strong evocation; CL 17th; Enchant Ring, *imbue with spell ability*; Base Price 200,000 gp, Market Price 2,200,000 gp.

Spell Turning: Up to three times per day on command, this simple platinum band automatically reflects the next nine levels of spells cast at the wearer, exactly as if *spell turning* had been cast upon the wearer.

Strong abjuration; CL 13th; Enchant Ring, *spell turning*; Base Price 98,280 gp, Market Price 491,400 gp.

Sustenance: This ring continually provides its wearer with life-sustaining nourishment. The ring also refreshes the body and mind, so that its wearer needs only sleep 2 hours per day to gain the benefit of 8 hours of sleep. The ring must be worn for a full week before it begins to work. If it is removed, the owner must wear it for another week to reattune it to their body.

Faint conjuration / psychometabolism; CL / ML 5th; Enchant Ring or Imbue Ring, *create food and water or sustenance*; Base / Market Price 2,500 gp.

Swimming: This silver ring has a wave pattern etched into the band. It continually grants the wearer a +5 competence bonus on Swim checks.

Faint transmutation / psychometabolism; CL / ML 2nd; Enchant Ring or Imbue Ring, creator must have 5 ranks in the Swim skill; Base / Market Price 2,500 gp.

Swimming, Improved: As swimming, except it grants a +10 competence bonus on its wearer's Swim checks.

Moderate transmutation / psychometabolism; CL / ML 7th; Enchant Ring or Imbue Ring, creator must have 10 ranks in the Swim skill; Base / Market Price 10,000 gp.

Telekinesis: This ring allows the caster to use the spell *telekinesis* on command.

Moderate transmutation / psychokinesis; CL / ML 9th; Enchant Ring or Imbue Ring, *telekinesis*; Base Price 75,000 gp, Market Price 300,000 gp.

Three Wishes: This ring is set with three rubies. Each ruby stores a *wish* spell / *reality revision* manifestation, activated by the ring. When a *wish* is used, that ruby disappears. For a randomly generated ring, roll 1d3 to determine the remaining number of rubies. When all the *wishes* are used, the ring becomes a nonmagical item.

Strong evocation (if *miracle* is used) / clairsentience; CL / ML 20th; Enchant Ring or Imbue Ring, *reality revision, wish* or *miracle*; Base Price 97,950 gp; Market Price 1,959,000 gp, additional XP cost 15,000 XP (for total XP cost of 19,897 XP to create a ring of three wishes).

Water Walking: This ring allows the wearer to continually utilize the effects of the spell *water walk*.

Moderate transmutation / psychometabolism; CL / ML 9th; Enchant Ring or Imbue Ring, *body equilibrium* or *water walk*; Base / Market Price 15,000 gp.

Wizardry: This special ring comes in four kinds (*ring of wizardry I*, *ring of wizardry II*, *ring of wizardry III*, and *ring of wizardry IV*), all of them useful only to arcane spellcasters. The wearer gains bonus spell points equal to 5 power points x the level of the ring of wizardry; a *ring of wizardry I* gives the wearer 5 bonus spell points, a *ring of wizardry II* gives 10 bonus spell points, a *ring of wizardry III* gives 15 bonus spell points, and a *ring of wizardry IV* gives the wearer 20 bonus spell points.

Moderate (*wizardry I*) or strong (*wizardry II–IV*) (no school); CL 11th (*I*), 14th (*II*), 17th (*III*), 20th (*IV*); Enchant Ring, *limited wish*; Base Price 20,000 gp, Market Price 40,000 gp (*I*); Base Price 40,000 gp, Market Price 120,000 gp (*II*); Base Price 70,000 gp, Market Price 280,000 gp (*III*); Base Price 100,000 gp, Market Price 600,000 gp. (*IV*).

X-Ray Vision: On command, this ring gives its possessor the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if they were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances or a thin sheet of lead blocks the vision.

Using the ring is mentally exhausting, causing the wearer 1 point each of Intelligence, Wisdom, and Charisma damage per minute after the first 10 minutes of use in a single day.

Moderate divination / clairsentience; CL / ML 10th; Enchant Ring or Imbue Ring, *true seeing*; Base Price 25,000 gp, Market Price 50,000 gp.

Rods

Rods are scepter-like devices that have unique magical powers and do not usually have charges. Anyone can use a rod.

Physical Description: Rods weigh approximately 5 pounds. They range from 2 feet to 3 feet long and are usually made of iron or some other metal. (Many, as noted in their descriptions, can function as light maces or clubs due to their sturdy construction.) These sturdy items have AC 9, 10 hit points, hardness 10, and a break DC of 27.

Activation: Details relating to rod use vary from item to item. See the individual descriptions for specifics.

Special Qualities: Roll d%. A 01 result indicates the rod is intelligent, 02–31 indicates that something (a design or inscription) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Rods with charges can never be intelligent.

Table: Rods

Medium	Major	Rod	XP Cost	Market Price
01–07	—	Metamagic, <i>Enlarge</i> , lesser	150 XP	3,000 gp
08–14	—	Metamagic, <i>Extend</i> , lesser	150 XP	3,000 gp
15–21	—	Metamagic, <i>Silent</i> , lesser	150 XP	3,000 gp
22–28	—	<i>Immovable</i>	200 XP	5,000 gp
29–35	—	Metamagic, <i>Empower</i> , lesser	450 XP	9,000 gp
36–42	—	<i>Metal and mineral detection</i>	525 XP	10,500 gp
43–53	01–04	<i>Cancellation</i>	550 XP	11,000 gp
54–57	05–06	Metamagic, <i>Enlarge</i>	550 XP	11,000 gp
58–61	07–08	Metamagic, <i>Extend</i>	550 XP	11,000 gp
62–65	09–10	Metamagic, <i>Silent</i>	550 XP	11,000 gp
66–71	11–14	<i>Wonder</i>	600 XP	12,000 gp
72–79	15–18	<i>Python</i>	650 XP	13,000 gp
80–83	—	Metamagic, <i>Maximize</i> , lesser	700 XP	14,000 gp
84–89	19–21	<i>Flame extinguishing</i>	750 XP	15,000 gp
90–97	22–25	<i>Viper</i>	950 XP	19,000 gp
—	26–30	<i>Enemy detection</i>	1,175 XP	47,000 gp
—	31–36	Metamagic, <i>Enlarge</i> , greater	1,225 XP	49,000 gp
—	37–42	Metamagic, <i>Extend</i> , greater	1,225 XP	49,000 gp
—	43–48	Metamagic, <i>Silent</i> , greater	1,225 XP	49,000 gp
—	49–53	<i>Splendor</i>	1,250 XP	50,000 gp
—	54–58	<i>Withering</i>	1,250 XP	50,000 gp
98–99	59–64	Metamagic, <i>Empower</i>	1,625 XP	65,000 gp
—	65–69	<i>Thunder and lightning</i>	1,650 XP	66,000 gp
100	70–73	Metamagic, <i>Quicken</i> , lesser	1,750 XP	70,000 gp
—	74–77	<i>Negation</i>	1,850 XP	74,000 gp
—	78–80	<i>Absorption</i>	2,500 XP	150,000 gp
—	81–84	<i>Flailing</i>	2,500 XP	150,000 gp
—	85–86	Metamagic, <i>Maximize</i>	2,700 XP	162,000 gp
—	87–88	<i>Rulership</i>	3,000 XP	240,000 gp
—	89–90	<i>Security</i>	3,050 XP	244,000 gp
—	91–92	<i>Lordly might</i>	3,500 XP	280,000 gp
—	93–94	Metamagic, <i>Empower</i> , greater	3,650 XP	292,000 gp
—	95–96	Metamagic, <i>Quicken</i>	3,775 XP	302,000 gp
—	97–98	<i>Alertness</i>	4,250 XP	425,000 gp
—	99	Metamagic, <i>Maximize</i> , greater	6,075 XP	850,500 gp
—	100	Metamagic, <i>Quicken</i> , greater	8,500 XP	1,360,000 gp

Rod Descriptions

Although all rods are generally scepter-like, their configurations and abilities run the magical gamut. Standard rods are described below.

Absorption: This rod acts as a magnet, drawing spells or spell-like abilities into itself. The magic absorbed must be a single-target spell or a ray directed at either the character possessing the rod or her gear. The rod then nullifies the spell's effect and stores its potential until the wielder releases this energy in the form of spells of their own. The wielder can instantly detect a spell's level as the rod absorbs that spell's energy. Absorption requires no action on the part of the user if the rod is in hand at the time.

A running total of absorbed (and used) spell levels should be kept. The wielder of the rod can use captured spell energy to cast any spell they have prepared, without expending the preparation itself. The only restrictions are that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast, that any material components required for the spell be present, and that the rod be in hand when casting. For casters such as bards or sorcerers who do not prepare spells, the rod's energy can be used to cast any spell of the appropriate level or levels that they know.

A *rod of absorption* absorbs a maximum of fifty spell levels and can thereafter only discharge any remaining potential it might have. The rod cannot be recharged. The wielder knows the rod's remaining absorbing potential and current amount of stored energy.

To determine the absorption potential remaining in a newly found rod, roll d% and divide the result by 2. Then roll d% again: On a result of 71–100, half the levels already absorbed by the rod are still stored within.

Strong abjuration; CL 15th; Enchant Rod, *spell turning*; Base Price 50,000 gp, Market Price 150,000 gp.

Alertness: This rod is indistinguishable from a +1 *light mace*. It has eight flanges on its macelike head. The rod bestows a +1 insight bonus on initiative checks. If grasped firmly, the rod enables the holder to use *detect alignment*, *detect magic & psionics*, *discern lies*, *light*, or *see invisibility*. Each different use is a standard action.

If the head of a *rod of alertness* is planted in the ground, and the possessor wills it to alertness (a standard action), the rod senses any creature within 120 feet who intends to harm the possessor. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creatures, warning them of possible danger from the unfriendly creature or creatures within the 120-foot radius. These effects last for 10 minutes, and the rod can perform this function once per day. Last, the rod can be used to simulate the casting of an *animate objects* spell, utilizing any eleven (or fewer) Small objects located roughly around the perimeter of a 5-foot-radius circle centered on the rod when planted in the ground. Objects remain animated for 11 rounds. The rod can perform this function once per day.

Moderate abjuration, divination, enchantment, and evocation; CL 11th; Enchant Rod, *alarm*, *detect alignment*, *detect magic & psionics*, *discern lies*, *light*, *see invisibility*, *prayer*, *animate objects*; Base Price 85,000 gp, Market Price 425,000 gp.

Cancellation: This dreaded rod is a bane to enchanted and imbued items, for its touch drains an item of all magical properties. The item touched must make a DC 23 Will save to prevent the rod from draining it. If a creature is holding it at the time, then the item can use the holder's Will save bonus in place of its own if the holder's is better. In such cases, contact is made by making a melee touch attack roll. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are only restorable by *miracle*, *reality revision*, or *wish*. (If a *sphere of annihilation* and a *rod of cancellation* negate each other, nothing can restore either of them.)

Strong abjuration; CL 15th; Enchant Rod, *antimagic field (null power field)*; Price 11,000 gp.

Enemy Detection: This device pulses in the wielder's hand and points in the direction of any creature or creatures hostile to the bearer of the device (nearest ones first). These creatures can be invisible, ethereal, hidden, disguised, or in plain sight. Detection range is 60 feet. If the bearer of the rod concentrates for a full round, the rod

pinpoints the location of the nearest enemy and indicates how many enemies are within range. The rod can be used three times each day, each use lasting up to 10 minutes. Activating the rod is a standard action.

Moderate divination; CL 10th; Enchant Rod, *true seeing*; Base Price 23,500 gp, Market Price 47,000 gp.

Flailing: Upon the command of its possessor, the rod activates, changing from a normal-seeming rod to a *+3 dire flail*. The dire flail is a double weapon, which means that each of the weapon's heads can be used to attack. The wielder can gain an extra attack (with the second head) at the cost of making all attacks at a –2 penalty (as if they had the Two-Weapon Fighting feat).

Once per day the wielder can use a free action to cause the rod to grant them a +4 deflection bonus to Armor Class and a +4 resistance bonus on saving throws for 10 minutes. The rod need not be in weapon form to grant this benefit. Transforming it into a weapon or back into a rod is a move action.

Moderate enchantment; CL 9th; Enchant Rod, Enchant Arms and Armor, *bless*; Base Price 50,000 gp, Market Price 150,000 gp.

Flame Extinguishing: This rod can extinguish Medium or smaller nonmagical fires with simply a touch (a standard action). For the rod to be effective against other sorts of fires, the wielder must expend 1 or more of the rod's charges.

Extinguishing a Large or larger nonmagical fire, or a magic fire of Medium or smaller (such as that of a flaming weapon or a *burning hands* spell), expends 1 charge. Continual magic flames, such as those of a weapon or a fire creature, are suppressed for 6 rounds and flare up again after that time. To extinguish an instantaneous fire spell, the rod must be within the area of the effect and the wielder must have used a ready action, effectively countering the entire spell.

When applied to Large or larger magic fires, such as those caused by *fireball*, *flame strike*, or *wall of fire*, extinguishing the flames expends 2 charges from the rod.

If the device is used upon a fire creature (a melee touch attack), it deals 6d6 points of damage to the creature. This use requires 3 charges.

A *rod of flame extinguishing* has 10 charges when found. Spent charges are renewed every day, so that a wielder can expend up to 10 charges in any 24-hour period.

Strong transmutation; CL 12th; Enchant Rod, *pyrotechnics*; Base / Market Price 15,000 gp.

Immovable Rod: This rod is a flat iron bar with a small button on one end. When the button is pushed (a move action), the rod does not move from where it is, even if staying in place defies gravity. Thus, the owner can lift or place the rod wherever he wishes, push the button, and let go. Several *immovable rods* can even make a ladder when used together (although only two are needed). An *immovable rod* can support up to 8,000 pounds before falling to the ground. If a creature pushes against an *immovable rod*, it must make a DC 30 Strength check to move the rod up to 10 feet in a single round.

Moderate transmutation; CL 10th; Enchant Rod, *levitate*; Base / Market Price 5,000 gp.

Lordly Might: This rod has functions that are spell-like, and it can also be used as a magic weapon of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and six studlike buttons along its length. (Pushing any of the rod's buttons is equivalent to drawing a weapon.) It weighs 10 pounds.

The following spell-like functions of the rod can each be used once per day;

- *Hold person* upon touch, if the wielder so commands (Will DC 14 negates). The wielder must choose to use this power and then succeed on a melee touch attack to activate the power. If the attack fails, the effect is lost.
- *Fear* upon all enemies viewing it, if the wielder so desires (10-foot maximum range, Will DC 16 partial). Invoking this power is a standard action.
- Deal 2d4 hit points of damage to an opponent on a successful touch attack (Will DC 17 half) and cure the wielder of a like amount of damage. The wielder must choose to use this power before attacking, as with *hold person*.

The following weapon functions of the rod have no limit on the number of times they can be employed;

- In its normal form, the rod can be used as a *+2 light mace*.
- When button 1 is pushed, the rod becomes a *+1 flaming longsword*. A blade springs from the ball, with the ball itself becoming the sword's hilt. The weapon lengthens to an overall length of 4 feet.
- When button 2 is pushed, the rod becomes a *+4 battleaxe*. A wide blade springs forth at the ball, and the whole lengthens to 4 feet.
- When button 3 is pushed, the rod becomes a *+3 shortspear* or *+3 longspear*. The spear blade springs forth, and the handle can be lengthened up to 12 feet (wielder's choice), for an overall length of from 6 feet to 15 feet. At its 15-foot length, the rod is suitable for use as a lance.

The following other functions of the rod also have no limit on the number of times they can be employed;

- Climbing pole/ladder. When button 4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens to anywhere between 5 and 50 feet in a single round, stopping when button 4 is pushed again. Horizontal bars three inches long fold out from the sides, 1 foot apart, in staggered progression. The rod is firmly held by the spike and hooks and can bear up to 4,000 pounds. The wielder can retract the pole by pushing button 5.
- The ladder function can be used to force open doors. The wielder plants the rod's base 30 feet or less from the portal to be forced and in line with it, then pushes button 4. The force exerted has a Strength modifier of +12.
- When button 6 is pushed, the rod indicates magnetic north and gives the wielder a knowledge of his approximate depth beneath the surface or height above it.

Strong enchantment, evocation, necromancy, and transmutation; CL 19th; Enchant Rod, Enchant Arms and Armor, *inflict light wounds*, *bull's strength*, *flame blade*, *hold person*, *fear*; Base Price 70,000 gp, Market Price 280,000 gp.

Metal and Mineral Detection: This rod pulses in the wielder's hand and points to the largest mass of metal within 30 feet. However, the wielder can concentrate on a specific metal or mineral. If the specific mineral is within 30 feet, the rod points to any places it is located, and the rod wielder knows the approximate quantity as well. If more than one deposit of the specified metal or mineral is within range, the rod points to the largest cache first. Each operation requires a full-round action.

Moderate divination; CL 9th; Enchant Rod, *locate object*; Base / Market Price 10,500 gp.

Metamagic Rods: Metamagic rods hold the essence of a metamagic feat but do not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day.

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Metamagic, Empower: The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat.

Strong (no school); CL 17th; Enchant Rod, Empower Spell; Base / Market Price 9,000 gp (lesser); Base Price 32,500 gp, Market Price 65,000 gp (normal); Base Price 73,000 gp, Market Price 292,000 gp (greater).

Metamagic, Enlarge: The wielder can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat.

Strong (no school); CL 17th; Enchant Rod, Enlarge Spell; Base / Market Price 3,000 gp (lesser); Base / Market Price 11,000 gp (normal); Base Price 24,500 gp, Market Price 49,000 gp (greater).

Metamagic, Extend: The wielder can cast up to three spells per day that are extended as though using the Extend Spell feat.

Strong (no school); CL 17th; Enchant Rod, Extend Spell; Base / Market Price 3,000 gp (lesser); Base / Market Price 11,000 gp (normal); Base Price 24,500 gp, Market Price 49,000 gp (greater).

Metamagic, Maximize: The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat.

Strong (no school); CL 17th; Enchant Rod, Maximize Spell feat; Base / Market Price 14,000 gp (lesser); Base Price 54,000 gp, Market Price 162,000 gp (normal); Base Price 121,500 gp, Market Price 850,500 gp (greater).

Metamagic, Quicken: The wielder can cast up to three spells per day that are quickened as though using the Quicken Spell feat.

Strong (no school); CL 17th; Enchant Rod, Quicken Spell; Base Price 35,000 gp, Market Price 70,000 gp (lesser); Base Price 75,500 gp, Market Price 302,000 gp (normal); Base Price 170,000 gp, Market Price 1,360,000 gp (greater).

Metamagic, Silent: The wielder can cast up to three spells per day without verbal components as though using the Silent Spell feat.

Strong (no school); CL 17th; Enchant Rod, Silent Spell; Base / Market Price 3,000 gp (lesser); Base / Market Price 11,000 gp (normal); Base Price 24,500 gp, Market Price 49,000 gp (greater).

Negation: This device negates the spell or spell-like function or functions of magic items. The wielder points the rod at the magic item, and a pale gray beam shoots forth to touch the target device, attacking as a ray (a ranged touch attack). The ray functions as a *dispel magic & psionics* spell, except it only affects magic items. To negate instantaneous effects from an item, the rod wielder needs to have used a ready action. The dispel check uses the rod's caster level (15th). The target item gets no saving throw, although the rod can't negate artifacts (even minor artifacts). The rod can function three times per day.

Strong varied; CL 15th; Enchant Rod, *dispel magic & psionics*, and *limited wish* or *miracle*; Base Price 37,000 gp, Market Price 74,000 gp.

Python: This rod is longer than normal rods. It is about 4 feet long and weighs 10 pounds. It strikes as a *+1/+1 quarterstaff*. If the user throws the rod to the ground (a standard action), it grows to become a giant constrictor snake by the end of the round. The python obeys all commands of the owner. (In animal form, it retains the +1 enhancement bonus on attacks and damage possessed by the rod form.) The serpent returns to rod form (a full-round action) whenever the wielder desires, or whenever it moves farther than 100 feet from the owner. If the snake form is slain, it returns to rod form and cannot be activated again for three days. A *python rod* only functions if the possessor is good.

Moderate transmutation; CL 10th; Enchant Rod, Enchant Arms and Armor, *baleful polymorph*, creator must be good; Base / Market Price 13,000 gp.

Rulership: This rod looks like a royal scepter worth at least 5,000 gp in materials and workmanship alone. The wielder can command the obedience and fealty of creatures within 120 feet when she activates the device (a standard action). Creatures totaling 300 Hit Dice can be ruled, but creatures with Intelligence scores of 12 or higher are entitled to a DC 16 Will save to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. Still, if the wielder gives a command that is contrary to the nature of the creatures commanded, the magic is broken. The rod can be used for 500 total minutes before crumbling to dust. This duration need not be continuous.

Strong enchantment; CL 20th; Enchant Rod, *mass charm monster*; Base Price 60,000 gp, Market Price 240,000 gp.

Security: This item creates a nondimensional space, a pocket paradise. There, the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, up to 200 days divided by the number of creatures affected. All fractions are rounded down.

In this pocket paradise, creatures don't age (but time still passes), and natural healing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved.

Activating the rod (a standard action) causes the wielder and all creatures touching the rod to be transported instantaneously to the paradise. Members of large groups can hold hands or otherwise maintain physical contact, allowing all connected creatures in a circle or a chain to be affected by the rod. Unwilling creatures get a DC 17 Will save to negate the effect. If such a creature succeeds on its save, other creatures beyond that point in a chain can still be affected by the rod.

When the rod's effect expires or is dispelled, all the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then their body is displaced a sufficient distance to provide the space required for reentry. The rod's possessor can dismiss the effect whenever they wish before the maximum time period expires, but the rod can only be activated once per week.

Strong conjuration; CL 20th; Enchant Rod, *gate*; Base Price 61,000 gp, Market Price 244,000 gp.

Splendor: The possessor of this rod gains a +4 enhancement bonus to their Charisma score for as long as they hold or carry the item. Once per day, the rod creates and garbs the its owner in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence for 12 hours. However, if the possessor attempts to sell or give away any part of it, to use it for a spell component, or the like, all the apparel immediately disappears. The same applies if any of it is forcibly taken from them.

The value of noble garb created by the rod ranges from 7,000 to 10,000 gp (1d4+6 × 1,000 gp)—1,000 gp for the fabric alone, 5,000 gp for the furs, and the rest for the jewel trim (maximum of twenty gems, maximum value 200 gp each).

In addition, the rod has a second special power, usable once per week. Upon command, it creates a palatial tent—a huge pavilion of silk 60 feet across. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and sufficient to entertain as many as one hundred persons. The tent and its trappings last for one day. At the end of that time, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

Strong conjuration and transmutation; CL 12th; Enchant Rod, *eagle's splendor, fabricate, major creation*; Base Price 25,000 gp, Market Price 50,000 gp.

Thunder and Lightning: Constructed of iron set with silver rivets, this rod has the properties of a +2 *light mace*. Its other magical powers are as follows;

- **Thunder:** Once per day, the rod can strike as a +3 *light mace*, and the opponent struck is stunned from the noise of the rod's impact (Fortitude DC 16 negates). Activating this power counts as a free action, and it works if the wielder strikes an opponent within 1 round.
- **Lightning:** Once per day, when the wielder desires, a short spark of electricity can leap forth when the rod strikes an opponent to deal the normal damage for a +2 *light mace* (1d6+2) and an extra 2d6 points of electricity damage. The wielder activates this power as a free action, and it works if he strikes an opponent within 1 round.
- **Thunderclap:** Once per day as a standard action, the wielder can cause the rod to give out a deafening noise, just as a *shout* spell (Fortitude DC 16 partial, 2d6 points of sonic damage, target deafened for 2d6 rounds).
- **Lightning Stroke:** Once per day as a standard action, the wielder can cause the rod to shoot out a 5-foot-wide lightning bolt (9d6 points of electricity damage, Reflex DC 16 half) to a range of 200 feet.
- **Thunder and Lightning:** Once per week as a standard action, the wielder of the rod can combine the *thunderclap* described above with a lightning bolt, as in the *lightning stroke*. The thunderclap affects all within 10 feet of the

bolt. The *lightning stroke* deals 9d6 points of electricity damage (count rolls of 1 or 2 as rolls of 3, for a range of 27 to 54 points), and the *thunderclap* deals 2d6 points of sonic damage, requiring a single DC 16 Reflex save.

Moderate evocation; CL 9th; Enchant Rod, Enchant Arms and Armor, *lightning bolt, shout*; Base Price 33,000 gp, Market Price 66,000 gp.

Viper: This rod strikes as a +2 *heavy mace*. Once per day, upon command, the head of the rod becomes that of an actual serpent for 10 minutes. During this period, any successful strike with the rod deals its usual damage and also poisons the creature hit. The poison deals 1d10 points of Constitution damage immediately (Fortitude DC 14 negates) and another 1d10 points of Constitution damage 1 minute later (Fortitude DC 14 negates). The rod only functions if its possessor is evil.

Moderate necromancy; CL 10th; Enchant Rod, Enchant Arms and Armor, *poison*, creator must be evil; Base / Market Price 19,000 gp.

Withering: A *rod of withering* acts as a +1 *light mace* that deals no hit point damage. Instead, the wielder deals 1d4 points of Strength damage and 1d4 points of Constitution damage to any creature they touch with the rod (by making a melee touch attack). If the wielder scores a critical hit, the damage from that hit is permanent ability drain. In either case, the defender negates the effect with a DC 17 Fortitude save.

Strong necromancy; CL 13th; Enchant Rod, Enchant Arms and Armor, *contagion*; Base Price 25,000 gp, Market Price 50,000 gp.

Wonder: A *rod of wonder* is a strange and unpredictable device that randomly generates any number of weird effects each time it is used (a standard action). Typical powers of the rod include the following;

d%	Wondrous Effect
01–05	<i>Slow</i> creature pointed at for 10 rounds (Will DC 15 negates).
06–10	<i>Faerie fire</i> surrounds the target.
11–15	Deludes wielder for 1 round into believing the rod functions as indicated by a second die roll (no save).
16–20	<i>Gust of wind</i> , but at windstorm force (Fortitude DC 14 negates).
21–25	Wielder learns target's surface thoughts (as with <i>detect thoughts</i>) for 1d4 rounds (no save).
26–30	<i>Stinking cloud</i> at 30-ft. range (Fortitude DC 15 negates).
31–33	Heavy rain falls for 1 round in 60-ft. radius centered on rod wielder.
34–36	<i>Summon</i> an animal—a rhino (01–25 on d%), elephant (26–50), or mouse (51–100).
37–46	<i>Lightning bolt</i> (70 ft. long, 5 ft. wide), 6d6 damage (Reflex DC 15 half).
47–49	Stream of 600 large butterflies pours forth and flutters around for 2 rounds, blinding everyone (including wielder) within 25 ft. (Reflex DC 14 negates).
50–53	<i>Enlarge person</i> if within 60 ft. of rod (Fortitude DC 13 negates).
54–58	<i>Darkness</i> , 30-ft.-diameter hemisphere, centered 30 ft. away from rod.
59–62	Grass grows in 160-sq.-ft. area before the rod, or grass existing there grows to ten times normal size.
63–65	Turn ethereal any nonliving object of up to 1,000 lb. mass and up to 30 cu. ft. in size.
66–69	Reduce wielder to 1/12 height (no save).
70–79	<i>Fireball</i> at target or 100 ft. straight ahead, 6d6 damage (Reflex DC 15 half).
80–84	<i>Invisibility</i> covers rod wielder.
85–87	Leaves grow from target if within 60 ft. of rod. These last 24 hours.
88–90	10–40 gems, value 1 gp each, shoot forth in a 30-ft.-long stream. Each gem deals 1 point of damage to any creature in its path: Roll 5d4 for the number of hits and divide them among the available targets.
91–95	Shimmering colors dance and play over a 40-ft.-by-30-ft. area in front of rod. Creatures therein are blinded for 1d6 rounds (Fortitude DC 15 negates).
96–97	Wielder (50% chance) or target (50% chance) turns permanently blue, green, or purple (no save).
98–100	<i>Flesh to stone</i> (or <i>stone to flesh</i> if target is stone already) if target is within 60 ft. (Fortitude DC 18 negates).

Moderate enchantment; CL 10th; Enchant Rod, *confusion*, creator must be chaotic; Base / Market Price 12,000 gp.

Scrolls

A scroll is a spell (or collection of spells) that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated. Using a scroll is basically like casting a spell.

Physical Description: A scroll is a heavy sheet of fine vellum or high-quality paper. An area about 8 1/2 inches wide and 11 inches long is sufficient to hold one spell. The sheet is reinforced at the top and bottom with strips of leather slightly longer than the sheet is wide. A scroll holding more than one spell has the same width (about 8 1/2 inches) but is an extra foot or so long for each extra spell. Scrolls that hold three or more spells are usually fitted with reinforcing rods at each end rather than simple strips of leather. A scroll has AC 9, 1 hit point, hardness 0, and a break DC of 8.

To protect it from wrinkling or tearing, a scroll is rolled up from both ends to form a double cylinder. (This also helps the user unroll the scroll quickly.) The scroll is placed in a tube of ivory, jade, leather, metal, or wood. Most scroll cases are inscribed with magic symbols which often identify the owner or the spells stored on the scrolls inside. The symbols often hide magic traps.

Activation: To activate a scroll, a spellcaster must read the spell written on it. Doing so involves several steps and conditions.

Decipher the Writing: The writing on a scroll must be deciphered before a character can use it or know exactly what spell it contains. This requires a *read magic* spell or a successful Spellcraft check (DC 20 + spell level). Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll. A character can decipher the writing on a scroll in advance so that they can proceed directly to the next step when the time comes to use the scroll.

Activate the Spell: Activating a scroll requires reading the spell from the scroll. The character must be able to see and read the writing on the scroll. Activating a scroll spell requires no material components or focus. (The creator of the scroll provided these when scribing the scroll.) Note that some spells are effective only when cast on an item or items. In such a case, the scroll user must provide the item when activating the spell. Activating a scroll spell is subject to disruption just as casting a normally prepared spell would be. Using a scroll is like casting a spell for purposes of arcane spell failure chance.

To have any chance of activating a scroll spell, the scroll user must meet the following requirements;

- The spell must be of the correct type (arcane or divine). Arcane spellcasters (wizards, sorcerers, and bards) can only use scrolls containing arcane spells, and divine spellcasters (clerics, druids, paladins, rangers, and saints) can only use scrolls containing divine spells. (The type of scroll a character creates is also determined by their class.)
- The user must have the spell on their class list.
- The user must have the requisite ability score.

If the user meets all the requirements noted above, and their caster level is at least equal to the spell's caster level, they can automatically activate the spell without a check. If the user meets all three requirements but their own caster level is lower than the scroll spell's caster level, then they have to make a caster level check (DC = scroll's caster level + 1) to cast the spell successfully. If the user fails, they must make a DC 5 Wisdom check to avoid a mishap (see Scroll Mishaps, below). A natural roll of 1 always fails, whatever the modifiers.

Determine Effect: A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. Assume the scroll spell's caster level is always the minimum level required to cast the spell for the character who scribed the scroll (usually twice the spell's level, minus 1), unless the caster specifically desires otherwise.

The writing for an activated spell disappears from the scroll.

Scroll Mishaps: When a mishap occurs, the spell on the scroll has a reversed or harmful effect. Possible mishaps are given below.

- A surge of uncontrolled magical energy deals 1d6 points of damage per spell level to the scroll user.
- Spell strikes the scroll user or an ally instead of the intended target, or a random target nearby if the scroll user was the intended recipient.

- Spell takes effect at some random location within spell range.
- Spell's effect on the target is contrary to the spell's normal effect.
- The scroll user suffers some minor but bizarre effect related to the spell in some way. Most such effects should last only as long as the original spell's duration, or 2d10 minutes for instantaneous spells.
- Some innocuous item or items appear in the spell's area.
- Spell has delayed effect. Sometime within the next 1d12 hours, the spell activates. If the scroll user was the intended recipient, the spell takes effect normally. If the user was not the intended recipient, the spell goes off in the general direction of the original recipient or target, up to the spell's maximum range, if the target has moved away.

Several arcane spells are different in level for sorcerers and wizards than they are for bards. Such spells appear on the table at the level appropriate to a sorcerer or wizard (considered the default because bards typically don't involve themselves in scribing scrolls).

Likewise, some divine spells are different in level for clerics, druids, and saints than they are for paladins and rangers. Such spells appear at the level appropriate to a cleric, druid, or saint (considered the default because paladins and rangers typically don't involve themselves in scribing scrolls).

If a divine spell is cast at different levels by clerics and druids, it appears at the level appropriate to a cleric (considered the default choice between clerics and druids).

Many spells are either arcane or divine, depending on the class of the caster. Such spells appear on both lists at the level appropriate to the class of the arcane or divine caster.

Table: Scroll Types

d% (d20)	Type
01–70 (1-14)	Arcane
71–100 (15-20)	Divine

Table: Spells Enchanted upon a Scroll

Minor Scroll: 1d3 spells of 1 st -3 rd level
Medium Scroll: 1d4 spells of 1 st -6 th level
Major Scroll: 1d6 spells of 1 st -9 th level

Table: Scroll Spell Levels

Minor	Medium	Major	Spell Level	XP Cost	Market Price ¹
01–50	—	—	1 st	1 XP	25 gp
51–95	01–05	—	2 nd	7 XP	150 gp
96–100	06–65	—	3 rd	18 XP	375 gp
—	66–95	01–05	4 th	35 XP	700 gp
—	96–100	06–50	5 th	56 XP	1,125 gp
—	—	51–70	6 th	82 XP	1,650 gp
—	—	71–85	7 th	113 XP	2,275 gp
—	—	86–95	8 th	150 XP	3,000 gp
—	—	96–100	9 th	191 XP	3,825 gp

¹ Any scroll enchanted with a spell that has an XP cost also pays that XP cost in addition to the XP creation costs noted here.

Staves

A staff is a long shaft of wood that stores several spells. Unlike wands, which can contain a wide variety of spells, each staff is of a certain kind and holds specific spells. A staff has 50 charges when created.

Physical Description: A typical staff is 4 feet to 7 feet long and 2 inches to 3 inches thick, weighing about 5 pounds. Most staves are wood, but a rare few are bone, metal, or even glass. (These are extremely exotic.) Staves often have a gem or some device at their tip or are shod in metal at one or both ends. Staves are often decorated with carvings or runes. A typical staff is like a walking stick, quarterstaff, or cudgel. It has AC 7, 10 hit points, hardness 5, and a break DC of 24.

Activation: Staves use the spell trigger activation method, so casting a spell from a staff is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 standard action, it takes that long to cast the spell from a staff.) To activate a staff, a character must hold it forth in at least one hand (or whatever passes for a hand, for nonhumanoid creatures).

Recharging: A staff can be recharged as long it hasn't expended all of its charges. The recharging process is identical to the creation process; the character recharging the staff must have the Enchant Staff feat and all of the spells contained in the staff. However, the character recharging the staff doesn't have to pay the special supplies cost; they only need to invest the time necessary to recharge the staff (1 day per 1,000 gp value of the base price) and pay the XP cost (1/20th of the base price). Regardless of how many charges remain in the staff when it is recharged, the costs in time and XP are as if the staff were being created from scratch.

Special Qualities: Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the staff's function, and 31–100 indicates no special qualities.

Table: Staves

Medium	Major	Staff	XP Cost	Market Price
01–15	01–03	<i>Charming</i>	825 XP	16,500 gp
16–30	04–09	<i>Fire</i>	887 XP	17,750 gp
31–40	10–11	<i>Swarming insects</i>	1,237 XP	49,500 gp
41–60	12–17	<i>Healing</i>	1,387 XP	55,550 gp
61–75	18–19	<i>Size alteration</i>	1,450 XP	58,000 gp
76–90	20–24	<i>Illumination</i>	2,412 XP	144,750 gp
91–95	25–31	<i>Frost</i>	2,812 XP	168,750 gp
96–100	32–38	<i>Defense</i>	2,912 XP	174,750 gp
—	39–43	<i>Abjuration</i>	3,250 XP	260,000 gp
—	44–48	<i>Conjuration</i>	3,250 XP	260,000 gp
—	49–53	<i>Enchantment</i>	3,250 XP	260,000 gp
—	54–58	<i>Evocation</i>	3,250 XP	260,000 gp
—	59–63	<i>Illusion</i>	3,250 XP	260,000 gp
—	64–68	<i>Necromancy</i>	3,250 XP	260,000 gp
—	69–73	<i>Transmutation</i>	3,250 XP	260,000 gp
—	74–77	<i>Divination</i>	3,675 XP	294,000 gp
—	78–82	<i>Earth and stone</i>	4,025 XP	402,500 gp
—	83–87	<i>Woodlands</i>	5,062 XP	607,500 gp
—	88–92	<i>Life</i>	7,787 XP	1,246,000 gp
—	93–97	<i>Passage</i>	8,525 XP	1,534,500 gp
—	98–100	<i>Power</i>	10,550 XP	2,321,000 gp

Staff Descriptions

Staffs use the wielder's ability score and relevant feats to set the DC for saves against their spells. Unlike with other sorts of magic items, the wielder can use their caster level when activating the power of a staff if it's higher than the caster level of the staff.

This means that staffs are far more potent in the hands of a powerful spellcaster. Because they use the wielder's ability score to set the save DC for the spell, spells from a staff are often harder to resist than ones from other magic items, which use the minimum ability score required to cast the spell. Not only are aspects of the spell that are dependent on caster level (range, duration, and so on) potentially higher, but spells from a staff are harder to dispel and have a better chance of overcoming a target's spell resistance.

Furthermore, a staff can hold a spell of any level, unlike a wand, which is limited to spells of 4th level or lower. The minimum caster level of a staff is 8th. Standard staffs are described below.

Abjuration: Usually carved from the heartwood of an ancient oak or other large tree, this staff allows use of the following spells:

- *Shield* (1 charge)
- *Dispel magic & psionics* (1 charge)
- *Dismissal* (2 charges)
- *Resist energy* (1 charge)
- *Lesser globe of invulnerability* (2 charges)
- *Repulsion* (3 charges)

Strong abjuration; CL 13th; Enchant Staff, *dismissal*, *dispel magic & psionics*, *lesser globe of invulnerability*, *resist energy*, *repulsion*, *shield*; Base Price 65,000 gp, Market Price 260,000 gp.

Charming: Made of twisting wood ornately shaped and carved, this staff allows use of the following spells:

- *Charm person* (1 charge)
- *Charm monster* (2 charges)

Moderate enchantment; CL 8th; Enchant Staff, *charm being*; Base / Market Price 16,500 gp.

Conjuration: This staff is usually made of ash or walnut and bears ornate carvings of many different kinds of creatures. It allows use of the following spells:

- *Unseen servant* (1 charge)
- *Stinking cloud* (1 charge)
- *Cloudkill* (2 charges)
- *Summon swarm* (1 charge)
- *Minor creation* (2 charges)
- *Summon monster VI* (3 charges)

Strong conjuration; CL 13th; Enchant Staff, *cloudkill*, *stinking cloud*, *summon monster VI*, *summon swarm*, *unseen servant*; Base / Market Price 65,000 gp.

Defense: The *staff of defense* is a simple-looking staff that throbs with power when held defensively. It allows use of the following spells:

- *Shield* (1 charge)
- *Shield of faith* (1 charge)
- *Shield other* (1 charge)
- *Shield of law* (3 charges)

Strong abjuration; CL 15th; Enchant Staff, *shield*, *shield of faith*, *shield of law*, *shield other*, creator must be lawful; Base Price 58,250 gp, Market Price 174,750 gp.

Divination: Made from a supple length of willow with a forked tip, this staff allows use of the following spells:

- *Detect secret doors* (1 charge)
- *Locate object* (1 charge)
- *Tongues* (1 charge)
- *Locate creature* (2 charges)
- *Prying eyes* (2 charges)
- *True seeing* (3 charges)

Strong divination; CL 13th; Enchant Staff, *detect secret doors*, *locate creature*, *locate object*, *prying eyes*, *tongues*, *true seeing*; Base Price 73,500 gp, Market Price 294,000 gp.

Earth and Stone: This staff is topped with a fist-sized emerald that gleams with smoldering power. It allows the use of the following spells:

- *Passwall* (1 charge)
- *Move earth* (1 charge)

Moderate transmutation; CL 11th; Enchant Staff, *move earth*, *passwall*; Base Price 80,500 gp, Market Price 402,500 gp.

Enchantment: Made from applewood and topped with a clear crystal, this staff allows use of the following spells:

- *Sleep* (1 charge)
- *Suggestion* (1 charge)
- *Mind fog* (2 charges)
- *Hideous laughter* (1 charge)
- *Crushing despair* (2 charges)
- *Suggestion, mass* (3 charges)

Strong enchantment; CL 13th; Enchant Staff, *crushing despair, mass suggestion, mind fog, sleep, suggestion, hideous laughter*; Base Price 65,000 gp, Market Price 260,000 gp.

Evocation: Very smooth and carved from hickory, willow, or yew, this staff allows use of the following spells:

- *Magic missile* (1 charge)
- *Fireball* (1 charge)
- *Wall of force* (2 charges)
- *Shatter* (1 charge)
- *Ice storm* (2 charges)
- *Chain lightning* (3 charges)

Strong evocation; CL 13th; Enchant Staff, *chain lightning, fireball, ice storm, magic missile, shatter, wall of force*; Base Price 65,000 gp, Market Price 260,000 gp.

Fire: Crafted from bronzewood with brass bindings, this staff allows use of the following spells:

- *Burning hands* (1 charge)
- *Fireball* (1 charge)
- *Scorching ray* (1 charge)
- *Wall of fire* (2 charges)

Moderate evocation; CL 8th; Enchant Staff, *burning hands, fireball, scorching ray, wall of fire*; Base / Market Price 17,750 gp.

Frost: Tipped on either end with a glistening diamond, this rune-covered staff allows use of the following spells:

- *Ice storm* (1 charge)
- *Cone of cold* (2 charge)
- *Wall of ice* (1 charge)

Moderate evocation; CL 10th; Enchant Staff, *cone of cold, ice storm, wall of ice*; Base Price 56,250 gp, Market Price 168,750 gp.

Healing: This white ash staff, with inlaid silver runes, allows use of the following spells:

- *Lesser restoration* (1 charge)
- *Remove blindness/deafness* (2 charges)
- *Cure serious wounds* (1 charge)
- *Remove disease* (3 charges)

Moderate conjuration; CL 8th; Enchant Staff, *cure serious wounds, lesser restoration, remove blindness/deafness, remove disease*; Base Price 27,750 gp, Market Price 55,500 gp.

Illusion: This staff is made from ebony or other dark wood and carved into an intricately twisted, fluted, or spiral shape. It allows use of the following spells:

- *Disguise self* (1 charge)
- *Major image* (1 charge)
- *Persistent image* (2 charges)
- *Mirror image* (1 charge)
- *Rainbow pattern* (2 charges)
- *Mislead* (3 charges)

Strong illusion; CL 13th; Enchant Staff, *disguise self, major image, mirror image, persistent image, project image, rainbow pattern*; Base Price 65,000 gp, Market Price 260,000 gp.

Illumination: This staff is sheathed in silver and decorated with sunbursts. It allows use of the following spells:

- *Dancing lights* (1 charge)
- *Daylight* (2 charges)
- *Flare* (1 charge)
- *Sunburst* (3 charges)

Strong evocation; CL 15th; Enchant Staff, *dancing lights, daylight, flare, sunburst*; Base Price 48,250 gp, Market Price 144,750 gp.

Life: Made of thick oak shod in gold, this staff allows use of the following spells:

- *Heal* (1 charge)
- *Raise dead* (5 charges)

Moderate conjuration; CL 11th; Enchant Staff, *heal, resurrection*; Base Price 155,750 gp, Market Price 1,246,000 gp.

Necromancy: This staff is made from ebony or other dark wood and carved with the images of bones and skulls. It allows use of the following spells:

- *Cause fear* (1 charge)
- *Halt undead* (1 charge)
- *Waves of fatigue* (2 charges)
- *Ghoul touch* (1 charge)
- *Enervation* (2 charges)
- *Circle of death* (3 charges)

Strong necromancy; CL 13th; Enchant Staff, *cause fear, circle of death, enervation, ghoul touch, halt undead, waves of fatigue*; Base Price 65,000 gp, Market Price 260,000 gp.

Passage: This potent item allows use of the following spells:

- *Dimension door* (1 charge)
- *Phase door* (2 charges)
- *Astral projection* (2 charges)
- *Passwall* (1 charge)
- *Greater teleport* (2 charges)

Strong varied; CL 17th; Enchant Staff, *astral projection, dimension door, greater teleport, passwall, phase door*; Base Price 170,500 gp, Market Price 1,534,500 gp.

Power: The *staff of power* is a very potent magic item, with offensive and defensive abilities. It is usually topped with a glistening gem, its shaft straight and smooth. It has the following powers:

- *Magic missile* (1 charge)
- *Continual flame* (1 charge)
- *Lightning bolt* (heightened to 5th level; 1 charge)
- *Cone of cold* (2 charges)
- *Wall of force* (in a 10-ft.-diameter hemisphere around the caster only) (2 charges)
- *Globe of invulnerability* (2 charges)
- *Ray of enfeeblement* (heightened to 5th level) (1 charge)
- *Levitate* (1 charge)
- *Fireball* (heightened to 5th level; 1 charge)
- *Hold monster* (2 charges)

The wielder of a *staff of power* gains a +2 luck bonus to AC and saving throws. The staff is also a +2 *quarterstaff*, and its wielder may use it to smite opponents. If 1 charge is expended (as a free action), the staff causes double damage (x3 on a critical hit) for 1 round.

A *staff of power* can be used for a retributive strike, requiring it to be broken by its wielder. (If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check.) All charges currently in the staff are instantly released in a 30-foot radius. All within 2 hexes of the broken staff take points of damage equal to 8 x the number of charges in the staff, those 3 or 4 hexes away take 6 x the number of charges in damage, and those 5 or 6 hexes distant take 4 x the number of charges in damage. All affected can make DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence, but if they do not, the explosive release of spell energy destroys them. Only certain items, including the *staff of the magi* and the *staff of power*, are capable of being used for a retributive strike.

After all charges are used up from the staff, it remains a +2 *quarterstaff*. (Once empty of charges, it cannot be used for a retributive strike.)

Strong varied; CL 15th; Enchant Staff, Enchant Arms and Armor, *magic missile, heightened ray of enfeeblement, continual flame, levitate, heightened fireball, heightened lightning bolt, cone of cold, hold monster, wall of force, globe of invulnerability*; Base Price 211,000 gp, Market Price 2,321,000 gp.

Size Alteration: Stout and sturdy, this staff of dark wood allows use of the following spells:

- *Enlarge person* (1 charge)
- *Shrink item* (1 charge)
- *Reduce person, mass* (1 charge)
- *Reduce person* (1 charge)
- *Enlarge person, mass* (1 charge)

Faint conjuration; CL 8th; Enchant Staff, *enlarge person, mass enlarge person, reduce person, mass reduce person, shrink item*; Base Price 29,000 gp, Market Price 58,000 gp.

Swarming Insects: Made of twisted dark wood with dark spots resembling crawling insects (which occasionally seem to move), this staff allows use of the following spells:

- *Summon swarm* (1 charge)

- *Insect plague* (3 charges)

Moderate conjuration; CL 9th; Enchant Staff, *insect plague*, *summon swarm*; Base Price 24,750 gp, Market Price 49,500 gp.

Transmutation: This staff is generally carved from or decorated with petrified wood and allows use of the following spells:

- *Expeditious retreat* (1 charge)
- *Blink* (1 charge)
- *Baleful polymorph* (2 charges)

- *Alter self* (1 charge)
- *Polymorph* (2 charges)
- *Disintegrate* (3 charges)

Strong transmutation; CL 13th; Enchant Staff, *alter self*, *baleful polymorph*, *blink*, *disintegrate*, *expeditious retreat*, *polymorph*; Base Price 65,000 gp, Market Price 260,000 gp.

Woodlands: Appearing to have grown naturally into its shape, this oak, ash, or yew staff allows use of the following spells:

- *Charm animal* (1 charge)
- *Barkskin* (2 charges)
- *Summon nature's ally VI* (3 charges)

- *Speak with animals* (1 charge)
- *Wall of thorns* (3 charges)
- *Animate plants* (4 charges)

The staff may be used as a weapon, functioning as a +2 *quarterstaff*. The *staff of the woodlands* also allows its wielder to *pass without trace* at will, with no charge cost. These two attributes continue to function after all the charges are expended.

Moderate varied; CL 13th; Enchant Staff, Enchant Arms and Armor, *animate plants*, *barkskin*, *charm animal*, *pass without trace*, *speak with animals*, *summon nature's ally VI*, *wall of thorns*; Base Price 101,250 gp, Market Price 607,500 gp.

Tattoos



Imbued tattoos are designs scribed on the skin that manifest powers on their wearers. The wearer doesn't get to make any decisions about the tattoo's effect—the manifester who scribed it has already done so.

Imbued tattoos can vary in size, but a creature can wear only a total of twenty tattoos at one time—attempting to add one more than this maximum causes all previously scribed tattoos to simultaneously activate. A psionic tattoo fades away after use.

Physical Description: A typical imbued tattoo is a colorful pattern of tiny, interlacing lines within a larger design. This design can be as simple as a circle or a star, or as complex as an artist wishes to make it. Once it is scribed, a tattoo's design does not change. A psionic tattoo usually covers an area of skin no more than 5 inches in diameter (larger ones could be designed but would have no added effect).

Scribing and Transferring Tattoos: The manifester level of a psionic tattoo is the minimum level required to manifest the scribed power. A psionic tattoo can contain only powers of 3rd level or lower.

An imbued tattoo inscribed on a wearer is potentially more mobile than a mundane tattoo. As a standard action, the wearer can will the tattoo to move to a different part of their body or onto the skin of any willing (or unconscious) living creature they touch. If the wearer of a psionic tattoo is rendered unconscious or is slain, another sentient creature can touch the tattoo while willing it to leave the previous wearer and apply itself to the new creature as a standard action. Imbued tattoos cannot overlay one another.

Identifying Psionic Tattoos: In addition to the standard methods of identification, the wearer of a tattoo can concentrate on it and attempt to gain some sense of how it would feel if activated. A successful DC 13 Intelligence check provides a hint to the tattoo's effect.

Activation: An imbued tattoo produces its effect when touched by its wearer and willed to do so. This activity, called "tapping" the tattoo, is a standard action that provokes attacks of opportunity, causing it to disappear.

The following rules govern the use of imbued tattoos:

- A creature must have an appropriate physical surface on which to scribe the pattern (thus, incorporeal creatures or creatures with impermanent flesh, such as fire elementals, cannot use psionic tattoos).
- Tapping a psionic tattoo provokes attacks of opportunity. A successful attack (including grappling attacks) against the wearer forces a Concentration check. A wearer who fails this check cannot concentrate effectively on the tattoo to use it. The tattoo remains untapped, and the wearer can make another attempt.
- A character can trigger the effects of another's psionic tattoo if the other wearer is unconscious. It is a full-round action to find, touch, and concentrate on an unconscious creature's tattoo to tap it.

The manifester level for a standard imbued tattoo is the minimum manifester level needed to manifest the power (unless otherwise specified).

Table: Imbued Tattoos

Minor	Medium	Major	Power Level	XP Cost	Market Price
01–47	01–08	—	1st	2 XP	50 gp
47–100	09–75	01–50	2nd	15 XP	300 gp
—	76–100	51–100	3rd	37 XP	750 gp

Universal Items

The category of universal items is the catch-all for psionically-powered items that do not fit in any of the other categories (i.e., armor & shields, arms, cognizance crystals, dorjes, power stones, psicrowns, or tattoos). As such, they are quite varied in nature and can be configured to do just about anything. Anyone can use a universal item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually command thought, but details vary from item to item.

Special Qualities: Roll d%. An 01 result indicates the universal item is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities. Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Universal items with charges can never be intelligent.

Universal Item Descriptions

There are some subsections of universal items; they include crystal anchors, crystal masks, psionatrixes, psychoactive skins, and third eyes. However, a universal item can be almost anything, imbued with psychic power. Standard universal items are described below.

Amulet of Power Suppression: This copper amulet aids the wearer against other psionic characters. Once per day, the wearer can mentally command the *catapsi* power, which blankets a 30-foot-radius area surrounding the wearer in telepathic noise for 9 rounds. Each time other psionic characters within this range attempt to manifest a power, they must succeed on a DC 17 Will save or pay 4 more points than they otherwise would for each power manifestation. The limit on the number of power points a subject can spend on a power remains in effect, so the subject may not be able to manifest their highest-level powers.

Moderate telepathy; ML 9th; Imbue Universal Item, *catapsi*; Base / Market Price 16,200 gp.

Boots of Landing: These boots allow the wearer to recover instantly from a fall and can absorb some damage from falling once per day. The wearer lands on their feet no matter how far they fall, and they take 2 fewer dice of damage from the fall than normal.

Faint psychoportation; ML 2nd; Imbue Universal Item, *catfall*; Base / Market Price 1,000 gp.

Table: Minor Universal Items

d%	Item	XP Cost	Market Price
01–04	<i>Shard</i> (+1, any one skill)	1 XP	10 gp
05–07	<i>Shard</i> (+2, any one skill)	2 XP	40 gp
08–10	Crawling tattoo (any 1st level)	2 XP	50 gp
11–14	<i>Crawling tattoo of concussion</i>	2 XP	50 gp
15–18	<i>Shard</i> (+3, any one skill)	4 XP	90 gp
19–21	<i>Shard</i> (+4, any one skill)	8 XP	160 gp
22–24	<i>Shard</i> (+5, any one skill)	12 XP	250 gp
25–28	Crawling tattoo (any 2nd level)	15 XP	300 gp
29–31	<i>Pearl, brain lock</i>	15 XP	300 gp
32–35	<i>Shard</i> (+6, any one skill)	18 XP	360 gp
36–38	<i>Shard</i> (+7, any one skill)	24 XP	490 gp
39–41	<i>Boots of stomping</i>	30 XP	600 gp
42–44	<i>Shard</i> (+8, any one skill)	32 XP	640 gp
45–47	Crawling tattoo (any 3rd level)	37 XP	750 gp
48–50	<i>Crawling tattoo of energy bolt</i>	37 XP	750 gp
51–53	<i>Pearl, breath crisis</i>	37 XP	750 gp
54–56	<i>Shard</i> (+9, any one skill)	40 XP	810 gp
57–59	<i>Boots of landing</i>	50 XP	1,000 gp
60–63	<i>Psionic restraints, lesser</i>	50 XP	1,000 gp
64–67	<i>Shard</i> (+10, any one skill)	50 XP	1,000 gp
68–71	<i>Pearl, personality parasite</i>	70 XP	1,400 gp
72–75	<i>Crystal mask of knowledge</i>	125 XP	2,500 gp
76–79	<i>Crystal mask of languages</i>	125 XP	2,500 gp
80–85	<i>Eyes of expanded vision</i>	150 XP	3,000 gp
86–89	<i>Gloves of object reading</i>	150 XP	3,000 gp
90–92	<i>Mirror of suggestion</i>	180 XP	3,600 gp
93–94	<i>Psionic restraints, average</i>	300 XP	6,000 gp
95–97	<i>Torc of free will</i>	300 XP	6,000 gp
98–100	<i>Boots of skating</i>	350 XP	7,000 gp

Boots of Skating: These boots allow the wearer to slide along the ground at will as if using the *skate* power.

Faint psychoportation; ML 1st; Imbue Universal Item, *skate*; Base / Market Price 7,000 gp.

Boots of Stomping: These boots allow the wearer to use *stomp* as the power three times per day (Reflex save DC 13) when the wearer stomps her feet.

Faint psychokinesis; ML 3rd; Imbue Universal Item, *stomp*; Base / Market Price 600 gp.

Boots of Temporal Acceleration: These boots allow the wearer to speed up their own time frame for 2 rounds as if using the power *temporal acceleration*. The wearer can use this power once per day.

Strong psychoportation; ML 15th; Imbue Universal Item, *temporal acceleration*; Base Price 43,200 gp, Market Price 129,600 gp; Weight 1 lb.

Table: Medium Universal Items

d%	Item	XP Cost	Market Price
01–04	<i>Psionatrix of clairsentience</i>	400 XP	8,000 gp
05–08	<i>Psionatrix of metacreativity</i>	400 XP	8,000 gp
09–12	<i>Psionatrix of psychokinesis</i>	400 XP	8,000 gp
13–16	<i>Psionatrix of psychometabolism</i>	400 XP	8,000 gp
17–20	<i>Psionatrix of psychoportation</i>	400 XP	8,000 gp
21–25	<i>Psionatrix of telepathy</i>	400 XP	8,000 gp
26–27	<i>Third eye penetrate</i>	400 XP	8,000 gp
28–29	<i>Mirror of time hop</i>	450 XP	9,000 gp
30–31	<i>Crystal mask of detection</i>	500 XP	10,000 gp
32–33	<i>Crystal mask of discernment</i>	500 XP	10,000 gp
34–35	<i>Crystal mask of dread</i>	500 XP	10,000 gp
36–38	<i>Crystal mask of psionic craft</i>	500 XP	10,000 gp
39–41	<i>Sash of self-sufficiency</i>	500 XP	10,000 gp
42–43	<i>Skin of nimbleness</i>	500 XP	10,000 gp
44–45	<i>Third eye aware</i>	500 XP	10,000 gp
46–47	<i>Third eye concentrate</i>	500 XP	10,000 gp
48–49	<i>Third eye gather</i>	500 XP	10,000 gp
50–52	<i>Eyes of power leech</i>	504 XP	10,080 gp
53–55	<i>Third eye powerthieve</i>	504 XP	10,080 gp
56–58	<i>Third eye view</i>	509 XP	10,180 gp
59–61	<i>Crystal mask of mindarmor</i>	533 XP	10,667 gp
62–63	<i>Psionic restraints, greater</i>	600 XP	12,000 gp
64–65	<i>Torc of leech freedom</i>	600 XP	12,000 gp
66–68	<i>Gloves of titan's grip</i>	700 XP	14,000 gp
69–70	<i>Skin of the claw</i>	800 XP	16,000 gp
71–72	<i>Amulet of power suppression</i>	810 XP	16,200 gp
73–74	<i>Skin of the chameleon</i>	900 XP	18,000 gp
75–76	<i>Pearl, mind seed</i>	925 XP	18,500 gp
77–78	<i>Mirror of mind switch</i>	990 XP	19,800 gp
79–80	<i>Eyes of power leech, vampiric</i>	1,008 XP	40,320 gp
81–82	<i>Crystal mask of insightful detection</i>	1,012 XP	40,500 gp
83–84	<i>Crystal anchor, body</i>	1,200 XP	48,000 gp
85–86	<i>Crystal anchor, comprehension</i>	1,200 XP	48,000 gp
87–88	<i>Crystal anchor, creation</i>	1,200 XP	48,000 gp
89–90	<i>Crystal anchor, energy</i>	1,200 XP	48,000 gp
91	<i>Crystal anchor, ghost</i>	1,200 XP	48,000 gp
92–93	<i>Crystal anchor, mind</i>	1,200 XP	48,000 gp
94–95	<i>Crystal anchor, travel</i>	1,200 XP	48,000 gp
96–97	<i>Psionic restraints, damping</i>	1,200 XP	48,000 gp
98–100	<i>Third eye sense</i>	1,200 XP	48,000 gp

Table: Major Universal Items

d%	Item	XP Cost	Market Price
01–08	<i>Skin of the defender</i>	1,600 XP	64,000 gp
09–16	<i>Torc of power preservation</i>	1,800 XP	72,000 gp
17–24	<i>Boots of temporal acceleration</i>	2,160 XP	129,600 gp
25–32	<i>Third eye repudiate</i>	2,160 XP	129,600 gp
33–40	<i>Skin of fiery response</i>	3,000 XP	240,000 gp
41–49	<i>Skin of the troll</i>	3,060 XP	244,800 gp
50–57	<i>Skin of the hero</i>	3,875 XP	310,000 gp
58–63	<i>Skin of the spider</i>	3,954 XP	316,320 gp
64–72	<i>Skin of proteus</i>	4,200 XP	420,000 gp
73–80	<i>Third eye expose</i>	5,600 XP	672,000 gp
81–87	<i>Third eye conceal</i>	6,000 XP	840,000 gp
88–92	<i>Third eye dominate</i>	6,000 XP	840,000 gp
93–97	<i>Skin of iron</i>	6,480 XP	907,200 gp
98–100	<i>Skin of the psion</i>	7,550 XP	1,208,000 gp

Crawling Tattoos: Crawling tattoos resemble standard imbued tattoos, but their effects are often harmful rather than beneficial. Like a normal imbued tattoo, a crawling tattoo can be scribed only with a power of no higher than 3rd level that targets one or more creatures. Exceptions are the *body adjustment* power, which can be scribed even though it affects only the manifester, and telepathy (compulsion) powers, which cannot be scribed at all. Powers that normally have an area affect only affect one target if scribed in a crawling tattoo. Powers with an experience point requirement cannot be scribed into a crawling tattoo.

The wearer of a crawling tattoo can tap the tattoo as a standard action that provokes attacks of opportunity, mentally specifying a target (to which the wearer must have line of sight). Instead of manifesting its stored power, the tattoo animates, drops to the ground, and scuttles toward the target. The original wearer no longer needs to concentrate on the tattoo once animated.

The animated tattoo moves toward its designated target in the same round when it is activated. Treat it as a Fine construct that has AC 18, 10 hit points, a hardness of 5, speed 30 feet, and a bonus on attack rolls equal to the wearer's manifester level + their key ability modifier (Int for Psions, Wis for Warminds, Cha for Wilders). Crawling tattoos, unlike true constructs, are subject to illusions, darkness, fog, and similar effects. Should the target be killed, teleport away, or otherwise absent itself before the animated tattoo reaches it, the wearer can reclaim the tattoo. If it is destroyed, a crawling tattoo shatters and evaporates.

A crawling tattoo must enter the target's hex to attack and thus provokes attacks of opportunity as it passes through the target's threatened area. The tattoo makes one touch attack per round thereafter until it strikes its target or is destroyed. On a successful attack, the power scribed in the crawling tattoo affects the target if the target fails the appropriate saving throw; however, powers that normally allow a Reflex saving throw automatically affect the touched target. Crawling tattoos can ferry beneficial powers as well as harmful ones.

Power Level	XP Cost	Market Price
1st	2 XP	50 gp
2nd	15 XP	300 gp
3rd	37 XP	750 gp

Crawling Tattoo of Concussion: This crawling tattoo delivers a concussion effect, dealing 1d6 points of damage to a creature hit by its touch attack.

Faint psychokinesis; ML 1st; Imbue Universal Item, *concussion blast*; Base / Market Price 50 gp.

Crawling Tattoo of Energy Bolt: Each of these tattoos is keyed to one energy type: cold, electricity, fire, or sonic. This crawling tattoo delivers the *energy bolt* power, dealing 5d6 points of damage of its energy type.

Faint psychokinesis; ML 5th; Imbue Universal Item, *energy bolt*; Base / Market Price 750 gp.

Crystal Anchor: A *crystal anchor* is a shaft of transparent crystal 4 to 5 feet in length, with a sharpened, spearlike head on one end. It ensnares the minds of those within range who manifest powers of a specified psionic discipline. The triggering discipline is specified at the time of creation.

A *crystal anchor* is activated by plunging the sharp head into the ground, leaving the shaft freestanding. It projects an invisible, 30-foot-radius field. If a power from the specified discipline is manifested within this range, the manifester must succeed on a Will save (DC 15 + power level) or become subject to an effect similar to *brain lock*, except that the effect is permanent until dispelled or dismissed by the individual who initially drove the *crystal anchor* into the earth. Any anchor can be pulled out of the ground and reused later.

When a *crystal anchor* successfully ensnares a target, a slender filament of insubstantial ectoplasm connects the victim to the shaft, even one outside the original area of the field.

A *crystal anchor* can attempt to ensnare a victim only five times per day. Previously caught targets can remain caught day after day and do not count against this daily limit on attempts.

An anchor's owner can designate certain creatures to be unaffected by the anchor; such creatures need not make a saving throw and do not count against the daily limit on attempts. One *crystal anchor* can ensnare multiple targets simultaneously, and multiple *crystal anchors* can share overlapping fields.

Anchors that activate when a specific power is manifested in range are also possible, but they are rarer.

A *crystal anchor* has AC 7, 15 hit points, a hardness of 8, and a break DC of 20.

Body Crystal Anchor: Those who manifest psychometabolism powers are affected as described above.

Faint psychometabolism; ML 5th; Imbue Universal Item, *brain lock*, *contingency*, any psychometabolism power; Base Price 24,000 gp, Market Price 48,000 gp; Weight 3 lb.

Comprehension Crystal Anchor: Those who manifest clairsentience powers are affected as described above.

Faint clairsentience; ML 5th; Imbue Universal Item, *brain lock*, *contingency*, any clairsentience power; Base Price 24,000 gp, Market Price 48,000 gp; Weight 3 lb.

Creation Crystal Anchor: Those who manifest metacreativity powers are affected as described above.

Faint metacreativity; ML 5th; Imbue Universal Item, *brain lock*, *contingency*, any metacreativity power; Base Price 24,000 gp, Market Price 48,000 gp; Weight 3 lb.

Energy Crystal Anchor: Those who manifest psychokinesis powers are affected as described above.

Faint psychokinesis; ML 5th; Imbue Universal Item, *brain lock*, *contingency*, any psychokinesis power; Base Price 24,000 gp, Market Price 48,000 gp; Weight 3 lb.

Ghost Crystal Anchor: Those who manifest *remote viewing* are affected as described above.

Faint clairsentience; ML 5th; Imbue Universal Item, *brain lock*, *contingency*, *remote viewing*; Base Price 24,000 gp, Market Price 48,000 gp; Weight 3 lb.

Mind Crystal Anchor: Those who manifest telepathy powers are affected as described above.

Faint telepathy; ML 5th; Imbue Universal Item, *brain lock*, *contingency*, any telepathy power; Base Price 24,000 gp, Market Price 48,000 gp; Weight 3 lb.

Travel Crystal Anchor: Those who manifest psychoportation powers are affected as described above.

Faint psychoportation; ML 5th; Imbue Universal Item, *brain lock*, *contingency*, any psychoportation power; Base Price 24,000 gp, Market Price 48,000 gp; Weight 3 lb.

Crystal Masks: Each of the various types of crystal masks fits over the face of any Medium or Small humanoid, with slits for eyes and nostrils. A ½ lb. in weight, the mask is transparent, although it distorts the wearer's features. Leather straps attached to small holes on the sides of a mask enable the owner to affix the mask to their face.

Crystal masks confer special abilities or improved skills on their wearers. A crystal mask is treated as eyewear or goggles for the purpose of determining which items can be worn on the body.

Crystal Mask of Detection: The wearer of a *crystal mask of detection* can make Search checks with a +10 competence bonus.

Moderate clairsentience; ML 7th; Imbue Universal Item, creator must have 10 ranks in Search; Base / Market Price 10,000 gp.

Crystal Mask of Discernment: The wearer of a *crystal mask of discernment* can make Sense Motive checks with a +10 insight bonus.

Moderate clairsentience; ML 7th; Imbue Universal Item, creator must have 10 ranks in Sense Motive; Base / Market Price 10,000 gp.

Crystal Mask of Dread: The wearer of a *crystal mask of dread* can attempt to frighten other beings to her will. The wearer makes all Intimidate checks with a +10 competence bonus.

Moderate clairsentience; ML 7th; Imbue Universal Item, creator must have 10 ranks in Intimidate; Base / Market Price 10,000 gp.

Crystal Mask of Insightful Detection: The wearer of a *crystal mask of insightful detection* can make Search checks and Spot checks checks with a +9 insight bonus.

Moderate clairsentience; ML 7th; Imbue Universal Item, creator must have 9 ranks in both Search and Spot; Base Price 20,250 gp, Market Price 40,500 gp.

Crystal Mask of Knowledge: Each of the various *crystal masks of knowledge* grants the wearer a +5 competence bonus on a specific type of Knowledge check.

Faint clairsentience; ML 3rd; Imbue Universal Item, creator must have 5 ranks in the Knowledge skill of the appropriate type; Base / Market Price 2,500 gp.

Crystal Mask of Languages: Each of the various *crystal masks of language* grants the wearer the ability to speak and write five different languages.

Faint clairsentience; ML 3rd; Imbue Universal Item, creator must have the Speak Language skill for each of five languages; Base / Market Price 2,500 gp.

Crystal Mask of Mindarmor: The translucent *crystal mask of mindarmor* grants the wearer a +4 insight bonus on all Will saving throws.

Faint telepathy; ML 5th; Imbue Universal Item, *conceal thoughts*; Base / Market Price 10,667 gp.

Crystal Mask of Psionic Craft: The wearer of a *crystal mask of psionic craft* makes all Psicraft checks with a +10 competence bonus.

Moderate clairsentience; ML 7th; Imbue Universal Item, creator must have 10 ranks in Psicraft; Base / Market Price 10,000 gp.

Eyes of Expanded Vision: These crystal lenses fit over the user's eyes to expand his field of vision. Flanking opponents gain only a +1 bonus when attacking the user instead of +2 (rogues still get their full sneak attack damage because the wearer is still flanked). The wearer gains a +1 enhancement bonus on Spot checks but takes a -2 penalty on saves against gaze attacks.

Faint clairsentience; ML 1st; Imbue Universal Item, *ubiquitous vision*; Base / Market Price 3,000 gp.

Eyes of Power Leech: These crystal lenses fit over the user's eyes. Once per day, the wearer is able to drain power points from another psionic creature or character by meeting its gaze as if using *power leech*. A selected target

within 40 feet must succeed on a DC 16 Will save, or a connection of crackling energy is formed between the wearer and the victim. The connection drains 1d6 power points from the target for every round in which the wearer maintains concentration (to a maximum of 7 rounds). The wearer gains 1 power point from those drained from the target each round (subject to their normal maximum; points they cannot gain immediately are lost). If the wearer has only one lens, the DC of the Will save is 14 instead of 16.

Eyes of power leech have no effect on nonpsionic targets or psionic creatures with a current power point reserve of 0.

Moderate telepathy; ML 7th; Imbue Universal Item, *power leech*; Base / Market Price 10,080 gp.

Eyes of Power Leech, Vampiric: As *eyes of power leech*, except the wearer gains drained power points from the subject even if doing so would bring them over their normal maximum. The wearer of *vampiric eyes of power leech* can maintain concentration for up to 13 rounds. Power points the wearer gains in excess of their maximum fade after 8 hours if they are not spent before that time.

Strong telepathy; ML 15th; Imbue Universal Item, *bend reality, power leech*; Base Price 20,160 gp, Market Price 40,320 gp.

Gloves of Object Reading: While wearing these gloves, the user can learn the details of an inanimate object's previous owner if they handle the object, as if manifesting the *object reading* power.

Faint clairsentience; ML 1st; Imbue Universal Item, *object reading*; Base / Market Price 3,000 gp.

Gloves of Titan's Grip: While wearing these oversize gloves, the user gains a +8 enhancement bonus on grapple checks. The power is activated when the user enters a grapple. The enhancement bonus lasts for a maximum of 7 rounds per use, up to three uses per day.

Moderate psychometabolism; ML 9th; Imbue Universal Item, *grip of iron*; Base / Market Price 14,000 gp.

Mirror of Mind Switch: This small hand ½ lb. mirror manifests its power once per day against a creature that sees its reflection within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 19 Will save, or its mind and the mind of the mirror's wielder switch, as if by the *mind switch* power. Because the mirror is small, only a single creature can meet its own gaze. The wielder of the mirror is not affected by seeing themselves.

Moderate telepathy; ML 11th; Imbue Universal Item, *mind switch*; Base / Market Price 19,800 gp.

Mirror of Suggestion: This small ½ lb. hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 13 Will save or be affected by a *suggestion* chosen by the mirror's wielder. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing themselves.

Faint telepathy; ML 3rd; Imbue Universal Item, *suggestion*; Base / Market Price 3,600 gp.

Mirror of Time Hop: This small ½ lb. hand mirror manifests its power up to twice per day against creatures that see their reflections within it, as a gaze attack with a range of 30 feet. Potential victims can attempt to avert their eyes or look away as they would from a normal gaze attack. A creature meeting its own gaze in the mirror must succeed on a DC 14 Will save or be pushed forward in time by 5 rounds, as if subject to the *time hop* power. Because the mirror is small, only a single creature can meet its own gaze each round. The wielder of the mirror is not affected by seeing themselves.

Faint psychoportation; ML 5th; Imbue Universal Item, *time hop*; Base / Market Price 9,000 gp.

Pearl, Brain Lock: This tiny pearly sphere speeds toward its target when hurled by its owner. They can hurl the pearl at any target within 130 feet that they can see and to which they have line of effect. If the target fails a DC 13

Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target stands mentally paralyzed, as if by *brain lock*, for 3 rounds. The use destroys the item.

Faint telepathy; ML 3rd; Imbue Universal Item, *brain lock*; Base / Market Price 300 gp.

Pearl, Breath Crisis: This tiny pearly sphere speeds toward its target when hurled by its owner. They can hurl the pearl at any target within 150 feet that they can see and to which they has line of effect. If the target fails a DC 14 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *crisis of breath* for 5 minutes. The use destroys the item.

Faint telepathy; ML 5th; Imbue Universal Item, *crisis of breath*; Base / Market Price 750 gp.

Pearl, Mind Seed: This tiny pearly sphere instantly takes on the skin tone and texture of whatever creature handles it. It speeds toward its target when hurled by its owner. They can hurl the pearl at any target within 150 feet that they can see and to which they has line of effect. If the target fails a DC 22 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by a *mind seed* power, with the pearl's wielder acting as the manifester. The use destroys the item.

Strong telepathy; ML 15th; Imbue Universal Item, *mind seed*; additional XP Cost 2,500 XP; Base Price 18,500 gp, Market Price 55,500 gp.

Pearl, Personality Parasite: This tiny pearly sphere speeds toward its target when hurled by its owner. They can hurl the pearl at any target within 130 feet that they can see and to which they has line of effect. If the target fails a DC 16 Will saving throw, the pearl seems to impact and then enter the flesh of the target. The target is affected as if by *personality parasite* for 5 rounds. The use destroys the item.

Faint telepathy; ML 7th; Imbue Universal Item, *personality parasite*; Base / Market Price 1,400 gp.

Psionatrix: Each of these multifaceted crystals is worn as an amulet. Unless noted otherwise, a psionatrix adds a +1 enhancement bonus to the save DC when the wearer uses powers of the discipline to which the psionatrix is keyed.



Psionatrix of clairsentience: Blue light glimmers in this crystal's heart.

Moderate clairsentience; ML 8th; Imbue Universal Item, creator must be a seer; Base / Market Price 8,000 gp.

Psionatrix of metacreativity: Green light glimmers in this crystal's heart.

Moderate metacreativity; ML 8th; Imbue Universal Item, creator must be a shaper; Base / Market Price 8,000 gp.

Psionatrix of psychokinesis: Red light glimmers in this crystal's heart.

Moderate psychokinesis; ML 8th; Imbue Universal Item, creator must be a kineticist; Base / Market Price 8,000 gp.

Psionatrix of psychometabolism: Violet light glimmers in this crystal's heart.

Moderate psychometabolism; ML 8th; Imbue Universal Item, creator must be an egoist; Base / Market Price 8,000 gp.

Psionatrix of psychoportation: Yellow-red light glimmers in this crystal's heart.

Moderate psychoportation; ML 8th; Imbue Universal Item, creator must be a nomad; Base / Market Price 8,000 gp.

Psionatrix of telepathy: Piercing yellow light shines from this crystal's heart.

Moderate telepathy; ML 8th; Imbue Universal Item, creator must be a telepath; Base / Market Price 8,000 gp.

Psionic Restraints: Each of the various psionic restraints is an iron cuff that cunningly locks around the wrist (DC 27 Open Lock check). The cuff limits the total number of power points a psionic creature wearing it can use in 1 round (regardless of the creature's total power point reserve), or completely damps the ability to use psionics. All types of psionic restraints prevent the free manifesting of powers.

Restraint Type	Allowed Power		Market Price
	Points/Round	XP Cost	
Lesser	5	50 XP	1,000 gp
Average	3	300 XP	6,000 gp
Greater	1	600 XP	12,000 gp
Damping	0	1,200 XP	48,000 gp

Strong psychokinesis; ML 16th; Craft Universal Item, *bend reality*, *dispel magic* & *psionics*; Weight 1 lb.

Psychoactive Skins: Psychoactive skins (also sometimes called *ectoshells*) are fist-sized (2 lb.) globs of psionically charged ectoplasm. As a standard action, a psychoactive skin spreads over and covers a Medium or smaller creature that projects the proper command thought; the same command thought causes the skin to shrink back down to its former size. Each of the various psychoactive skins is charged with one of a wide array of powers that constantly affect the wearer.

A deployed skin completely covers the wearer and all their equipment like a second skin, allowing the wearer to see, hear, and breathe normally. It rolls away from various parts of the body as needed, such as when the wearer needs to eat or access a backpack. Held items or items specifically excluded are not covered by a psychoactive skin.

Skin of the Chameleon: This psychoactive skin adjusts to surrounding textures and colors, continually granting the wearer a +10 enhancement bonus on Hide checks.

Faint psychometabolism; ML 3rd; Imbue Universal Item, *chameleon*; Base / Market Price 18,000 gp.

Skin of the Claw: This psychoactive skin benefits only a wearer who has levels in psychic warrior. If such a character wears this skin, they can activate the *claws of the beast* power at will, as a free action that does not provoke attacks of opportunity. They can also dismiss the claws equally quickly.

Faint psychometabolism; ML 4th; Imbue Universal Item, *claws of the beast*; Base / Market Price 16,000 gp.

Skin of the Defender: This psychoactive skin continually grants the wearer a +4 bonus to natural armor.

Faint psychometabolism; ML 5th; Imbue Universal Item, *thicken skin*; Base Price 32,000 gp, Market Price 64,000 gp.

Skin of Fiery Response: This psychoactive skin answers the first attack made against the wearer in each round with an automatically manifested and targeted “ectoburst” against the attacker. The burst ejects from the skin on the wearer’s turn, making a ranged touch attack as described in the *energy retort* power, but the energy type chosen is always fire. If the attack hits, the target takes 2d6 points of fire damage as the ectoburst flames up and is consumed. This attack does not in any way hinder the wearer, count against their total actions for the round, or provoke attacks of opportunity.

Faint psychokinesis; ML 5th; Imbue Universal Item, *energy retort*; Base Price 60,000 gp, Market Price 240,000 gp.

Skin of the Hero: This psychoactive skin continually grants the wearer a +3 deflection bonus to Armor Class, a +3 resistance bonus on all saving throws, and a +3 enhancement bonus on attack rolls.

Strong psychometabolism; ML 18th; Imbue Universal Item, *bend reality*; Base Price 77,500 gp, Market Price 310,000 gp.

Skin of Iron: This psychoactive skin affects the wearer as the *iron body* power up to three times per day for 15 minutes with each use. When the skin’s power is not active, it has no protective qualities. Activating the *psionic iron body* effect is a standard action that provokes attacks of opportunity.

Strong metacreativity; ML 15th; Imbue Universal Item, *iron body*; Base Price 129,600 gp, Market Price 907,200 gp.

Skin of Nimbleness: This psychoactive skin grants the wearer a +10 competence bonus on Tumble checks.

Moderate psychometabolism; ML 8th; Imbue Universal Item, creator must have 10 ranks in Tumble; Base / Market Price 10,000 gp.

Skin of Proteus: This psychoactive skin continually affects the wearer as the *metamorphosis* power. While in a form other than their natural form, the wearer does not appear to be wearing the skin.

Moderate psychometabolism; ML 7th; Imbue Universal Item, *metamorphosis*; Base Price 84,000 gp, Market Price 420,000 gp.

Skin of the Psion: This psychoactive skin grants the wearer 7 bonus power points per day and power resistance 21.

Strong clairsentience; ML 17th; Imbue Universal Item, *power resistance*; Base Price 151,000 gp, Market Price 1,208,000 gp.

Skin of the Spider: This psychoactive skin continually grants the wearer a +20 competence bonus on Climb checks and continually affects the wearer as the *body equilibrium* power. Three times per day, the wearer can manifest *entangling ectoplasm* against a target within 30 feet.

Faint psychometabolism; ML 3rd; Imbue Universal Item, creator must have 10 ranks in Climb, *body equilibrium*, *entangling ectoplasm*; Base Price 79,080 gp, Market Price 316,320 gp.

Skin of the Troll: This psychoactive skin continually allows a living wearer to heal more quickly. The wearer heals 5 points of damage per minute. Except for the slower rate of healing, this skin affects its wearer as if the wearer were under the effect of a continual *true metabolism* power.

Strong psychometabolism; ML 17th; Imbue Universal Item, *true metabolism*; Base Price 61,200 gp, Market Price 244,800 gp.

Sash of Self-Sufficiency: This crystal-lined silk sash continually grants the wearer a +10 competence bonus on Autohypnosis checks. It occupies the belt slot.

Moderate psychometabolism; ML 7th; Imbue Universal Item, creator must have 10 ranks in Autohypnosis; Base / Market Price 10,000 gp.

Shards: These universal items are tiny fragments of cast-off crystal imprinted with minuscule bits of psionic power. Using a *shard* requires grasping it and projecting a command thought as a standard action (most *shards* telepathically whisper their command word into the minds of living creatures who handle them). A *shard* grants a temporary competence bonus on one specific skill, ranging from +1 to +10. The granted bonus lasts until the skill is used or 10 rounds pass, whichever comes first. Once its effect is activated, a *shard* disintegrates immediately, whether or not the bonus granted by the *shard* is eventually used.

Moderate psychometabolism; ML 7th; Imbue Universal Item, creator must have ranks in the specified skill at least equal to the imprinted bonus; Base / Market Price 10 gp (+1), 40 gp (+2), 90 gp (+3), 160 gp (+4), 250 gp (+5), 360 gp (+6), 490 gp (+7), 640 gp (+8), 810 gp (+9), or 1,000 gp (+10).

Third Eyes: These objects appear as small crystals, always with at least one wide, flat facet, and contain a variety of powers. When the owner uses the proper command thought, the crystal adheres to the center of his forehead (the same command thought causes the *third eye* to disengage). Only one *third eye* can be worn at a time. A *third eye* is treated as eyewear or goggles for the purpose of determining which items can be worn on the body.

Aware: This kind of *third eye* continually grants the wearer a +10 competence bonus on Spot checks.

Moderate clairsentience; ML 7th; Imbue Universal Item, creator must have 10 ranks in Spot; Base / Market Price 10,000 gp.

Conceal: While worn, a *third eye conceal* protects the wearer from view by all devices, powers, and spells that detect, influence, or read emotions or thoughts. This power protects against all mind-affecting powers and effects

as well as information-gathering by clairsentience powers or effects (except for *metafaculty*); this item affects the wearer as if they enjoyed the benefit of the *mind blank* power.

Strong telepathy; ML 15th; Imbue Universal Item, *mind blank*; Base Price 120,000 gp, Market Price 840,000 gp.

Concentrate: This kind of *third eye* grants the wearer a +10 competence bonus on Concentration checks.

Moderate telepathy; ML 7th; Imbue Universal Item, creator must have 10 ranks in Concentration; Base / Market Price 10,000 gp.

Dominate: The wearer of a *third eye dominate* can attempt to dominate a subject as with the power *dominate being*, augmented to target any creature type it can affect, five times per day (save DC 18).

Strong telepathy; ML 15th; Imbue Universal Item, *dominate being*; Base Price 120,000 gp, Market Price 840,000 gp.

Expose: The wearer of this kind of *third eye* always knows when someone lies directly to them.

Strong telepathy; ML 15th; Imbue Universal Item, *bend reality*; Base Price 112,000 gp, Market Price 672,000 gp.

Gather: This kind of *third eye* grants the wearer a +10 competence bonus on Gather Information checks.

Moderate clairsentience; ML 7th; Imbue Universal Item, creator must have 10 ranks in Gather Information; Base / Market Price 10,000 gp.

Penetrate: While worn, a *third eye penetrate* grants the wearer a +2 bonus on manifester level checks to overcome a creature's power resistance.

Strong clairsentience; ML 15th; Imbue Universal Item, *bend reality*; Base / Market Price 8,000 gp.

Powerthieve: While worn, a *third eye powerthieve* allows the wearer to borrow one power from a psionic target within 40 feet once per day. If the target fails a DC 16 Will save, it instantly loses one power of the wearer's choice, and the wearer instantly gains temporary knowledge of this power.

The wearer can manifest the borrowed power normally if they have sufficient power points to pay for its cost. The wearer retains knowledge of the power for up to 70 minutes, at which time they lose knowledge of the power, and the former owner regains it, regardless of the distance between them. If the former owner is dead, the wearer still loses the borrowed power.

Moderate telepathy; ML 7th; Imbue Universal Item, *thieving mindlink*; Base / Market Price 10,080 gp.

Repudiate: While worn, this powerful item allows the wearer to manifest *dispel magic & psionics* once per day with a +20 modifier on the dispel check (the wearer uses the +20 modifier in place of their manifester level).

Strong psychokinesis; ML 20th; Craft Universal Item, *dispel magic & psionics*; Base Price 43,200 gp, Market Price 129,600 gp.

Sense: The wearer of this kind of *third eye* can manifest *clairvoyant sense* at will.

Faint clairsentience; ML 3rd; Imbue Universal Item, *clairvoyant sense*; Base Price 24,000 gp, Market Price 48,000 gp.

View: The wearer of this kind of *third eye* can spin a quasi-real version of themselves and send it over virtually any distance or into other planes of existence, as if manifesting the *remote viewing* power, once per day.

Moderate clairsentience; ML 7th; Imbue Universal Item, *remote viewing*; Base / Market Price 10,180 gp.

Torc of Free Will: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a *torc of free will* is not affected by the *brain lock* power or items that produce *brain lock* effects (such as *crystal anchors*). A torc is treated as an amulet for the purpose of determining which items can be worn on the body.

Faint telepathy; ML 3rd; Imbue Universal Item, *brain lock*; Base / Market Price 6,000 gp; Weight 2 lb.

Torc of Leech Freedom: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a *torc of leech freedom* automatically resists up to two uses of *power leech* against them per day. A torc is treated as an amulet for the purpose of determining which items can be worn on the body.

Faint telepathy; ML 5th; Imbue Universal Item, *power leech*; Base / Market Price 12,000 gp; Weight 2 lb.

Torc of Power Preservation: This item is a band inlaid with precious metal, worn around the neck or upper arm. The wearer of a *torc of power preservation* manifests all powers by paying power points equal to the standard cost minus 1 (minimum of 1). A torc is treated as an amulet for the purpose of determining which items can be worn on the body.

Strong clairsentience; ML 15th; Imbue Universal Item, *bend reality*; Base Price 36,000 gp, Market Price 72,000 gp; Weight 2 lb.

Wands

A wand is a thin baton that contains a single spell of 4th level or lower. Each wand has 50 charges when created, and each charge expended allows the user to use the wand's spell one time. A wand that runs out of charges is just a stick.

Physical Description: A typical wand is 6 inches to 12 inches long and about 1/4 inch thick, and often weighs no more than 1 ounce. Most wands are wood, but some are bone. A rare few are metal, glass, or even ceramic, but these are quite exotic. Occasionally, a wand has a gem or some device at its tip, and most are decorated with carvings or runes. A typical wand has AC 7, 5 hit points, hardness 5, and a break DC of 16.

Activation: Wands use the spell trigger activation method, so casting a spell from a wand is usually a standard action that doesn't provoke attacks of opportunity. (If the spell being cast, however, has a longer casting time than 1 action, it takes that long to cast the spell from a wand.) To activate a wand, a character must hold it in hand (or whatever passes for a hand, for nonhumanoid creatures) and point it in the general direction of the target or area. A wand may be used while grappling or while swallowed whole.

Special Qualities: Roll d%. A 01–30 result indicates that something (a design, inscription, or the like) provides some clue to the wand's function, and 31–100 indicates no special qualities.

Wand Descriptions

All wands are simply storage devices for spells and thus have no special descriptions. Refer to the spell descriptions for all pertinent details.

Table: Wands

Minor	Medium	Major	Wand	XP Cost	Market Price
01–02	—	—	<i>Detect magic & psionics</i>	18 XP	375 gp
03–04	—	—	<i>Light</i>	18 XP	375 gp
05–07	—	—	<i>Burning hands</i>	37 XP	750 gp
08–10	—	—	<i>Charm animal</i>	37 XP	750 gp
11–13	—	—	<i>Charm person</i>	37 XP	750 gp
14–16	—	—	<i>Color spray</i>	37 XP	750 gp
17–19	—	—	<i>Cure light wounds</i>	37 XP	750 gp
20–22	—	—	<i>Detect secret doors</i>	37 XP	750 gp
23–25	—	—	<i>Enlarge person</i>	37 XP	750 gp
26–28	—	—	<i>Magic missile (1st)</i>	37 XP	750 gp
29–31	—	—	<i>Shocking grasp</i>	37 XP	750 gp
32–34	—	—	<i>Summon monster I</i>	37 XP	750 gp
35–36	—	—	<i>Magic missile (3rd)</i>	112 XP	2,250 gp
37	01–03	—	<i>Magic missile (5th)</i>	187 XP	3,750 gp
38–40	04–07	—	<i>Bear's endurance</i>	225 XP	4,500 gp
41–43	08–11	—	<i>Bull's strength</i>	225 XP	4,500 gp
44–46	12–15	—	<i>Cat's grace</i>	225 XP	4,500 gp
47–49	16–20	—	<i>Cure moderate wounds</i>	225 XP	4,500 gp
50–51	21–22	—	<i>Darkness</i>	225 XP	4,500 gp
52–54	23–24	—	<i>Daylight</i>	225 XP	4,500 gp
55–57	25–27	—	<i>Delay poison</i>	225 XP	4,500 gp
58–60	28–31	—	<i>Eagle's splendor</i>	225 XP	4,500 gp
61–63	32–33	—	<i>False life</i>	225 XP	4,500 gp
64–66	34–37	—	<i>Fox's cunning</i>	225 XP	4,500 gp
67–68	38	—	<i>Ghoul touch</i>	225 XP	4,500 gp
69–71	39	—	<i>Hold person</i>	225 XP	4,500 gp
72–74	40–42	—	<i>Invisibility</i>	225 XP	4,500 gp
75–77	43–44	—	<i>Knock</i>	225 XP	4,500 gp
78–80	45	—	<i>Levitate</i>	225 XP	4,500 gp
81–83	46–47	—	<i>Acid arrow</i>	225 XP	4,500 gp
84–86	48–49	—	<i>Mirror image</i>	225 XP	4,500 gp
87–89	50–53	—	<i>Owl's wisdom</i>	225 XP	4,500 gp
90–91	54	—	<i>Shatter</i>	225 XP	4,500 gp
92–94	55–56	—	<i>Silence</i>	225 XP	4,500 gp
95–97	57	—	<i>Summon monster II</i>	225 XP	4,500 gp
98–100	58–59	—	<i>Web</i>	225 XP	4,500 gp
—	60–62	01–02	<i>Magic missile (7th)</i>	262 XP	5,250 gp
—	63–64	03–05	<i>Magic missile (9th)</i>	337 XP	6,750 gp
—	65–67	06–07	<i>Call lightning (5th)</i>	562 XP	11,250 gp
—	68	08	<i>Charm person, heightened (3rd-level spell)</i>	562 XP	11,250 gp
—	69–70	09–10	<i>Contagion</i>	562 XP	11,250 gp
—	71–74	11–13	<i>Cure serious wounds</i>	562 XP	11,250 gp
—	75–77	14–15	<i>Dispel magic</i>	562 XP	11,250 gp
—	78–81	16–17	<i>Fireball (5th)</i>	562 XP	11,250 gp
—	82–83	18–19	<i>Keen edge</i>	562 XP	11,250 gp
—	84–87	20–21	<i>Lightning bolt (5th)</i>	562 XP	11,250 gp
—	88–89	22–23	<i>Major image</i>	562 XP	11,250 gp
—	90–91	24–25	<i>Slow</i>	562 XP	11,250 gp
—	92–94	26–27	<i>Suggestion</i>	562 XP	11,250 gp

Table: Wands continued

—	95–97	28–29	<i>Summon monster III</i>	562 XP	11,250 gp
—	98	30–31	<i>Fireball (6th)</i>	675 XP	13,500 gp
—	99	32–33	<i>Lightning bolt (6th)</i>	675 XP	13,500 gp
—	100	34–35	<i>Searing light (6th)</i>	675 XP	13,500 gp
—	—	36–37	<i>Call lightning (8th)</i>	900 XP	18,000 gp
—	—	38–39	<i>Fireball (8th)</i>	900 XP	18,000 gp
—	—	40–41	<i>Lightning bolt (8th)</i>	900 XP	18,000 gp
—	—	42–45	<i>Charm monster</i>	1,050 XP	42,000 gp
—	—	46–50	<i>Cure critical wounds</i>	1,050 XP	42,000 gp
—	—	51–52	<i>Dimensional anchor</i>	1,050 XP	42,000 gp
—	—	53–55	<i>Fear</i>	1,050 XP	42,000 gp
—	—	56–59	<i>Greater invisibility</i>	1,050 XP	42,000 gp
—	—	60	<i>Hold person</i> , heightened (4th level)	1,050 XP	42,000 gp
—	—	61–65	<i>Ice storm</i>	1,050 XP	42,000 gp
—	—	66–68	<i>Inflict critical wounds</i>	1,050 XP	42,000 gp
—	—	69–72	<i>Neutralize poison</i>	1,050 XP	42,000 gp
—	—	73–74	<i>Poison</i>	1,050 XP	42,000 gp
—	—	75–77	<i>Polymorph</i>	1,050 XP	42,000 gp
—	—	78	<i>Ray of enfeeblement</i> , heightened (4th level)	1,050 XP	42,000 gp
—	—	79	<i>Suggestion</i> , heightened (4th level)	1,050 XP	42,000 gp
—	—	80–82	<i>Summon monster IV</i>	1,050 XP	42,000 gp
—	—	83–86	<i>Wall of fire</i>	1,050 XP	42,000 gp
—	—	87–90	<i>Wall of ice</i>	1,050 XP	42,000 gp
—	—	91	<i>Dispel magic (10th)</i>	1,125 XP	45,000 gp
—	—	92	<i>Fireball (10th)</i>	1,125 XP	45,000 gp
—	—	93	<i>Lightning bolt (10th)</i>	1,125 XP	45,000 gp
—	—	94–95	<i>Restoration</i> ¹	1,050 XP	47,000 gp
—	—	96	<i>Chaos hammer (8th)</i>	1,200 XP	48,000 gp
—	—	97	<i>Holy smite (8th)</i>	1,200 XP	48,000 gp
—	—	98	<i>Order's wrath (8th)</i>	1,200 XP	48,000 gp
—	—	99	<i>Unholy blight (8th)</i>	1,200 XP	48,000 gp
—	—	100	<i>Stoneskin</i> ²	1,050 XP	54,500 gp

¹ The cost to create a *wand of restoration* requires an additional 5,000 gp for the material components.

² The cost to create a *wand of stoneskin* requires an additional 12,500 gp for the material components.

Wondrous Items

The category of wondrous items is the catch-all for magically-powered items that do not fit in any of the other categories (i.e., armor & shields, arms, potions, rings, rods, scrolls, staffs, or wands). As such, they are quite varied in nature and can be configured to do just about anything. Anyone can use a wondrous item (unless specified otherwise in the description).

Physical Description: Varies.

Activation: Usually command word, but details vary from item to item.

Special Qualities: Roll d%. An 01 result indicates the wondrous item is intelligent, 02–31 indicates that something (a design, inscription, or the like) provides a clue to its function, and 32–100 indicates no special qualities.

Intelligent items have extra abilities and sometimes extraordinary powers and special purposes. Wondrous items with charges can never be intelligent.

Table: Minor Wondrous Items

d%	Item	XP Cost	Market Price	d%	Item	XP Cost	Market Price
01	Feather token, anchor	2 XP	50 gp	51	Band of force	150 XP	3,000 gp
02	Universal solvent	2 XP	50 gp	52	Chime of opening	150 XP	3,000 gp
03	Elixir of love	7 XP	150 gp	53	Horseshoes of speed	150 XP	3,000 gp
04	Unguent of timelessness	7 XP	150 gp	54	Rope of climbing	150 XP	3,000 gp
05	Feather token, fan	10 XP	200 gp	55	Dust of disappearance	175 XP	3,500 gp
06	Dust of tracelessness	12 XP	250 gp	56	Lens of detection	175 XP	3,500 gp
07	Elixir of hiding	12 XP	250 gp	57	Vestment, druid's	187 XP	3,750 gp
08	Elixir of sneaking	12 XP	250 gp	58	Wondrous figurine (raven)	190 XP	3,800 gp
09	Elixir of swimming	12 XP	250 gp	59	Amulet of health +2	200 XP	4,000 gp
10	Elixir of vision	12 XP	250 gp	60	Bracers of armor +2	200 XP	4,000 gp
11	Silversheen	12 XP	250 gp	61	Cloak of Charisma +2	200 XP	4,000 gp
12	Feather token, bird	15 XP	300 gp	62	Cloak of resistance +2	200 XP	4,000 gp
13	Feather token, tree	20 XP	400 gp	63	Gauntlets of ogre power	200 XP	4,000 gp
14	Feather token, swan boat	22 XP	450 gp	64	Gloves of arrow snaring	200 XP	4,000 gp
15	Elixir of truth	25 XP	500 gp	65	Gloves of Dexterity +2	200 XP	4,000 gp
16	Feather token, whip	25 XP	500 gp	66	Headband of intellect +2	200 XP	4,000 gp
17	Dust of dryness	42 XP	850 gp	67	Ioun stone, clear spindle	200 XP	4,000 gp
18	Bag of tricks, gray	45 XP	900 gp	68	Restorative ointment	200 XP	4,000 gp
19	Hand of the mage	45 XP	900 gp	69	Marvelous pigments	200 XP	4,000 gp
20	Bracers of armor +1	50 XP	1,000 gp	70	Pearl of power, 2 nd -level	200 XP	4,000 gp
21	Cloak of resistance +1	50 XP	1,000 gp	71	Periapt of Wisdom +2	200 XP	4,000 gp
22	Pearl of power, 1st-level spell	50 XP	1,000 gp	72	Stone salve	200 XP	4,000 gp
23	Phylactery of faithfulness	50 XP	1,000 gp	73	Necklace of fireballs type 3	217 XP	4,350 gp
24	Salve of slipperiness	50 XP	1,000 gp	74	Circlet of persuasion	225 XP	4,500 gp
25	Elixir of fire breath	55 XP	1,100 gp	75	Slippers of spider climbing	240 XP	4,800 gp
26	Pipes of the sewers	57 XP	1,150 gp	76	Incense of meditation	245 XP	4,900 gp
27	Dust of illusion	60 XP	1,200 gp	77	Bag of holding type 2	250 XP	5,000 gp
28	Goggles of minute seeing	62 XP	1,250 gp	78	Bracers of archery, lesser	250 XP	5,000 gp
29	Brooch of shielding	75 XP	1,500 gp	79	Ioun stone, rose prism	250 XP	5,000 gp
30	Necklace of fireballs type 1	82 XP	1,650 gp	80	Helm of comprehension	260 XP	5,200 gp
31	Dust of appearance	90 XP	1,800 gp	81	Vest of escape	260 XP	5,200 gp
32	Hat of disguise	90 XP	1,800 gp	82	Eversmoking bottle	270 XP	5,400 gp
33	Pipes of sounding	90 XP	1,800 gp	83	Sustaining spoon	270 XP	5,400 gp
34	Efficient quiver	90 XP	1,800 gp	84	Necklace of fireballs type 4	270 XP	5,400 gp
35	Amulet of natural armor +1	100 XP	2,000 gp	85	Boots of striding	275 XP	5,500 gp
36	Handy haversack	100 XP	2,000 gp	86	Wind fan	275 XP	5,500 gp
37	Horn of fog	100 XP	2,000 gp	87	Amulet of mighty fists +1	300 XP	6,000 gp
38	Elemental gem	112 XP	2,250 gp	88	Horseshoes of the zephyr	300 XP	6,000 gp
39	Robe of bones	120 XP	2,400 gp	89	Pipes of haunting	300 XP	6,000 gp
40	Sovereign glue	120 XP	2,400 gp	90	Necklace of fireballs type 5	307 XP	6,150 gp
41	Bag of holding type 1	125 XP	2,500 gp	91	Gloves of the traveler	312 XP	6,250 gp
42	Boots of elvenkind	125 XP	2,500 gp	92	Bag of tricks, tan	315 XP	6,300 gp
43	Boots of the winterlands	125 XP	2,500 gp	93	Circlet of blasting, minor	324 XP	6,480 gp
44	Candle of truth	125 XP	2,500 gp	94	Horn of goodness / evil	325 XP	6,500 gp
45	Cloak of elvenkind	125 XP	2,500 gp	95	Robe of useful items	350 XP	7,000 gp
46	Eyes of the eagle	125 XP	2,500 gp	96	Boat, folding	360 XP	7,200 gp
47	Scarab, golembane	125 XP	2,500 gp	97	Cloak of the manta ray	360 XP	7,200 gp
48	Necklace of fireballs type 1	135 XP	2,700 gp	98	Bottle of air	362 XP	7,250 gp
49	Stone of alarm	135 XP	2,700 gp	99	Bag of holding type 3	370 XP	7,400 gp
50	Bag of tricks, rust	150 XP	3,000 gp	100	Periapt of health	370 XP	7,400 gp

Wondrous Item Descriptions A-C

Standard wondrous items are described below. Some wondrous items may have imbued equivalents if their spell prerequisites have equivalent psionic powers, GM's discretion.

Amulet of Health: This amulet is a golden disk on a chain. It usually bears the image of a lion or other powerful animal. The amulet grants the wearer an enhancement bonus to Constitution of +2, +4, or +6.

Moderate transmutation; CL 8th; Enchant Wondrous Item, *bear's endurance*; Base / Market Price 4,000 gp (+2); Base / Market Price 16,000 gp (+4); Base Price 36,000 gp, Market Price 72,000 gp (+6).

Amulet of Mighty Fists: This amulet grants an enhancement bonus of +1 to +5 on attack and damage rolls with unarmed attacks and natural weapons.

Faint evocation; CL 5th; Enchant Wondrous Item, *greater magic fang*, creator's caster level must be at least three times the amulet's bonus; Base / Market Price 6,000 gp (+1); Base Price 24,000 gp, Market Price 48,000 gp (+2); Base Price 54,000 gp, Market Price 162,000 gp (+3); Base Price 96,000 gp, Market Price 480,000 gp (+4); Base Price 150,000 gp, Market Price 1,200,000 gp (+5).

Amulet of Natural Armor: This amulet, usually crafted from bone or beast scales, toughens the wearer's body and flesh, giving them an enhancement bonus to their natural armor bonus of from +1 to +5, depending on the amulet.

Faint transmutation; CL 5th; Enchant Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; Base / Market Price 2,000 gp (+1); Base / Market Price 8,000 gp (+2); Base / Market Price 18,000 gp (+3); Base Price 32,000 gp, Market Price 64,000 gp (+4); Base Price 50,000 gp, Market Price 150,000 gp (+5).

Amulet of the Planes: This device usually appears to be a black circular amulet, although any character looking closely at it sees a dark, moving swirl of color. The amulet allows its wearer to utilize *plane shift*. However, this is a difficult item to master. The user must make a DC 15 Intelligence check to get the amulet to take them to the plane (and the specific location on that plane) that they want. If they fail, the amulet transports them and all those traveling with them to a random location on that plane (01–60 on d%) or to a random plane (61–100).

Strong conjuration; CL 15th; Enchant Wondrous Item, *plane shift*; Base Price 120,000 gp, Market Price 840,000 gp.

Amulet of Proof vs. Detection: This silver amulet protects the wearer from scrying and magical location just as a *nondetection* spell does. If a divination spell is attempted against the wearer, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 19 (as if the wearer had cast *nondetection* on themselves).

Moderate abjuration; CL 8th; Enchant Wondrous Item, *nondetection*; Price 35,000 gp.

Apparatus of the Crab: This item appears to be a large, sealed iron barrel, but it has a secret catch (Search DC 20 to locate) that opens a hatch in one end. Anyone who crawls inside finds ten (unlabeled) levers: The device has the following characteristics: hp 200; hardness 15; Spd 20 ft., swim 20 ft.; AC 20 (–1 size, +11 natural); Atk +12 melee (2d8, 2 pincers).

Lever (1d10)	Lever Function	Lever (1d10)	Lever Function
1	Extend / retract legs and tail	6	Move forward / backward
2	Uncover / cover forward porthole	7	Turn left / right
3	Uncover / cover side portholes	8	Open / close "continual flame" eyes
4	Extend / retract pincers and feelers	9	Float / sink in water
5	Snap pincers	10	Open / close hatch

Table: Medium Wondrous Items

d%	Item	XP Cost	Market Price	d%	Item	XP Cost	Market Price
01	Boots of levitation	375 XP	7,500 gp	51	Boots, winged	800 XP	16,000 gp
02	Harp of charming	375 XP	7,500 gp	52	Bracers of armor +4	800 XP	16,000 gp
03	Amulet of natural armor +2	400 XP	8,000 gp	53	Cloak of Charisma +4	800 XP	16,000 gp
04	Golem manual, flesh	400 XP	8,000 gp	54	Cloak of resistance +4	800 XP	16,000 gp
05	Hand of glory	400 XP	8,000 gp	55	Gloves of Dexterity +4	800 XP	16,000 gp
06	loun stone, red sphere	400 XP	8,000 gp	56	Headband of intellect +4	800 XP	16,000 gp
07	loun stone, blue sphere	400 XP	8,000 gp	57	Pearl of power, 4 th -level	800 XP	16,000 gp
08	loun stone, blue rhomboid	400 XP	8,000 gp	58	Periapt of Wisdom +4	800 XP	16,000 gp
09	loun stone, pink-green sphere	400 XP	8,000 gp	59	Scabbard of keen edges	800 XP	16,000 gp
10	loun stone, pink rhomboid	400 XP	8,000 gp	60	Wondrous figurine (lions)	825 XP	16,500 gp
11	loun stone, red-blue sphere	400 XP	8,000 gp	61	Chime of interruption	840 XP	16,800 gp
12	Deck of illusions	405 XP	8,100 gp	62	Broom of flying	850 XP	17,000 gp
13	Necklace of fireballs type 6l	405 XP	8,100 gp	63	Wondrous figurine (elephant)	850 XP	17,000 gp
14	Candle of invocation	420 XP	8,400 gp	64	Amulet of natural armor +3	900 XP	18,000 gp
15	Bracers of armor +3	450 XP	9,000 gp	65	loun stone, iridescent spindle	900 XP	18,000 gp
16	Cloak of resistance +3	450 XP	9,000 gp	66	Bracelet of friends	950 XP	19,000 gp
17	Decanter of endless water	450 XP	9,000 gp	67	Carpet of flying 5' x 5'	1,000 XP	40,000 gp
18	Necklace of adaptation	450 XP	9,000 gp	68	Horn of blasting	1,000 XP	40,000 gp
19	Pearl of power, 3rd-level spell	450 XP	9,000 gp	69	loun stone, lavender ellipsoid	1,000 XP	40,000 gp
20	Talisman of the sphere	450 XP	9,000 gp	70	loun stone, pearly spindle	1,000 XP	40,000 gp
21	Wondrous figurine (owl)	455 XP	9,100 gp	71	Portable hole	1,000 XP	40,000 gp
22	Necklace of fireballs type 7	457 XP	9,150 gp	72	Luckstone	1,000 XP	40,000 gp
23	Strand of prayer beads, lesser	480 XP	9,600 gp	73	Wondrous figurine (goats)	1,050 XP	42,000 gp
24	Bag of holding type 4	500 XP	10,000 gp	74	Rope of entanglement	1,050 XP	42,000 gp
25	Wondrous figurine (griffon)	500 XP	10,000 gp	75	Mattock of the titans	1,000 XP	43,348 gp
26	Wondrous figurine (fly)	500 XP	10,000 gp	76	Golem manual, stone	1,100 XP	44,000 gp
27	Glove of storing	500 XP	10,000 gp	77	Mask of the skull	1,100 XP	44,000 gp
28	loun stone, indigo rhomboid	500 XP	10,000 gp	78	Circlet of blasting, major	1,188 XP	47,520 gp
29	Stone horse, courser	500 XP	10,000 gp	79	Amulet of mighty fists +2	1,200 XP	48,000 gp
30	Cape of the mountebank	504 XP	10,080 gp	80	Cloak of displacement, minor	1,200 XP	48,000 gp
31	Phylactery of undead turning	550 XP	11,000 gp	81	Helm of underwater action	1,200 XP	48,000 gp
32	Gauntlet of rust	575 XP	11,500 gp	82	Bracers of archery, greater	1,250 XP	50,000 gp
33	Boots of speed	600 XP	12,000 gp	83	Bracers of armor +5	1,250 XP	50,000 gp
34	Goggles of night	600 XP	12,000 gp	84	Cloak of resistance +5	1,250 XP	50,000 gp
35	Golem manual, clay	600 XP	12,000 gp	85	Eyes of doom	1,250 XP	50,000 gp
36	Medallion of thoughts	600 XP	12,000 gp	86	Pearl of power, 5 th -level	1,250 XP	50,000 gp
37	Pipes of pain	600 XP	12,000 gp	87	Maul of the titans	1,250 XP	50,305 gp
38	Blessed book	625 XP	12,500 gp	88	Strand of prayer beads	1,290 XP	51,600 gp
39	Belt, monk's	650 XP	13,000 gp	89	Cloak of the bat	1,300 XP	52,000 gp
40	Gem of brightness	650 XP	13,000 gp	90	Iron bands of binding	1,300 XP	52,000 gp
41	Lyre of building	650 XP	13,000 gp	91	Cube of frost resistance	1,350 XP	54,000 gp
42	Cloak of arachnida	700 XP	14,000 gp	92	Helm of telepathy	1,350 XP	54,000 gp
43	Stone horse, destrier	740 XP	14,800 gp	93	Periapt of proof vs. poison	1,350 XP	54,000 gp
44	Belt of dwarvenkind	745 XP	14,900 gp	94	Robe of scintillating colors	1,350 XP	54,000 gp
45	Periapt of wound closure	750 XP	15,000 gp	95	Manual of bodily health +1	1,375 XP	55,000 gp
46	Horn of the tritons	755 XP	15,100 gp	96	Manual of gainful exercise +1	1,375 XP	55,000 gp
47	Pearl of the sirines	765 XP	15,300 gp	97	Manual of rapid reflexes +1	1,375 XP	55,000 gp
48	Wondrous figurine (dog)	775 XP	15,500 gp	98	Tome of clear thought +1	1,375 XP	55,000 gp
49	Amulet of health +4	800 XP	16,000 gp	99	Tome of tactful conduct +1	1,375 XP	55,000 gp
50	Belt of giant Strength +4	800 XP	16,000 gp	100	Tome of deep aphorisms +1	1,375 XP	55,000 gp

Operating a lever is a full-round action, and no lever may be operated more than once per round. However, since two Medium characters can fit inside, the apparatus can move and attack in the same round. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant). When activated, the apparatus looks something like a giant lobster.

Strong evocation and transmutation; CL 19th; Enchant Wondrous Item, *animate objects*, *continual flame*, creator must have 8 ranks in the Knowledge (architecture and engineering) skill; Base Price 90,000 gp, Market Price 450,000 gp; Weight 500 lb.

Bag of Holding: This appears to be a common cloth sack about 2 feet by 4 feet in size. The *bag of holding* opens into a nondimensional space: Its inside is larger than its outside dimensions. Regardless of what is put into the bag, it weighs a fixed amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below.

Bag	Bag Weight	Contents Weight Limit	Contents Volume Limit	Market Price
Type 1	15 lb.	250 lb.	30 cu. ft.	2,500 gp
Type 2	25 lb.	500 lb.	70 cu. ft.	5,000 gp
Type 3	35 lb.	1,000 lb.	150 cu. ft.	7,400 gp
Type 4	60 lb.	1,500 lb.	250 cu. ft.	10,000 gp

If the bag is overloaded, or if sharp objects pierce it (from inside or outside), the bag ruptures and is ruined. All contents are lost forever. If a *bag of holding* is turned inside out, its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a *bag of holding* is a move action—unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action.

If a *bag of holding* is placed within a *portable hole* a rift to the Astral Plane is torn in the space: Bag and hole alike are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane: The hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the *portable hole* and *bag of holding* in the process.

Moderate conjuration; CL 9th; Craft Wondrous Item, *secret chest*.

Bag of Tricks: This small sack appears normal and empty. However, anyone reaching into the bag feels a small, fuzzy ball. If the ball is removed and tossed up to 20 feet away, it turns into an animal. The animal serves the character who drew it from the bag for 10 minutes (or until slain or ordered back into the bag), at which point it disappears. It can follow any of the commands described in the Handle Animal skill. Each of the three kinds of a *bag of tricks* produces a different set of animals. The heavy warhorse appears with harness and tack and accepts the character who drew it from the bag as a rider. Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week.

Faint or moderate conjuration; CL 3rd (gray), 5th (rust), 9th (tan); Enchant Wondrous Item, *summon nature's ally II* (gray), *summon nature's ally III* (rust), or *summon nature's ally V* (tan); Base / Market Price 900 gp (gray); Base / Market Price 3,000 gp (rust); Base / Market Price 6,300 gp (tan).

— Gray —		— Rust —		— Tan —	
d%	Animal	d%	Animal	d%	Animal
01–30	Bat	01–30	Wolverine	01–30	Brown bear
31–60	Rat	31–60	Wolf	31–60	Lion
61–75	Cat	61–85	Boar	61–80	Heavy warhorse
76–90	Weasel	86–100	Black bear	81–90	Tiger
91–100	Badger			91–100	Rhinoceros

Table: Major Wondrous Items

d%	Item	XP Cost	Market Price	d%	Item	XP Cost	Market Price
01	Dimensional shackles	1,400 XP	56,000 gp	51	Bracers of armor +8	3,200 XP	256,000 gp
02	Wondrous figurine (steed)	1,425 XP	57,000 gp	52	Pearl of power, 8 th -level	3,200 XP	256,000 gp
03	Drums of panic	1,500 XP	60,000 gp	53	Crystal ball (telepathy)	3,500 XP	280,000 gp
04	loun stone, orange	1,500 XP	60,000 gp	54	Horn of blasting, greater	3,500 XP	280,000 gp
05	loun stone, green prism	1,500 XP	60,000 gp	55	Pearl of power, 2 spells	3,500 XP	280,000 gp
06	Lantern of revealing	1,500 XP	60,000 gp	56	Helm of teleportation	3,675 XP	294,000 gp
07	Robe of blending	1,500 XP	60,000 gp	57	Gem of seeing	3,750 XP	300,000 gp
08	Amulet of natural armor +4	1,600 XP	64,000 gp	58	Robe of the archmagi	3,750 XP	300,000 gp
09	Amulet of proof vs detection	1,750 XP	70,000 gp	59	Mantle of faith	3,800 XP	304,000 gp
10	Carpet of flying, 5' x 10'	1,750 XP	70,000 gp	60	Crystal ball (true seeing)	4,000 XP	400,000 gp
11	Golem manual, iron	1,750 XP	70,000 gp	61	Pearl of power, 9 th -level	4,050 XP	405,000 gp
12	Amulet of health +6	1,800 XP	72,000 gp	62	Well of many worlds	4,100 XP	410,000 gp
13	Belt of giant Strength +6	1,800 XP	72,000 gp	63	Manual of bodily health +3	4,125 XP	412,500 gp
14	Bracers of armor +6	1,800 XP	72,000 gp	64	Manual of gainful exercise +3	4,125 XP	412,500 gp
15	Cloak of Charisma +6	1,800 XP	72,000 gp	65	Manual of rapid reflexes +3	4,125 XP	412,500 gp
16	Gloves of Dexterity +6	1,800 XP	72,000 gp	66	Tome of clear thought +3	4,125 XP	412,500 gp
17	Headband of intellect +6	1,800 XP	72,000 gp	67	Tome of tactful conduct +3	4,125 XP	412,500 gp
18	loun stone, violet prism	1,800 XP	72,000 gp	68	Tome of deep aphorisms +3	4,125 XP	412,500 gp
19	Pearl of power, 6 th -level	1,800 XP	72,000 gp	69	Apparatus of the crab	4,500 XP	450,000 gp
20	Periapt of Wisdom +6	1,800 XP	72,000 gp	70	Mantle of spell resistance	4,500 XP	450,000 gp
21	Scarab of protection	1,900 XP	76,000 gp	71	Mirror of opposition	4,600 XP	460,000 gp
22	loun stone, cat's eye ellipsoid	2,000 XP	120,000 gp	72	Strand of prayer beads, greater	4,790 XP	479,000 gp
23	Ring gates	2,000 XP	120,000 gp	73	Amulet of mighty fists +4	4,800 XP	480,000 gp
24	Crystal ball	2,100 XP	126,000 gp	74	Eyes of petrification	4,900 XP	490,000 gp
25	Golem manual, greater stone	2,200 XP	132,000 gp	75	Bowl of Kryon	5,000 XP	600,000 gp
26	Orb of storms	2,400 XP	144,000 gp	76	Brazier of Vesuvius	5,000 XP	600,000 gp
27	Boots of teleportation	2,450 XP	147,000 gp	77	Censer of Ambrius	5,000 XP	600,000 gp
28	Bracers of armor +7	2,450 XP	147,000 gp	78	Stone of Vitrolius	5,000 XP	600,000 gp
29	Pearl of power, 7 th -level	2,450 XP	147,000 gp	79	Manual of bodily health +4	5,500 XP	660,000 gp
30	Amulet of natural armor +5	2,500 XP	150,000 gp	80	Manual of gainful exercise +4	5,500 XP	660,000 gp
31	Cloak of displacement, major	2,500 XP	150,000 gp	81	Manual of rapid reflexes +4	5,500 XP	660,000 gp
32	Crystal ball (see invisibility)	2,500 XP	150,000 gp	82	Tome of clear thought +4	5,500 XP	660,000 gp
33	Horn of Valhalla	2,500 XP	150,000 gp	83	Tome of tactful conduct +4	5,500 XP	660,000 gp
34	Crystal ball (detect thoughts)	2,550 XP	153,000 gp	84	Tome of deep aphorisms +4	5,500 XP	660,000 gp
35	Carpet of flying, 6' x 9'	2,650 XP	159,000 gp	85	Amulet of the planes	6,000 XP	840,000 gp
36	Amulet of mighty fists +3	2,700 XP	162,000 gp	86	Robe of eyes	6,000 XP	840,000 gp
37	Wings of flying	2,700 XP	162,000 gp	87	Helm of brilliance	6,250 XP	875,000 gp
38	Cloak of etherealness	2,750 XP	165,000 gp	88	Manual of bodily health +5	6,875 XP	962,500 gp
39	Instant fortress	2,750 XP	165,000 gp	89	Manual of gainful exercise +5	6,875 XP	962,500 gp
40	Manual of bodily health +2	2,750 XP	165,000 gp	90	Manual of rapid reflexes +5	6,875 XP	962,500 gp
41	Manual of gainful exercise +2	2,750 XP	165,000 gp	91	Tome of clear thought +5	6,875 XP	962,500 gp
42	Manual of rapid reflexes +2	2,750 XP	165,000 gp	92	Tome of tactful conduct +5	6,875 XP	962,500 gp
43	Tome of clear thought +2	2,750 XP	165,000 gp	93	Tome of deep aphorisms +5	6,875 XP	962,500 gp
44	Tome of tactful conduct +2	2,750 XP	165,000 gp	94	Efreeti bottle	7,250 XP	1,160,000 gp
45	Tome of deep aphorisms +2	2,750 XP	165,000 gp	95	Amulet of mighty fists +5	7,500 XP	1,200,000 gp
46	Eyes of charming	2,800 XP	168,000 gp	96	Chaos diamond	8,000 XP	1,440,000 gp
47	Robe of stars	2,900 XP	174,000 gp	97	Cubic gate	8,200 XP	1,476,000 gp
48	Carpet of flying, 10' x 10'	3,000 XP	240,000 gp	98	Iron flask	8,500 XP	1,530,000 gp
49	Darks skull	3,000 XP	240,000 gp	99	Mirror of mental prowess	8,750 XP	1,575,000 gp
50	Cube of force	3,100 XP	248,000 gp	100	Mirror of life trapping	10,000 XP	2,200,000 gp

Bead of Force: This small black sphere appears to be a lusterless pearl. You can throw it up to 60 feet with no range penalties. Upon sharp impact, the bead explodes, sending forth a burst that deals 5d6 points of force damage to all creatures within a 10-foot radius.

It functions like a *resilient sphere* spell (Reflex DC 16 negates) with a radius of 10 feet and a duration of 10 minutes. A globe of shimmering force encloses a creature, provided the latter is small enough to fit within the diameter of the sphere. The sphere contains its subject for the spell's duration. The sphere is not subject to damage of any sort except from a *rod of cancellation*, a *rod of negation*, *disintegrate*, or a targeted *dispel magic* & *psionics* spell. These effects destroy the sphere without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but the globe cannot be physically moved either by people outside it or by the struggles of those within. The explosion completely consumes the bead, making this a one-use item.

Moderate evocation; CL 10th; Enchant Wondrous Item, *resilient sphere*; Base / Market Price 3,000 gp.

Belt, Monk's: This simple rope belt, when worn around the waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets them make one additional stunning attack per day. If the character is not a monk, they gain the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus.

Moderate transmutation; CL 10th; Enchant Wondrous Item, *righteous might* or *transformation*; Base / Market Price 13,000 gp; Weight 1 lb.

Belt of Dwarvenkind: This belt gives the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with dwarves, a +2 competence bonus on similar checks when dealing with gnomes and halflings, and a –2 competence penalty on similar checks when dealing with anyone else. The wearer can understand, speak, and read Dwarven. If the wearer is not a dwarf, they gain 60-foot darkvision, dwarven stonecunning, a +2 enhancement bonus to Constitution, and a +2 resistance bonus on saves against poison, spells, or spell-like effects.

Moderate divination; CL 12th; Enchant Wondrous Item, *tongues*, creator must be a dwarf; Base / Market Price 14,900 gp; Weight 1 lb.

Belt of Giant Strength: This wide belt is made of thick leather and studded with iron. The belt adds to the wearer's Strength score in the form of an enhancement bonus of +4 or +6.

Moderate transmutation; CL 10th; Enchant Wondrous Item, *bull's strength*; Base / Market Price 16,000 gp (+4); Base Price 36,000 gp, Market Price 72,000 gp (+6); Weight 1 lb.

Blessed Book: This well-made tome is always of small size, typically no more than 12 inches tall, 8 inches wide, and 1 inch thick. All such books are durable, waterproof, bound with iron overlaid with silver, and locked.

A wizard can fill the 1,000 pages of a *blessed book* with spells without paying the 100 gp per page material cost. This book is never found as randomly generated treasure with spells already inscribed in it.

Moderate transmutation; CL 7th; Enchant Wondrous Item, *secret page*; Base / Market Price 12,500 gp; Weight 1 lb.

Boat, Folding: A folding boat looks like a small wooden box—about 12 inches long, 6 inches wide, and 6 inches deep. It can be used to store items like any other box. If a command word is given, however, the box unfolds itself to form a boat 10 feet long, 4 feet wide, and 2 feet in depth. A second command word causes it to unfold to a ship 24 feet long, 8 feet wide, and 6 feet deep. Any objects formerly stored in the box now rest inside the boat or ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and a lateen sail. In its larger form, the boat has a deck, single rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a rectangular sail. The boat can hold four people comfortably, while the ship carries fifteen with ease.

A third word of command causes the boat or ship to fold itself into a box once again.

Faint transmutation; CL 6th; Enchant Wondrous Item, *fabricate*, creator must have 2 ranks in the Craft (structural) skill; Base / Market Price 7,200 gp; Weight 4 lb.

Boots of Elvenkind: These soft boots enable the wearer to move quietly in virtually any surroundings, granting a +5 competence bonus on Move Silently checks.

Faint transmutation; CL 5th; Enchant Wondrous Item, creator must be an elf; Base / Market Price 2,500 gp; Weight ½ lb.

Boots of Levitation: On command, these leather boots allow the wearer to levitate as if they had cast *levitate* on themselves.

Faint transmutation; CL 3rd; Enchant Wondrous Item, *levitate*; Base / Market Price 7,500 gp.

Boots of Speed: As a free action, the wearer can click their boots together, enabling them to act as though affected by a *haste* spell for up to 10 rounds each day. The duration of the *haste* effect need not be consecutive rounds.

Moderate transmutation; CL 10th; Enchant Wondrous Item, *haste*; Base / Market Price 12,000 gp.

Boots of Striding: These boots increase the wearer's base land speed by 10 feet. In addition to their striding ability (considered an enhancement bonus), these boots allow the wearer to make great leaps. The wearer can jump with a +5 competence bonus on Jump checks.

Faint transmutation; CL 3rd; Enchant Wondrous Item, *longstrider*, creator must have 5 ranks in the Jump skill; Base / Market Price 5,500 gp; Weight 1 lb.

Boots of Teleportation: Any character wearing this footwear may *teleport* three times per day, exactly as if he had cast the spell of the same name.

Moderate conjuration; CL 9th; Enchant Wondrous Item, *teleport*; Base Price 49,000 gp, Market Price 147,000 gp; Weight 3 lb.

Boots of the Winterlands: This footgear bestows many powers upon the wearer. First, they are able to travel across snow at their normal speed, leaving no tracks. The boots also enable them to travel at normal speed across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. Finally, *boots of the winterlands* warm the wearer, as if they were affected by an *endure elements* spell.

Faint abjuration and transmutation; CL 5th; Enchant Wondrous Item, *cat's grace*, *endure elements*, *pass without trace*; Base / Market Price 2,500 gp; Weight 1 lb.

Boots, Winged: These boots appear to be ordinary footgear. On command, the boots sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell. The wearer can fly three times day for up to 5 minutes per flight.

Faint transmutation; CL 5th; Enchant Wondrous Item, *fly*; Base / Market Price 16,000 gp; Weight 1 lb.

Bottle of Air: This item appears to be a normal glass bottle with a cork. When taken to any airless environment it retains air within it at all times, continually renewing its contents. This means that a character can draw air out of the bottle to breathe. The bottle can even be shared by multiple characters who pass it around. Breathing out of the bottle is a standard action, but a character so doing can then act for as long as she can hold her breath.

Moderate transmutation; CL 7th; Enchant Wondrous Item, *water breathing*; Base / Market Price 7,250 gp; Weight 2 lb.

Bowl of Kryon: This large container is usually fashioned from blue or green semiprecious stone. It is about 1 foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh water, and certain words are spoken, a Large water elemental appears. The summoning words require 1 full round to speak. In all ways the bowl functions as the *summon monster VI* spell. Only one elemental can be called at a time. A new elemental requires the bowl to be filled with new water, which cannot happen until after the first elemental disappears (is dispelled, dismissed, or slain). If salt water is used, the elemental is Huge rather than Large (as if *summon monster VII* had been cast).

Strong conjuration; CL 13th; Enchant Wondrous Item, *summon monster VI*, *summon monster VII*; Base Price 100,000 gp, Market Price 600,000 gp; Weight 3 lb.

Bracelet of Friends: This silver charm bracelet has four charms upon it when created. The owner may designate one person known to them to be keyed to one charm. (This designation takes a standard action, but once done it lasts forever or until changed.) When a charm is grasped and the name of the keyed individual is spoken, that person is called to the spot (a standard action) along with their gear, as long as the owner and the called person are on the same plane. The keyed individual knows who is calling, and the *bracelet of friends* only functions on willing travelers. Once a charm is activated, it disappears. Charms separated from the bracelet are worthless. A bracelet found with fewer than four charms is worth 25% less for each missing charm.

Strong conjuration; CL 15th; Enchant Wondrous Item, *refuge*; Base / Market Price 19,000 gp.

Bracers of Archery, Greater: These wristbands look like normal protective wear. The bracers empower the wearer to use any bow (not including crossbows) as if they were proficient in its use. If they already have proficiency with any type of bow, they gain a +2 competence bonus on attack rolls and a +1 competence bonus on damage rolls whenever using that type of bow. Both bracers must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Enchant Wondrous Item, Enchant Arms and Armor; Base Price 25,000 gp, Market Price 50,000 gp; Weight 1 lb.

Bracers of Archery, Lesser: These wristbands function as *greater bracers of archery*, except that they grant a +1 competence bonus on attack rolls and no bonus on damage rolls.

Faint transmutation; CL 4th; Enchant Wondrous Item, Enchant Arms and Armor; Base / Market Price 5,000 gp; Weight 1 lb.

Bracers of Armor: These items appear to be wrist or arm guards. They surround the wearer with an invisible but tangible field of force, granting them an armor bonus of +1 to +8, just as though he were wearing armor. However, the force effect cannot be damaged. Both bracers must be worn for the magic to be effective.

Moderate conjuration; CL 7th; Enchant Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; Base / Market Price 1,000 gp (+1); Base / Market Price 4,000 gp (+2); Base / Market Price 9,000 gp (+3); Base / Market Price 16,000 gp (+4); Base Price 25,000 gp, Market Price 50,000 gp (+5); Base Price 36,000 gp, Market Price 72,000 gp (+6); Base Price 49,000 gp, Market Price 147,000 gp (+7); Base Price 64,000 gp, Market Price 256,000 gp (+8); Weight 1 lb.

Brazier of Vesuvius: This device appears to be a normal container for holding burning coals. When a fire is lit in the brazier and the proper summoning words are spoken, a Large fire elemental appears. The summoning words require 1 full round to speak. In all ways the brazier functions as the *summon monster VI* spell. If brimstone is added, the elemental is Huge instead of Large, and the brazier works as a *summon monster VII* spell. Only one elemental can be summoned at a time. A new elemental requires a new fire, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 13th; Enchant Wondrous Item, *summon monster VI*, *summon monster VII*; Base Price 100,000 gp, Market Price 600,000 gp; Weight 5 lb.

Brooch of Shielding: This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by spell or spell-like ability. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

Faint abjuration; CL 1st; Enchant Wondrous Item, *shield*; Base / Market Price 1,500 gp.

Broom of Flying: This broom is able to fly through the air as if affected by an *overland flight* spell (average maneuverability) for up to 9 hours per day (split up as its owner desires). The broom can carry 200 pounds and fly at a speed of 40 feet, or up to 400 pounds at a speed at 30 feet. In addition, the broom can travel alone to any destination named by the owner if they have a good idea of the location and layout of that destination. It comes to its owner from as far away as 300 yards when they speak the command word. The *broom of flying* has a speed of 40 feet when it has no rider.

Moderate transmutation; CL 9th; Enchant Wondrous Item, *overland flight*, *permanency*; Base / Market Price 17,000 gp; Weight 3 lb.

Candle of Invocation: Each of these special tapers is dedicated to one of the nine alignments. Simply burning the candle generates a favorable aura for the individual so doing if the candle's alignment matches that of the character. Characters of the same alignment as the burning candle add a +2 morale bonus on attack rolls, saving throws, and skill checks while within 30 feet of the flame.

A cleric whose alignment matches the candle's operates as if two levels higher for purposes of determining spells per day if he burns the candle during or just prior to his spell preparation time. He can even cast spells normally unavailable to him, as if he were of that higher level, but only so long as the candle continues to burn. Except in special cases (see below), a candle burns for 4 hours.

In addition, burning a candle also allows the owner to cast a *gate* spell, the respondent being of the same alignment as the candle, but the taper is immediately consumed in the process. It is possible to extinguish the candle simply by blowing it out, so users often place it in a lantern to protect it from drafts and the like. Doing this doesn't interfere with its magical properties.

Strong conjuration; CL 17th; Enchant Wondrous Item, *gate*, creator must be same alignment as candle created; Base / Market Price 8,400 gp; Weight ½ lb.

Candle of Truth: This white tallow candle, when burned, calls into place a *zone of truth* spell (Will DC 13 negates) in a 5-foot radius centered on the candle. The zone lasts for 1 hour, as the candle burns. If the candle is snuffed before that time, the effect is canceled and the candle ruined.

Faint enchantment; CL 3rd; Enchant Wondrous Item, *zone of truth*; Base / Market Price 2,500 gp; Wt ½ lb.

Cape of the Mountebank: On command, this bright red and gold cape allows the wearer to use the magic of the *dimension door* spell once per day. When they disappear, they leave behind a cloud of smoke, appearing in a similar fashion at their destination.

Moderate conjuration; CL 9th; Enchant Wondrous Item, *dimension door*; Base / Market Price 10,080 gp; Weight 1 lb.

Carpet of Flying: This rug is able to fly through the air as if affected by an *overland flight* spell of unlimited duration. The size, carrying capacity, and speed of the different *carpets of flying* are shown on the table below. Beautifully and intricately made, each carpet has its own command word to activate it—if the device is within voice range, the command word activates it, whether the speaker is on the rug or not. The carpet is then controlled by spoken directions.

Size	Capacity	Speed	Weight	Base / Market Price
5 ft. x 5 ft.	200 lb.	40 ft.	8 lb.	20,000 gp / 40,000 gp
5 ft. x 10 ft.	400 lb.	40 ft.	15 lb.	35,000 gp / 70,000 gp
10 ft. x 10 ft.	800 lb.	40 ft.	10 lb.	60,000 gp / 240,000 gp

A *carpet of flying* can carry up to double its capacity, but doing so reduces its speed to 30 feet. It has average maneuverability, but a *carpet of flying* can still hover.

Moderate transmutation; CL 10th; Enchant Wondrous Item, *overland flight*, *permanency*.

Censer of Ambrus: This 6-inch-wide, 1-inch-high perforated golden vessel resembles a thurible found in a place of worship. If it is filled with incense and lit, summoning words spoken over it summon forth a Large air elemental. The summoning words require 1 full round to speak. In all ways the censer functions as the *summon monster VI* spell. If *incense of meditation* is burned within the censer, the air elemental is an elder air elemental instead (as if *summon monster IX* had just been cast). Only one elemental can be summoned at a time. A new elemental requires a new piece of incense, which cannot be lit until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 17th; Enchant Wondrous Item, *summon monster VI*, *summon monster IX*; Base Price 100,000 gp, Market Price 600,000 gp; Weight 1 lb.

Chaos Diamond: This lustrous gemstone is uncut and about the size of a human fist. The gem grants its possessor the following powers:

- *Confusion, lesser*
- *Word of chaos*
- *Magic circle against law*
- *Cloak of chaos*

Each power is usable 1d4 times per day. This is rolled for each power individually and the character does not know how many times each power may be used on a daily basis.

A nonchaotic character who possesses a *chaos diamond* gains one negative level. Although this level never results in actual level loss, it remains as long as the diamond is in the character's possession and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 19th; Enchant Wondrous Item, *confusion*, *cloak of chaos*, *magic circle against law*, *word of chaos*, creator must be chaotic; Base Price 160,000 gp, Market Price 1,440,000 gp; Weight 1 lb.

Chime of Interruption: This instrument can be struck once every 10 minutes, and its resonant tone lasts for 3 full minutes.

While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster can make a Concentration check (DC 15 + the spell's level).

Moderate evocation; CL 7th; Enchant Wondrous Item, *shout*; Base / Market Price 16,800 gp; Weight 1 lb.

Chime of Opening: A *chime of opening* is a hollow mithral tube about 1 foot long. When struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A *chime of opening* also automatically dispels a *hold portal* spell or even an *arcane lock* cast by a wizard of lower than 15th level.

The chime must be pointed at the item or gate to be loosed or opened (which must be visible and known to the user). The chime is then struck, a clear tone rings forth, and in 1 round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. Each sounding only opens one form of locking, so if a chest is chained, padlocked, locked, and *arcane locked*, it takes four uses of a *chime of opening* to get it open. A *silence* spell negates the power of the device. A brand-new chime can be used a total of ten times before it cracks and becomes useless.

Moderate transmutation; CL 11th; Enchant Wondrous Item, *knock*; Base / Market Price 3,000 gp; Wt 1 lb.

Circlet of Blasting, Minor: On command, this simple golden headband projects a blast of *searing light* (3d8 points of damage) once per day.

Faint evocation; CL 6th; Enchant Wondrous Item, *searing light*; Base / Market Price 6,480 gp.

Circlet of Blasting, Major: On command, this elaborate golden headband projects a blast of *searing light* (5d8 maximized for 40 points of damage) once per day.

Strong evocation; CL 17th; Enchant Wondrous Item, Maximize Spell, *searing light*; Base Price 23,760 gp, Market Price 47,520 gp.

Circlet of Persuasion: This silver headband grants a +3 competence bonus on the wearer's Charisma-based checks.

Faint transmutation; CL 5th; Enchant Wondrous Item, *eagle's splendor*; Base / Market Price 4,500 gp.

Cloak of Arachnida: This black garment, embroidered with a weblike pattern in silk, gives the wearer the ability to climb as if a *spider climb* spell had been placed upon them. In addition, the cloak grants their immunity to entrapment by *web* spells or webs of any sort—the wearer can actually move in webs at half their normal speed. Once per day, the wearer of this cloak can cast *web*. They also gain a +2 luck bonus on all Fortitude saves against poison from spiders.

Faint conjuration and transmutation; CL 6th; Enchant Wondrous Item, *spider climb, web*; Base / Market Price 14,000 gp; Weight 1 lb.

Cloak of the Bat: Fashioned of dark brown or black cloth, this cloak bestows a +5 competence bonus on Hide checks. The wearer is also able to hang upside down from the ceiling, like a bat.

By holding the edges of the garment, the wearer can *fly* as per the spell. If they desire, the wearer can actually polymorph themselves into an ordinary bat and fly accordingly. (All possessions worn or carried are part of the transformation.) Flying, either with the cloak or in bat form, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to 7 minutes at a time, but after a flight of any duration the cloak cannot bestow any flying power for a like period of time.

Moderate transmutation; CL 7th; Enchant Wondrous Item, *fly, polymorph*; Base Price 26,000 gp, Market Price 52,000 gp; Weight 1 lb.

Cloak of Charisma: This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +2, +4, or +6 enhancement bonus to their Charisma score.

Moderate transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor*; Base / Market Price 4,000 gp (+2); Base / Market Price 16,000 gp (+4); Base Price 36,000 gp, Market Price 72,000 gp (+6); Weight 2 lb.

Cloak of Displacement, Minor: This item appears to be a normal cloak, but when worn by a character its magical properties distort and warp light waves. This displacement works like the *displacement* spell except that it only grants a 20% miss chance on attacks against the wearer. It functions continually.

Faint illusion; CL 3rd; Enchant Wondrous Item, *displacement*; Base Price 24,000 gp, Market Price 48,000 gp; Weight 1 lb.

Cloak of Displacement, Major: This item appears to be a normal cloak, but on command its magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as they see fit.

Moderate illusion; CL 7th; Enchant Wondrous Item, Extend Spell, *displacement*; Base Price 50,000 gp, Market Price 150,000 gp; Weight 1 lb.

Cloak of Elvenkind: This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when worn with the hood drawn up around the head, it gives the wearer a +5 competence bonus on Hide checks.

Faint illusion; CL 3rd; Enchant Wondrous Item, *invisibility*, creator must be an elf; Base/ Market Price 2,500 gp; Weight 1 lb.

Cloak of Etherealness: This silvery-gray cloak seems to absorb light rather than be illuminated by it. On command, the cloak makes its wearer ethereal (as the *ethereal jaunt* spell). The effect is dismissible. The cloak works for a total of up to 10 minutes per day. This duration need not be continuous.

Strong transmutation; CL 15th; Enchant Wondrous Item, *ethereal jaunt*; Base Price 55,000 gp, Market Price 165,000 gp; Weight 1 lb.

Cloak of the Manta Ray: This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and they appear nearly identical to a manta ray (as the *polymorph* spell, except that it allows only manta ray form). The wearer gains a +3 natural armor bonus, the ability to breathe underwater, and a swim speed of 60 feet, like a real manta ray.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, it does have a tail spine that can be used to strike at opponents behind the wearer, dealing 1d6 points of damage. This attack can be used in addition to any other attack the character has, using their highest melee attack bonus. The wearer can release their arms from the cloak without sacrificing underwater movement if so desired.

Moderate transmutation; CL 9th; Enchant Wondrous Item, *polymorph, water breathing*; Base / Market Price 7,200 gp; Weight 1 lb.

Cloak of Resistance: These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Faint abjuration; CL 5th; Enchant Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; Base / Market Price 1,000 gp (+1); Base / Market Price 4,000 gp (+2); Base / Market Price 9,000 gp (+3); Base / Market Price 16,000 gp (+4); Base Price 25,000 gp, Market Price 50,000 gp (+5); Weight 1 lb.

Crystal Ball: This is the most common form of scrying device, a crystal sphere about 6 inches in diameter. A character can use the device to see over virtually any distance or into other planes of existence, as with the spell *scrying* (Will DC 16 negates).

Some *crystal balls* have additional powers that can be used through the *crystal ball* on the target viewed.

Crystal Ball Type	Base Price	Market Price
<i>Crystal ball</i>	42,000 gp	126,000 gp
<i>Crystal ball with see invisibility</i>	50,000 gp	150,000 gp
<i>Crystal ball with detect thoughts (Will DC 13 negates)</i>	51,000 gp	153,000 gp
<i>Crystal ball with telepathy*</i>	70,000 gp	280,000 gp
<i>Crystal ball with true seeing</i>	80,000 gp	400,000 gp

* The viewer is able to send and receive silent mental messages with the person appearing in the crystal ball. Once per day the character may attempt to implant a *suggestion* (as the spell, Will DC 14 negates) as well.

Moderate divination; CL 10th; Enchant Wondrous Item, *scrying* (plus any additional spells put into item); Weight 7 lb.

Cube of Force: This device is about 3/4 inch across and can be made of ivory, bone, or any hard mineral. It enables its possessor to put up a special *wall of force* 10 feet on a side around her person. This cubic screen moves with the character and is impervious to the attack forms mentioned on the table below. The cube has 36 charges, which are renewed each day. The possessor presses one face of the cube to activate a particular type of screen or to deactivate the device. Each effect costs a certain number of charges to maintain for every minute (or portion of a minute) it is in operation. Also, when an effect is active, the possessor's speed is limited as given below.

When the *cube of force* is active, attacks dealing more than 30 points of damage drain 1 charge for every 10 points of damage beyond 30 that they deal. Spells that affect the integrity of the screen also drain extra charges. These spells (given in the list below) cannot be cast into or out of the cube:

Cube Face	Charge Cost per Minute	Maximum Speed	Effect
1	1	30 ft.	Keeps out gases, wind, etc.
2	2	20 ft.	Keeps out nonliving matter
3	3	15 ft.	Keeps out living matter
4	4	10 ft.	Keeps out magic
5	6	10 ft.	Keeps out all things
6	0	As normal	Deactivates

Attack Form	Extra Charges
<i>Horn of blasting</i>	6
<i>Wall of fire</i>	2
<i>Passwall</i>	3
<i>Disintegrate</i>	6
<i>Phase door</i>	5
<i>Prismatic spray</i>	7

Moderate evocation; CL 10th; Enchant Wondrous Item, *wall of force*; Base Price 62,000 gp, Market Price 248,000 gp.

Cube of Frost Resistance: This cube is activated or deactivated by pressing one side. When activated, it creates a cube-shaped area 10 feet on a side centered on the possessor (or on the cube itself, if the item is later placed on a surface). The temperature within this area is always at least 65°F. The field absorbs all cold-based attacks. However, if the field is subjected to more than 50 points of cold damage in 1 round (from one or multiple attacks), it collapses into its portable form and cannot be reactivated for 1 hour. If the field absorbs more than 100 points of cold damage in a 10-round period, the cube is destroyed.

Faint abjuration; CL 5th; Enchant Wondrous Item, *protection from energy*; Base Price 27,000 gp, Market Price 54,000 gp.

Cubic Gate: This item is fashioned from carnelian. Each of the six sides of the cube is keyed to a plane, one of which is the Material Plane. The character creating the item should choose the planes to which the other five sides are keyed.

If a side of the *cubic gate* is pressed once, it opens a *gate* to a random point on the plane keyed to that side. There is a 10% chance per minute that an outsider from that plane (determine randomly) comes through it looking for food, fun, or trouble. Pressing the side a second time closes the *gate*. It is impossible to open more than one *gate* at a time.

If a side is pressed twice in quick succession, the character so doing is transported to a random point on the other plane, along with all creatures in adjacent hexes. (The other creatures may avoid this fate by succeeding on DC 23 Will saves).

Strong conjuration; CL 13th; Enchant Wondrous Item, *plane shift*; Base Price 164,000 gp, Market Price 1,476,000 gp.

Wondrous Item Descriptions D-G

Darkskull: This skull, carved from ebony, is wholly evil. Wherever the skull goes, the area around it is treated as though an *unhallow* spell had been cast with the skull as the touched point of origin (except that no additional spell effect is tied or fixed to the *darkskull*).

Moderate evocation [evil]; CL 9th; Enchant Wondrous Item, *unhallow*, creator must be evil; Base Price 60,000 gp, Market Price 240,000 gp; Weight 5 lb.

Decanter of Endless Water: If the stopper is removed from this ordinary-looking flask and a command word spoken, an amount of fresh or salt water pours out. Separate command words determine the type as well as the volume and velocity.

- “Stream” pours out 1 gallon per round.
- “Fountain” produces a 5-foot-long stream at 5 gallons per round.
- “Geyser” produces a 20-foot-long, 1-foot-wide stream at 30 gallons per round.

The geyser effect causes considerable back pressure, requiring the holder to make a DC 12 Strength check to avoid being knocked down. The force of the geyser deals 1d4 points of damage but can only affect one target per round. The command word must be spoken to stop it.

Moderate transmutation; CL 9th; Enchant Wondrous Item, *control water*; Base / Market Price 9,000 gp; Weight 2 lb.

Deck of Illusions: This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. When a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled. The cards in a deck and the illusions they

bring forth are summarized on the following table. (Use one of the first two columns to simulate the contents of a full deck using either ordinary playing cards or tarot cards.)

Playing Card	Tarot Card	Creature
Ace of hearts	IV. The Emperor	Red dragon
King of hearts	Knight of swords	Male human fighter and four guards
Queen of hearts	Queen of staves	Female human wizard
Jack of hearts	King of staves	Male human druid
Ten of hearts	VII. The Chariot	Cloud giant
Nine of hearts	Page of staves	Ettin
Eight of hearts	Ace of cups	Bugbear
Two of hearts	Five of staves	Goblin

Playing Card	Tarot Card	Creature
Ace of diamonds	III. The Empress	Glabrezu (demon)
King of diamonds	Two of cups	Male elf wizard and female apprentice
Queen of diamonds	Queen of swords	Half-elf ranger (female)
Jack of diamonds	XIV. Temperance	Harpy
Ten of diamonds	Seven of staves	Male half-orc barbarian
Nine of diamonds	Four of pentacles	Ogre mage
Eight of diamonds	Ace of pentacles	Gnoll
Two of diamonds	Six of pentacles	Kobold

Playing Card	Tarot Card	Creature
Ace of spades	II. The High Priestess	Lich
King of spades	Three of staves	Three male human clerics
Queen of spades	Four of cups	Medusa
Jack of spades	Knight of pentacles	Male dwarf paladin
Ten of spades	Seven of swords	Frost giant
Nine of spades	Three of swords	Troll
Eight of spades	Ace of swords	Hobgoblin
Two of spades	Five of cups	Goblin

Playing Card	Tarot Card	Creature
Ace of clubs	VIII. Strength	Iron golem
King of clubs	Page of pentacles	Three male halfling rogues
Queen of clubs	Ten of cups	Pixies
Jack of clubs	Nine of pentacles	Female half-elf bard
Ten of clubs	Nine of staves	Hill giant
Nine of clubs	King of swords	Ogre
Eight of clubs	Ace of staves	Orc
Two of clubs	Five of cups	Kobold

Playing Card	Tarot Card	Creature
Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (sex reversed)

A randomly generated deck is usually complete (11–100 on d%), but may be discovered (01–10) with 1d20 of its cards missing. If cards are missing, reduce the price by a corresponding amount.

Faint illusion; CL 6th; Enchant Wondrous Item, *major image*; Base / Market Price 8,100 gp; Weight 1/2 lb.

Dimensional Shackles: These shackles have golden runes traced across their cold iron surface. Any creature bound within them is affected as if a *dimensional anchor* spell were cast upon them (no save). They fit any Small to Large creature. The DC to break or slip out of the shackles is 30.

Moderate abjuration; CL 11th; Enchant Wondrous Item, *dimensional anchor*; Base Price 28,000 gp, Market Price 56,000 gp; Weight 5 lb.

Drums of Panic: These drums are kettle drums (hemispheres about 1-1/2 feet in diameter on stands). They come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a 20-foot-radius safe zone around the drums) are affected as by a *fear* spell (Will DC 16 partial). *Drums of panic* can be used once per day.

Moderate necromancy; CL 7th; Enchant Wondrous Item, *fear*; Base Price 30,000 gp, Market Price 60,000 gp; Weight 10 lb. for the pair.

Dust of Appearance: This fine powder appears to be a very fine, very light metallic dust. A single handful of this substance flung into the air coats objects within a 10-foot radius, making them visible even if they are invisible. It likewise negates the effects of *blur* and *displacement*. (In this, it works just like the *faerie fire* spell). The dust also reveals figments, *mirror images*, and *projected images* for what they are. A creature coated with the dust takes a –30 penalty on its Hide checks. The dust's effect lasts for 5 minutes. *Dust of appearance* is typically stored in small silk packets or hollow bone tubes.

Faint conjuration; CL 5th; Enchant Wondrous Item, *glitterdust*; Base / Market Price 1,800 gp.

Dust of Disappearance: This dust looks just like *dust of appearance* and is typically stored in the same manner. A creature or object touched by it becomes invisible (as *greater invisibility*). Normal vision can't see dusted creatures or objects, nor can they be detected by magical means, including *see invisibility* or *invisibility purge*. *Dust of appearance*, however, does reveal people and objects made invisible by *dust of disappearance*. Other factors, such as sound and smell, also allow possible detection.

The *greater invisibility* bestowed by the dust lasts for 2d6 rounds. The invisible creature doesn't know when the duration will end.

Moderate illusion; CL 7th; Enchant Wondrous Item, *greater invisibility*; Base / Market Price 3,500 gp.

Dust of Dryness: This special dust has many uses. If it is thrown into water, a volume of as much as 100 gallons is instantly transformed to nothingness, and the dust becomes a marble-sized pellet, floating or resting where it was thrown. If this pellet is hurled down, it breaks and releases the same volume of water. The dust affects only water (fresh, salt, alkaline), not other liquids.

If the dust is employed against an elemental with the water subtype, the creature must make a DC 18 Fortitude save or be destroyed. The dust deals 5d6 points of damage to the creature even if its saving throw succeeds.

Moderate transmutation; CL 11th; Enchant Wondrous Item, *control water*; Base / Market Price 850 gp.

Dust of Illusion: This unremarkable powder resembles chalk dust or powdered graphite. Stare at it, however, and the dust changes color and form. Put *dust of illusion* on a creature, and that creature is affected as if by a *disguise self* glamer, with the individual who sprinkles the dust envisioning the illusion desired. An unwilling target is allowed a DC 11 Reflex save to avoid the dust. The glamer lasts for 2 hours.

Faint illusion; CL 6th; Enchant Wondrous Item, *disguise self*; Base / Market Price 1,200 gp.

Dust of Tracelessness: This normal-seeming dust is actually a magic powder that can conceal the passage of its possessor and their companions. Tossing a handful of this dust into the air causes a chamber up to 10 feet x 10 feet of floor space to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A handful of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for 250 feet back into the distance. The results of the dust are instantaneous, and no

magical aura lingers afterward from this use of the dust. Survival checks made to track a quarry across an area affected by this dust have a DC 20 higher than normal.

Faint transmutation; CL 3rd; Enchant Wondrous Item, *pass without trace*; Base / Market Price 250 gp.

Efficient Quiver: This appears to be a typical arrow container capable of holding about twenty arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible. The first and smallest one can contain up to sixty objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to eighteen objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as six objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can produce any item they wish, as if from a regular quiver or scabbard. The *efficient quiver* weighs the same no matter what's placed inside it.

Moderate conjuration; CL 9th; Enchant Wondrous Item, *secret chest*; Base / Market Price 1,800 gp; Weight 2 lb.

Efreeti Bottle: This item is typically fashioned of brass or bronze, with a lead stopper bearing special seals. A thin stream of smoke is often seen issuing from it. The bottle can be opened once per day. When opened, the efreeti imprisoned within issues from the bottle instantly. There is a 10% chance (01–10 on d%) that the efreeti is insane and attacks immediately upon being released. There is also a 10% chance (91–100) that the efreeti of the bottle grants three *wishes*. In either case, the efreeti afterward disappears forever. The other 80% of the time (11–90), the inhabitant of the bottle loyally serves the character for up to 10 minutes per day (or until the efreeti's death), doing as they command. Roll each day the bottle is opened for that day's effect.

Strong conjuration; CL 14th; Enchant Wondrous Item, *summon monster VII*; Base Price 145,000 gp, Market Price 1,160,000 gp; Weight 1 lb.

Elemental Gem: This gem contains a conjuration spell attuned to an Elemental Plane (Air, Earth, Fire, or Water).

When the gem is crushed, smashed, or broken (a standard action), a Large elemental appears as if summoned by a *summon nature's ally* spell. The elemental is under the control of the creature that broke the gem.

The coloration of the gem varies with the type of elemental it summons. *Air elemental gems* are transparent, *earth elemental gems* are light brown, *fire elemental gems* are reddish orange, and *water elemental gems* are blue-green.

Moderate conjuration; CL 11th; Enchant Wondrous Item, *summon nature's ally V*; Base / Market Price 2,250 gp.

Elixir of Fire Breath: This strange elixir bestows upon the drinker the ability to spit goutts of flame. He can breathe fire up to three times, each time dealing 4d6 points of fire damage to a single target up to 25 feet away. The victim can attempt a DC 13 Reflex save for half damage. Unused blasts dissipate 1 hour after the liquid is consumed.

Moderate evocation; CL 11th; Enchant Wondrous Item, *scorching ray*; Base / Market Price 1,100 gp.

Elixir of Hiding: A character drinking this liquid gains an intuitive ability to hide (+10 competence bonus on Hide checks for 1 hour).

Faint illusion; CL 5th; Enchant Wondrous Item, *invisibility*; Base / Market Price 250 gp.

Elixir of Love: This sweet-tasting liquid causes the character drinking it to become *charmed* with the first creature they see after consuming the draft (as *charm person*—the drinker must be a humanoid of Medium or smaller size, Will DC 14 negates). The *charm* effects wear off in 1d3 hours.

Faint transmutation; CL 4th; Enchant Wondrous Item, *charm person*; Base / Market Price 150 gp.

Elixir of Sneaking: This draught of liquid grants the drinker the ability to walk softly and dampens sound around her slightly, granting a +10 competence bonus on Move Silently checks for 1 hour.

Faint illusion; CL 5th; Enchant Wondrous Item, *silence*; Base / Market Price 250 gp.

Elixir of Swimming: This elixir bestows swimming ability. An almost imperceptible magic sheath surrounds the drinker, allowing them to glide through the water easily (+10 competence bonus on Swim checks for 1 hour).

Faint illusion; CL 2nd; Enchant Wondrous Item, creator must have 5 ranks in the Swim skill; Base / Market Price 250 gp.

Elixir of Truth: This elixir forces the individual drinking it to say nothing but the truth for 10 minutes (Will DC 13 negates). They are compelled to answer any questions put to them in that time, but with each question they are free to make a separate DC 13 Will save. If one of these secondary saves is successful, the imbiber doesn't break free of the truth-compelling enchantment but also doesn't have to answer that particular question. No more than one question can be asked each round. This is a mind-affecting compulsion enchantment.

Faint enchantment; CL 5th; Enchant Wondrous Item, *zone of truth*; Base / Market Price 500 gp.

Elixir of Vision: Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy (+10 competence bonus on Search checks for 1 hour).

Faint divination; CL 2nd; Enchant Wondrous Item, *true seeing*; Base / Market Price 250 gp.

Eversmoking Bottle: This metal urn is identical in appearance to an *efreeti bottle*, except that it does nothing but smoke. The amount of smoke is great if the stopper is pulled out, pouring from the bottle and totally obscuring vision across a 50-foot spread in 1 round. If the bottle is left unstoppered, the smoke billows out another 10 feet per round until it has covered a 100-foot radius. This area remains smoke-filled until the *eversmoking bottle* is stoppered.

The bottle must be resealed by a command word, after which the smoke dissipates normally. A moderate wind (11+ mph) disperses the smoke in 4 rounds; a strong wind (21+ mph) disperses the smoke in 1 round.

Faint transmutation; CL 3rd; Enchant Wondrous Item, *pyrotechnics*; Base / Market Price 5,400 gp; Wt 1 lb.

Eyes of Charming: These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* (one target per round) merely by meeting a target's gaze. Those failing a DC 16 Will save are *charmed* as per the spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10.

Moderate enchantment; CL 7th; Enchant Wondrous Item, Heighten Spell, *charm person*; Base Price 56,000 gp for a pair, Market Price 168,000 gp.

Eyes of Doom: These crystal lenses fit over the user's eyes, enabling them to cast *doom* upon those around them (one target per round) as a gaze attack, except that the wearer must take a standard action, and those merely looking at the wearer are not affected. Those failing a DC 11 Will save are affected as by the *doom* spell. If the wearer has only one lens, the DC of the saving throw is reduced to 10. However, if the wearer has both lenses, they gain the additional power of a continual *deathwatch* effect and can use *fear* (Will DC 16 partial) as a normal gaze attack once per week.

Moderate necromancy; CL 11th; Enchant Wondrous Item, *doom, deathwatch, fear*; Base Price 25,000 gp, Market Price 50,000 gp.

Eyes of the Eagle: These items are made of special crystal and fit over the eyes of the wearer. These lenses grant a +5 competence bonus on Spot checks. Wearing only one of the pair causes a character to become dizzy and, in effect, stunned for 1 round. Thereafter, the wearer can use the single lens without being stunned so long as they cover their other eye. Of course, the wearer can remove the single lens and see normally at any time, or wear both lenses to end or avoid the dizziness.

Faint divination; CL 3rd; Enchant Wondrous Item, *clairaudience/voyance*; Base / Market Price 2,500 gp.

Eyes of Petrification: These items are made of special crystal and fit over the eyes of the wearer. They allow the wearer to use a petrification gaze attack (Fortitude DC 19 negates) for 10 rounds per day. Both lenses must be worn for the magic to be effective.

Moderate transmutation; CL 11th; Enchant Wondrous Item, *flesh to stone*; Base Price 98,000 gp, Market Price 490,000 gp.

Feather Token: Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once.

Anchor: A token useful to moor a craft in water so as to render it immobile for up to one day.

Bird: A token that can be used to deliver a small written message unerringly to a designated target as would a carrier pigeon. The token lasts as long as it takes to carry the message.

Fan: A token that forms a huge flapping fan, causing a breeze of sufficient strength to propel one ship (about 25 mph). This wind is not cumulative with existing wind speed. The token can, however, be used to lessen existing winds, creating an area of relative calm or lighter winds (but wave size in a storm is not affected). The fan can be used for up to 8 hours. It does not function on land.

Swan Boat: A token that forms a swanlike boat capable of moving on water at a speed of 60 feet. It can carry eight horses and gear or thirty-two Medium characters or any equivalent combination. The boat lasts for one day.

Tree: A token that causes a great oak to spring into being (5-foot diameter trunk, 60-foot height, 40-foot top diameter). This is an instantaneous effect.

Whip: A token that forms into a huge leather whip and wields itself against any opponent desired just like a dancing weapon. The weapon has a +10 base attack bonus, does 1d6+1 points of damage, has a +1 enhancement bonus on attack and damage rolls, and makes a free grapple attack (with a +15 attack bonus) if it hits. The whip lasts no longer than 1 hour.

Moderate conjuration; CL 12th; Enchant Wondrous Item, *major creation*; Base / Market Price 50 gp (*anchor*), 300 gp (*bird*), 200 gp (*fan*), 450 gp (*swan boat*), 400 gp (*tree*), 500 gp (*whip*).

Gauntlets of Ogre Power: These gauntlets are made of tough leather with iron studs running across the back of the hands and fingers. They grant the wearer great strength, adding a +2 enhancement bonus to their Strength score. Both gauntlets must be worn for the magic to be effective.

Faint transmutation; CL 6th; Enchant Wondrous Item, *bull's strength*; Base / Market Price 4,000 gp; Weight 4 lb.

Gauntlet of Rust: This single metal gauntlet looks rusted and pitted but is actually quite powerful. Once per day, it can affect an object as with the *rusting grasp* spell. It also completely protects the wearer and her gear from rust (magical or otherwise), including the attack of a rust monster.

Moderate transmutation; CL 7th; Enchant Wondrous Item, *rusting grasp*; Base / Market Price 11,500 gp; Weight 2 lb.

Gem of Brightness: This crystal appears to be a long, rough prism. Upon utterance of a command word, the crystal emits bright light of one of three sorts.

- One command word causes the gem to shed light as a hooded lantern. This use of the gem does not expend any charges.
- Another command word causes the *gem of brightness* to send out a bright ray 1 foot in diameter and 50 feet long. This strikes as a ranged touch attack, and any creature struck by this beam is blinded for 1d4 rounds unless it makes a DC 14 Fortitude save. This use of the gem expends 1 charge.
- The third command word causes the gem to flare in a blinding flash of light that fills a 30-foot cone. Although this glare lasts but a moment, any creature within the cone must make a DC 14 Fortitude save or be blinded for 1d4 rounds. This use expends 5 charges.

A newly created *gem of brightness* has 50 charges. When all its charges are expended, the gem becomes nonmagical.

Faint evocation; CL 6th; Enchant Wondrous Item, *daylight*; Base / Market Price 13,000 gp.

Gem of Seeing: This finely cut and polished stone is indistinguishable from an ordinary jewel in appearance. When it is gazed through, a *gem of seeing* enables the user to see as though they were affected by the *true seeing* spell. A *gem of seeing* can be used for as much as 30 minutes a day, divided up into periods of minutes or rounds as the user sees fit.

Moderate divination; CL 10th; Enchant Wondrous Item, *true seeing*; Base Price 75,000 gp, Market Price 300,000 gp.

Gloves of Arrow Snaring: Once snugly worn, these gloves seem to meld with the hands, becoming almost invisible. Twice per day, the wearer can act as if they had the Snatch Arrows feat, even if they do not meet the prerequisites for it. Both gloves must be worn for the magic to be effective. At least one hand must be free to take advantage of the magic.

Faint abjuration; CL 3rd; Enchant Wondrous Item, *shield*; Base / Market Price 4,000 gp.

Gloves of Dexterity: These thin leather gloves are very flexible and allow for delicate manipulation. They add to the wearer's Dexterity score in the form of an enhancement bonus of +2, +4, or +6. Both gloves must be worn for the magic to be effective.

Moderate transmutation; CL 8th; Enchant Wondrous Item, *cat's grace*; Base / Market Price 4,000 gp (+2); Base / Market Price 16,000 gp (+4); Base Price 36,000 gp, Market Price 72,000 gp (+6).

Glove of Storing: This device is a simple leather glove. On command, one item held in the hand wearing the glove disappears. The item can weigh no more than 20 pounds and must be able to be held in one hand. While stored, the item has negligible weight. With a snap of the fingers wearing the glove, the item reappears. A glove can only store one item at a time. Storing or retrieving the item is a free action. The item is held in stasis and shrunk down so small within the palm of the glove that it cannot be seen. Spell durations are not suppressed and continue to expire. If an effect is suppressed or dispelled, the stored item appears instantly.

Faint transmutation; CL 6th; Enchant Wondrous Item, *shrink item*; Base / Market Price 10,000 gp.

Gloves of the Traveler: These apparently normal lightweight gloves grant a +5 competence bonus on Swim checks and Climb checks. Both gloves must be worn for the magic to be effective.

Faint transmutation; CL 5th; Enchant Wondrous Item, *bull's strength*, *cat's grace*; Base / Market Price 6,250 gp.

Goggles of Minute Seeing: The lenses of this item are made of special crystal. When placed over the eyes of the wearer, the lenses enable them to see much better than normal at distances of 1 foot or less, granting them a +5 competence bonus on Search checks to find secret doors, traps, and similar concealed objects. Both lenses must be worn for the magic to be effective.

Faint divination; CL 3rd; Enchant Wondrous Item, *true seeing*; Base / Market Price 1,250 gp.

Goggles of Night: The lenses of this item are made of dark crystal. Even though the lenses are opaque, when placed over the eyes of the wearer they enable them to see normally and also grant them 60-foot darkvision. Both lenses must be worn for the magic to be effective.

Faint transmutation; CL 3rd; Enchant Wondrous Item, *darkvision*; Base / Market Price 12,000 gp.

Golem Manual: A *golem manual* contains information, incantations and magical power that help a character to craft a golem. The instructions therein grant a +5 competence bonus on skill checks made to craft the golem's body. Each manual also holds the prerequisite spells needed for a specific golem and grants the builder the Enchant Construct feat.

The cost of the book does not include the cost of constructing the golem's body. Once study of the manual is finished, the writing in the manual fades and the book is consumed in flames. Only the golem constructed immediately after the study of a *golem manual* receives the 25% XP cost reduction (see below).

Clay Golem Manual: The book contains *animate objects*, *bless*, *commune*, *prayer*, and *resurrection*. The book's guidance reduces the XP cost for the creation of a clay golem by 25%.

Moderate conjuration, divination, enchantment, and transmutation; CL 11th; Enchant Construct, Enchant Wondrous Item, creator must be caster level 11th, *animate objects*, *commune*, *prayer*, *resurrection*; Base / Market Price 12,000 gp; Weight 5 lb.

Flesh Golem Manual: The book contains *animate dead*, *bull's strength*, *geas/quest*, and *limited wish*. The book's guidance reduces the XP cost for the creation of a flesh golem by 25%.

Moderate enchantment, necromancy [evil], and transmutation; CL 8th; Enchant Construct, Enchant Wondrous Item, creator must be caster level 8th, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*; Base / Market Price 8,000 gp; Weight 5 lb.

Iron Golem Manual: The book contains *cloudkill*, *geas/quest*, *limited wish*, and *polymorph any object*. The book's guidance reduces the XP cost for the creation of an iron golem by 25%.

Strong conjuration, enchantment, and transmutation; CL 16th; Enchant Construct, Enchant Wondrous Item, creator must be caster level 16th, *cloudkill*, *geas/quest*, *limited wish*, *polymorph any object*; Base Price 35,000 gp; Market Price 70,000 gp; Weight 5 lb.

Stone Golem Manual: The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The book's guidance reduces the XP cost for the creation of a stone golem by 25%.

Strong abjuration and enchantment; CL 14th; Enchant Construct, Enchant Wondrous Item, creator must be caster level 14th, *antimagic field*, *geas/quest*, *symbol of stunning*; Base Price 22,000 gp; Market Price 44,000 gp; Weight 5 lb.



Stone Golem Manual, Greater: The book contains *geas/quest*, *limited wish*, *polymorph any object*, and *slow*. The book's guidance reduces the XP cost for the creation of a greater stone golem by 25%.

Strong abjuration and enchantment; CL 16th; Enchant Construct, Enchant Wondrous Item, creator must be caster level 16th, *antimagic field*, *geas/quest*, *symbol of stunning*; Base Price 44,000 gp; Market Price 132,000 gp; Weight 5 lb.

Wondrous Item Descriptions H-L

Hand of Glory: This mummified human hand hangs by a leather cord around a character's neck (taking up space as a magic necklace would). If a magic ring is placed on one of the fingers of the hand, the wearer benefits from the ring as if wearing it herself, and it does not count against her two-ring limit. The hand can wear only one ring at a time. Even without a ring, the hand itself allows its wearer to use *daylight* and *see invisibility* each once per day.

Faint varied; CL 5th; Enchant Wondrous Item, *animate dead*, *daylight*, *detect invisibility*; Base / Market Price 8,000 gp; Weight 2 lb.

Hand of the Mage: This mummified elf hand hangs by a golden chain around a character's neck (taking up space as a magic necklace would). It allows the wearer to utilize the spell *mage hand* at will.

Faint transmutation; CL 2nd; Enchant Wondrous Item, *mage hand*; Base / Market Price 900 gp; Wt 2 lb.

Handy Haversack: A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 lb.

While such storage is useful enough, the pack has an even greater power in addition. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Moderate conjuration; CL 9th; Enchant Wondrous Item, *secret chest*; Base / Market Price 2,000 gp; Weight 5 lb.

Harp of Charming: This instrument is a golden, intricately carved harp. When played, it enables the performer to work one *suggestion* (as the spell, Will DC 14 negates) into the music for each 10 minutes of playing if they can succeed on a DC 14 Perform (string instruments) check. If the check fails, the audience cannot be affected by any further performances from the harpist for 24 hours.

Faint enchantment; CL 5th; Enchant Wondrous Item, *suggestion*; Base / Market Price 7,500 gp; Wt 5 lb.

Hat of Disguise: This apparently normal hat allows its wearer to alter her appearance as with a *disguise self* spell. As part of the disguise, the hat can be changed to appear as a comb, ribbon, headband, cap, , hood, helmet, etc.

Faint illusion; CL 1st; Enchant Wondrous Item, *disguise self*; Base / Market Price 1,800 gp.

Headband of Intellect: This device is a light cord with a small gem set so that it rests upon the forehead of the wearer. The headband adds to the wearer's Intelligence score in the form of an enhancement bonus of +2, +4, or +6. This enhancement bonus does not earn the wearer extra skill points when a new level is attained; use the unenhanced Intelligence bonus to determine skill points.

Moderate transmutation; CL 8th; Enchant Wondrous Item, *fox's cunning*; Base / Market Price 4,000 gp (+2); Base / Market Price 16,000 gp (+4); Base Price 36,000 gp, Market Price 72,000 gp (+6).

Helm of Brilliance: This normal-looking helm takes its true form and manifests its powers when the user dons it and speaks the command word. Made of brilliant silver and polished steel, a newly created helm is set with large magic gems: ten diamonds, twenty rubies, thirty fire opals, and forty opals. When struck by bright light, the helm scintillates and sends forth reflective rays in all directions from its crownlike, gem-tipped spikes. The jewels' functions are as follows:

- Diamond: *Prismatic spray* (save DC 20)
- Ruby: *Wall of fire*
- Fire opal: *Fireball* (10d6, Reflex DC 20 half)
- Opal: *Daylight*

The helm may be used once per round, but each gem can perform its spell-like power just once. Until all its jewels are depleted, a *helm of brilliance* also has the following magical properties when activated.

- It emanates a bluish light when undead are within 30 feet. This light causes 1d6 points of damage per round to all such creatures within that range.
- The wearer may command any weapon he wields to become a flaming weapon. This is in addition to whatever abilities the weapon may already have (unless the weapon already is a flaming weapon). The command takes 1 round to take effect.
- The helm provides resistance to fire 30. This protection does not stack with similar protection from other sources.

Once all its jewels have lost their magic, the helm loses its powers and the gems turn to worthless powder. Removing a jewel destroys it.

If a creature wearing the helm is damaged by magical fire (after the fire protection is taken into account) and fails an additional DC 15 Will save, the remaining gems on the helm overload and detonate. Remaining diamonds become *prismatic sprays* that each randomly target a creature within range (possibly the wearer), rubies become straight-line *walls of fire* extending outward in a random direction from the helm wearer, and fire opals become *fireballs* centered on the helm wearer. The opals and the helm itself are destroyed.

Strong varied; CL 13th; Enchant Wondrous Item, *detect undead*, *fireball*, *flame blade*, *light*, *prismatic spray*, *protection from energy*, *wall of fire*; Base Price 125,000 gp, Market Price 875,000 gp; Weight 3 lb.

Helm of Comprehension: Appearing as a normal helmet, a *helm of comprehension* grants its wearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 competence bonus on Decipher Script checks to understand messages written in incomplete, archaic, or exotic forms. Note that understanding a magical text does not necessarily imply spell use.

Faint divination; CL 4th; Enchant Wondrous Item, *comprehend languages*, *read magic*; Base / Market Price 5,200 gp; Weight 3 lb.

Helm of Telepathy: The wearer can use *detect thoughts* at will. Furthermore, he can send a telepathic message to anyone whose surface thoughts he is reading (allowing two-way communication). Once per day, the wearer of the helm can implant a *suggestion* (as the spell, Will DC 14 negates) along with his telepathic message.

Faint divination and enchantment; CL 5th; Enchant Wondrous Item, *detect thoughts*, *suggestion*; Base Price 27,000 gp, Market Price 54,000 gp; Weight 3 lb.

Helm of Teleportation: A character wearing this device may *teleport* 3x per day, as the spell of the same name.

Moderate conjuration; CL 9th; Enchant Wondrous Item, *teleport*; Base Price 73,500 gp, Market Price 294,000 gp; Weight 3 lb.

Helm of Underwater Action: The wearer of this helmet can see underwater. Drawing the small lenses in compartments on either side into position before the wearer's eyes activates the visual properties of the helm, allowing them to see five times farther than water and light conditions would allow for normal human vision. (Weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head and maintains it until the command word is spoken again, enabling them to breathe freely.

Faint transmutation; CL 5th; Enchant Wondrous Item, *water breathing*; Base Price 57,000 gp, Market Price 171,000 gp; Weight 3 lb.

Horn of Blasting: This horn appears to be a normal trumpet. It can be sounded as a normal horn, but if the command word is spoken and the instrument is then played, it deals 5d6 points of sonic damage to creatures within a 40-foot cone and causes them to be deafened for 2d6 rounds (a DC 16 Fortitude save reduces the damage by half and negates the deafening). Crystalline objects and creatures take 7d6 points of sonic damage, with no save unless they're held, worn, or carried by creatures (Will DC 16 negates).

If a *horn of blasting* is used magically more than once in a given day, there is a 20% cumulative chance with each extra use that it explodes and deals 10d6 points of damage to the person sounding it.

Moderate evocation; CL 7th; Enchant Wondrous Item, *shout*; Base Price 20,000 gp, Market Price 40,000 gp; Weight 1 lb.

Horn of Blasting, Greater: This horn functions as a *horn of blasting*, except that it deals 10d6 points of sonic damage, stuns creatures for 1 round, and deafens them for 4d6 rounds (a DC 19 Fortitude reduces the damage by half and negates the stunning and deafening). Crystalline objects take 16d6 points of sonic damage as described for the *horn of blasting*. A *greater horn of blasting* also has a 20% cumulative chance of exploding.

Strong evocation; CL 16th; Enchant Wondrous Item, *greater shout*; Base Price 70,000 gp, Market Price 280,000 gp; Weight 1 lb.

Horn of Fog: This small bugle allows its possessor to blow forth a thick cloud of heavy fog similar to that of an *obscuring mist* spell. The fog covers a 10 foot-by-10 foot area next to the horn blower each round that the user continues to blow the horn; fog clouds travel 10 feet each round in a straight line from the emanation point unless blocked by something substantial such as a wall. The device makes a deep, foghorn-like noise, with the note dropping abruptly to a lower register at the end of each blast. The fog dissipates after 3 minutes. A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

Faint conjuration; CL 3rd; Enchant Wondrous Item, *obscuring mist*; Base / Market Price 2,000 gp; Wt 1 lb.

Horn of Goodness/Evil: This trumpet adapts itself to its owner, so it produces either a good or an evil effect depending on the owner's alignment. If the owner is neither good nor evil, the horn has no power whatsoever. If they are good, then blowing the horn has the effect of a *magic circle against evil*. If the owner is evil, then blowing the horn has the effect of a *magic circle against good*. In either case, this ward lasts for 1 hour. The horn can be blown once per day.

Faint abjuration; CL 6th; Enchant Wondrous Item, *magic circle against good*, *magic circle against evil*; Base / Market Price 6,500 gp; Weight 1 lb.

Horn of the Tritons: This device is a conch shell that can be blown once per day except by a triton which can sound it three times per day. Any sounding of a *horn of the tritons* can be heard by all tritons within a 3-mile radius. A *horn of the tritons* can perform any one of the following functions when blown;

- Calm rough waters in a 1-mile radius. This effect dispels a summoned water elemental if it fails a DC 16 Will save.
- Attract 5d4 Large sharks (01–30 on d%), 5d6 Medium sharks (31–80), or 1d10 sea lions (81–100) if the character is in a body of water in which such creatures dwell. The creatures are friendly and obey, to the best of their ability, the one who sounded the horn.
- Causes aquatic creatures with Intelligence scores of 1 or 2 within 500 feet to become panicked as if they had been targeted by a *fear* spell (Will DC 16 partial). Those who successfully save are shaken for 3d6 rounds.

Moderate conjuration and transmutation; CL 8th; Enchant Wondrous Item, *fear*, *summon monster V*, *control water*, creator must be a triton or get construction aid from a triton; Base / Market Price 15,100 gp; Weight 2 lb.

Horn of Valhalla: This magic instrument comes in four varieties. Each appears to be normal until someone speaks its command word and blows the horn. Then the horn summons several human berserkers to fight for the character who summoned them. Each horn can be blown just once every seven days. Roll d% and refer to the table below to see what type of horn is found. The horn's type determines what berserkers are summoned and what prerequisite is needed to use the horn. Any character who uses a *horn of Valhalla* but doesn't have the prerequisite is attacked by the berserkers summoned.

d% (d20)	Type of Horn	Berserkers Summoned	Prerequisite
01–40 (1-8)	Silver	2d4+2, 2nd level	None
41–75 (9-15)	Brass	2d4+1, 3rd level	Spellcaster level 1st
76–90 (16-18)	Bronze	2d4, 4th level	Proficiency with all martial weapons or bardic music ability
91–100 (19-20)	Iron	1d4+1, 5th level	Proficiency with all martial weapons or bardic music ability

Summoned berserkers are constructs, not actual people (though they seem to be); they arrive with the starting equipment for berserkers. They attack anyone the possessor of the horn commands them to fight until they or their opponents are slain or until 1 hour has elapsed, whichever comes first.

Strong conjuration; CL 13th; Enchant Wondrous Item, *summon monster VI*; Base Price 50,000 gp, Market Price 150,000 gp; Weight 2 lb.

Horseshoes of Speed: These iron shoes come in sets of four like ordinary horseshoes. When affixed to an animal's hooves, they increase the animal's base land speed by 30 feet; this counts as an enhancement bonus. As with other effects that increase speed, jumping distances increase proportionally. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Enchant Wondrous Item, *haste*; Base / Market Price 3,000 gp; Weight 12 lb.

Horseshoes of a Zephyr: These four iron shoes are affixed like normal horseshoes. They allow a horse to travel without actually touching the ground. The horse must still run above (always around 4 inches above) a roughly horizontal surface. This means that nonsolid or unstable surfaces can be crossed, and that movement is possible

without leaving tracks on any sort of ground. The horse moves at its normal base land speed. All four shoes must be worn by the same animal for the magic to be effective.

Faint transmutation; CL 3rd; Enchant Wondrous Item, *levitate*; Base / Market Price 6,000 gp; Weight 4 lb.

Incense of Meditation: This small rectangular block of sweet smelling incense is visually indistinguishable from nonmagical incense until lit. When it is burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by anyone making a DC 15 Spellcraft check.

When a divine spellcaster lights a block of *incense of meditation* and then spends 8 hours praying and meditating nearby, the incense enables them to prepare all their spells as though affected by the Maximize Spell feat. However, all the spells prepared in this way are at their normal level, not at three levels higher (as with the regular metamagic feat). Each block of incense burns for 8 hours, and the effects persist for 24 hours.

Moderate enchantment; CL 7th; Enchant Wondrous Item, Maximize Spell, *bless*; Base / Market Price 4,900 gp; Weight 1 lb.

Instant Fortress: This metal cube is small, but when activated by speaking a command word it grows to form a tower 20 feet wide by 20 feet deep by 30 feet high, with arrow slits on all sides and a crenellated battlement atop it. The metal walls extend 10 feet into the ground, rooting it to the spot and preventing it from being tipped over. The fortress has a small door that opens only at the command of the owner—even *knock* spells can't open the door.

The adamantine walls of *instant fortress* have 100 hit points and hardness 20. The fortress cannot be repaired except by a *reality revision*, a *wish* or a *miracle*, which restores 50 points of damage taken.

The fortress springs up in just 1 round, with the door facing the device's owner. The door opens and closes instantly at his command. People and creatures nearby (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught takes 10d10 points of damage (Reflex DC 19 half).

The fortress is deactivated by speaking a command word (different from the one used to activate it). It cannot be deactivated unless it is empty.

Strong conjuration; CL 13th; Enchant Wondrous Item, *mage's magnificent mansion*; Base Price 55,000 gp, Market Price 165,000 gp.

loun Stones: These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, they must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from their head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while they are sleeping, for example), but they lose the benefits of the stone during that time. *loun stones* have AC 24, 10 hit points, and hardness 5.

Color	Shape	Effect	XP Cost	Market Price
Clear	Spindle	Sustains creature without food or water	200 XP	4,000 gp
Dusty rose	Prism	+1 insight bonus to AC	250 XP	5,000 gp
Deep red	Sphere	+2 enhancement bonus to Dexterity	400 XP	8,000 gp
Blue	Sphere	+2 enhancement bonus to Wisdom	400 XP	8,000 gp
Pale blue	Rhomboid	+2 enhancement bonus to Strength	400 XP	8,000 gp
Pink	Rhomboid	+2 enhancement bonus to Constitution	400 XP	8,000 gp
Pink and green	Sphere	+2 enhancement bonus to Charisma	400 XP	8,000 gp
Red and blue	Sphere	+2 enhancement bonus to Intelligence	400 XP	8,000 gp
Indigo	Rhomboid	Alertness (as the feat)	500 XP	10,000 gp
Iridescent	Spindle	Sustains creature without air	900 XP	18,000 gp
Pale lavender	Ellipsoid	Absorbs spells of 4th level or lower ¹	1,000 XP	40,000 gp
Pearly white	Spindle	Regenerate 1 point of damage per hour	1,000 XP	40,000 gp
Pale green	Prism	+1 competence bonus on attack rolls, saves, skill checks, and ability checks	1,500 XP	60,000 gp
Orange	Prism	+1 caster level	1,500 XP	60,000 gp

Violet	Prism	Stores three levels of spells, as a <i>ring of spell storing</i>	1,800 XP	72,000 gp
Cat's eye	Ellipsoid	Absorbs spells of 8th level or lower ²	2,000 XP	120,000 gp

1 After absorbing twenty spell levels, the stone burns out and turns to dull gray, forever useless.

2 After absorbing fifty spell levels, the stone burns out and turns dull gray, forever useless.

Regeneration from the pearly white *ioun stone* works like a *ring of regeneration*. (It only cures damage taken while the character is using the stone.) The pale lavender and cat's eye stones work like a *rod of absorption*, but absorbing a spell requires a readied action, and these stones cannot be used to empower spells. Stored spells in the violet stone must be placed by a spellcaster but can be used by anyone (see *ring of minor spell storing*).

Moderate varied; CL 12th; Enchant Wondrous Item, creator must be 12th level.

Iron Bands of Binding: When initially discovered, this very potent item appears to be a 3-inch-diameter rusty iron sphere with bandings on the globe.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and then contract to bind the target creature on a successful ranged touch attack. A single Large or smaller creature can be captured thus and held immobile until the command word is spoken to bring the bands into spherical form again. The creature can break (and ruin) the bands with a DC 30 Strength check or escape them with a DC 30 Escape Artist check. *Iron bands of binding* are usable once per day.

Strong evocation; CL 13th; Enchant Wondrous Item, *grasping hand*; Base Price 26,000 gp, Market Price 52,000 gp; Weight 1 lb.

Iron Flask: These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal engraved with sigils, glyphs, and special symbols. When the user speaks the command word, he can force any creature from another plane into the container, provided that creature fails a DC 19 Will save. The range of this effect is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature. The command word can be given only once per day.

If the individual freeing the captured creature speaks the command word, the creature can be forced to serve for 1 hour. If freed without the command word, the creature acts according to its natural inclinations. (It usually attacks the user, unless it perceives a good reason not to.) Any attempt to force the same creature into the flask a second time provides it a +2 bonus on its saving throw and makes it hostile. A newly discovered bottle might contain any of the following:

d%	Contents	d%	Contents
01–50	Empty	89	Demon (glabrezu)
51–54	Large air elemental	90	Demon (succubus)
55–58	Arrowhawk	91	Devil (osyluth)
59–62	Large earth elemental	92	Devil (barbazu)
63–66	Xorn	93	Devil (erinyes)
67–70	Large fire elemental	94	Devil (cornugon)
71–74	Salamander	95	Celestial (avoral)
75–78	Large water elemental	96	Celestial (ghaele)
79–82	Adult tojanida	97	Formian myrmarch
83–84	Chaos beast	98	Arrowhawk, elder
85–86	Formian taskmaster	99	Rakshasa
87	Demon (vrock)	100	Demon (balor) or devil (pit fiend)—
88	Demon (hezrou)		equal chance for either

Strong conjuration; CL 20th; Enchant Wondrous Item, *trap the soul*; Base Price 170,000 gp (empty), Market Price 1,530,000 gp; Weight 1 lb.

Lantern of Revealing: This lantern operates as a normal hooded lantern. While it is lit, it also reveals all invisible creatures and objects within 25 feet of it, just like the spell *invisibility purge*.

Faint evocation; CL 5th; Enchant Wondrous Item, *invisibility purge*; Base Price 30,000 gp, Market Price 60,000 gp; Weight 2 lb.

Lens of Detection: This circular prism enables its user to detect minute details, granting a +5 bonus on Search checks. It also aids in following tracks, adding a +5 bonus on Survival checks when tracking. The lens is about 6 inches in diameter and set in a frame with a handle.

Moderate divination; CL 9th; Enchant Wondrous Item, *true seeing*; Base / Market Price 3,500 gp; Wt 1 lb.

Lyre of Building: If the proper chords are struck, a single use of this lyre negates any attacks made against all inanimate construction (walls, roof, floor, and so on) within 300 feet. This includes the effects of a *horn of blasting*, a *disintegrate* spell, or an attack from a ram or similar siege weapon. The lyre can be used in this way once per day, with the protection lasting for 30 minutes.

The lyre is also useful with respect to building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but 30 minutes of playing is equal to the work of 100 humans laboring for three days. Each hour after the first, a character playing the lyre must make a DC 18 Perform (string instruments) check. If it fails, she must stop and cannot play the lyre again for this purpose until a week has passed.

Faint transmutation; CL 6th; Enchant Wondrous Item, *fabricate*; Base / Market Price 13,000 gp; Wt 5 lb.

Wondrous Item Descriptions M-Q

Mantle of Faith: This holy garment, worn over normal clothing, grants damage reduction 5/evil to the wearer.

Strong abjuration [good]; CL 20th; Enchant Wondrous Item, *stoneskin*; Base Price 76,000 gp, Market Price 304,000 gp.

Mantle of Spell Resistance: This garment, worn over normal clothing or armor, grants the wearer spell / power resistance 21.

Moderate abjuration; CL 9th; Enchant Wondrous Item, *spell resistance*; Base Price 90,000 gp, Market Price 450,000 gp.

Manual of Bodily Health: This thick tome contains tips on health and fitness, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an inherent bonus of from +1 to +5 (depending on the type of manual) to their Constitution score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Enchant Wondrous Item, *wish* or *miracle*; Base Price 27,500 gp, Market Price 55,000 gp (+1); Base Price 55,000 gp, Market Price 165,000 gp (+2); Base Price 82,500 gp, Market Price 412,500 gp (+3); Base Price 110,000 gp, Market Price 660,000 gp (+4); Base Price 137,500 gp, Market Price 962,500 gp (+5); Weight 5 lb.

Manual of Gainful Exercise: This thick tome contains exercise descriptions and diet suggestions, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an inherent bonus of from +1 to +5 (depending on the type of manual) to their Strength score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Enchant Wondrous Item, *wish* or *miracle*; Base Price 27,500 gp, Market Price 55,000 gp (+1); Base Price 55,000 gp, Market Price 165,000 gp (+2); Base Price 82,500 gp, Market Price 412,500 gp (+3); Base Price 110,000 gp, Market Price 660,000 gp (+4); Base Price 137,500 gp, Market Price 962,500 gp (+5); Weight 5 lb.

Manual of Rapid Reflexes: This thick tome contains tips on coordination exercises and balance, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a

minimum of six days, they gain an inherent bonus of from +1 to +5 (depending on the type of manual) to their Dexterity score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Enchant Wondrous Item, *wish* or *miracle*; Base Price 27,500 gp, Market Price 55,000 gp (+1); Base Price 55,000 gp, Market Price 165,000 gp (+2); Base Price 82,500 gp, Market Price 412,500 gp (+3); Base Price 110,000 gp, Market Price 660,000 gp (+4); Base Price 137,500 gp, Market Price 962,500 gp (+5); Weight 5 lb.

Marvelous Pigments: These magic emulsions enable their possessor to create actual, permanent objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the artist concentrates on the desired image. One pot of *marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 10 foot-by-10 foot surface area.

Only normal, inanimate objects can be created. Creatures can't be created. The pigments must be applied to a surface. It takes 10 minutes and a DC 15 Craft (painting) check to depict an object with the pigments.

Marvelous pigments cannot create magic items. Objects of value depicted by the pigments —precious metals, gems, jewelry, ivory, and so on— appear to be valuable but are really made of tin, lead, paste, brass, bone, and other such inexpensive materials. The user can create normal weapons, armor, and any other mundane item (including foodstuffs) whose value does not exceed 2,000 gp. Items created are not magical; the effect is instantaneous.

Strong conjuration; CL 15th; Enchant Wondrous Item, *major creation*; Base / Market Price 4,000 gp.

Mask of the Skull: This ivory mask has been fashioned into the likeness of a human skull. Once per day, after it has been worn for at least 1 hour, the mask can be loosed to fly from the wearer's face. It travels up to 50 feet away from the wearer and attacks a target assigned to it. The grinning skull mask makes a touch attack against the target based on the wearer's base attack bonus. If the attack succeeds, the target must make a DC 20 Fortitude save or be struck dead, as if affected by a *finger of death* spell. If the target succeeds on their saving throw, they nevertheless take 3d6+13 points of damage. After attacking (whether successful or not), the mask flies back to its user. The mask has AC 16, 10 hit points, and hardness 6.

Strong necromancy and transmutation; CL 13th; Enchant Wondrous Item, *animate objects*, *finger of death*, *fly*; Base Price 22,000 gp, Market Price 44,000 gp; Weight 3 lb.

Mattock of the Titans: This digging tool is 10 feet long. Any creature of at least Huge size can use it to loosen or tumble earth or earthen ramparts (a 10-foot cube every 10 minutes). It also smashes rock (a 10-foot cube per hour). If used as a weapon, it is the equivalent of a Gargantuan +3 *adamantine warhammer*, dealing 4d6 points of base damage.

Strong transmutation; CL 16th; Enchant Wondrous Item, Enchant Arms and Armor, *move earth*; Base Price 23,348 gp, Market Price 43,348 gp; Weight 120 lb.

Maul of the Titans: This mallet is 8 feet long. If used as a weapon, it is the equivalent of a +3 *greatclub* and deals triple damage against inanimate objects. However, the wielder must have a Strength of at least 18 to wield it properly. Otherwise, they take a –4 penalty on attack rolls.

Strong evocation; CL 15th; Enchant Wondrous Item, Enchant Arms and Armor, *clenched fist*; Base Price 25,305 gp, Market Price 50,305 gp; Weight 160 lb.

Medallion of Thoughts: This appears to be a normal pendant disk hung from a neck chain. Usually fashioned from bronze, copper, or nickel-silver, the medallion allows the wearer to read the thoughts of others, as with the spell *detect thoughts*.

Faint divination; CL 5th; Enchant Wondrous Item, *detect thoughts*; Base / Market Price 12,000 gp.

Mirror of Life Trapping: This crystal device is usually about 4 feet along its longest edge and framed in metal or wood. It can be hung or placed on a surface and then activated by giving a command word. The same command

word deactivates the mirror. A *mirror of life trapping* has fifteen nonspatial extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its own reflection must make a DC 23 Will save or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device always sees its own reflection. The probability of a creature seeing its reflection, and thus needing to make the saving throw, drops to 50% if the creature is aware that the mirror traps life and seeks to avoid looking at it (treat as a gaze attack).

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but constructs and undead are not trapped, nor are inanimate objects and other nonliving matter. A victim's equipment (including clothing and anything being carried) remains behind. If the mirror's owner knows the right command word, they can call the reflection of any creature trapped within to its surface and engage the powerless prisoner in conversation. Another command word frees the trapped creature. Each pair of command words is specific to each prisoner.

If the mirror's capacity is exceeded, one victim (determined randomly) is set free to accommodate the latest one. If the mirror is broken, all victims currently trapped in it are freed.

Strong abjuration; CL 17th; Enchant Wondrous Item, *imprisonment*; Base Price 200,000 gp, Market Price 2,200,000 gp; Weight 50 lb.

Mirror of Mental Prowess: This mirror resembles an ordinary looking glass 5 feet tall by 2 feet wide. The possessor who knows the proper commands can cause it to perform as follows.

- Read the thoughts of any creature reflected therein, as long as the owner is within 25 feet of the mirror, even if those thoughts are in an unknown language.
- View other places as if with *clairvoyance*, but vision extends even onto other planes if the viewer is sufficiently familiar with them.
- Use it as a portal to visit other places. The user first views the place with the *clairvoyance* function, then steps through the mirror to the place pictured. Others can follow them through the mirror if they like. An invisible portal remains on the other side where they arrive, and they can return through that portal. Once they return, the portal closes. The portal closes on its own after 24 hours (trapping the user if she's still in the other place), and the user can also close it with a command word. Creatures with Intelligence of 12 or higher might notice the portal just as they might notice a magical sensor from a *scrying* spell. Any creature who steps through the portal appears in front of the mirror.
- Once per week the mirror accurately answers one short question regarding a creature whose image is shown on its surface (giving answers like those from the *legend lore* spell).

Strong conjuration and divination; CL 17th; Enchant Wondrous Item, *detect thoughts*, *clairaudience/clairvoyance*, *gate*, *legend lore*; Base Price 175,000 gp, Market Price 1,575,000 gp; Weight 40 lb.

Mirror of Opposition: This item resembles a normal mirror about 4 feet long and 3 feet wide. It can be hung or placed on a surface and then activated by speaking a command word. The same command word deactivates the mirror. If a creature sees its reflection in the mirror's surface, an exact duplicate of that creature comes into being. This opposite immediately attacks the original. The duplicate has all the possessions and powers of its original (including magic). Upon the defeat or destruction of either the duplicate or the original, the duplicate and their items disappear completely. The mirror functions up to four times per day.

Strong necromancy; CL 15th; Enchant Wondrous Item, *clone*; Base Price 92,000 gp, Market Price 460,000 gp; Weight 45 lb.

Necklace of Adaptation: This necklace is a heavy chain with a platinum medallion. The magic of the necklace wraps the wearer in a shell of fresh air, making them immune to all harmful vapors and gases (such as *cloudkill* and *stinking cloud* effects, as well as inhaled poisons) and allowing them to breathe, even underwater or in a vacuum. In the case of a vacuum, the necklace effectively provides a pressurized space around the wearer's body.

Moderate transmutation; CL 7th; Enchant Wondrous Item, *alter self*; Base / Market Price 9,000 gp.

Necklace of Fireballs: This device appears to be nothing but beads on a string, sometimes with the ends tied together to form a necklace. (It does not count as an item worn around the neck for the purpose of determining which of a character's worn magic items is effective.) If a character holds it, however, all can see the strand as it really is—a golden chain from which hang several golden spheres. The spheres are detachable by the wearer (and only by the wearer), who can easily hurl one of them up to 70 feet. When a sphere arrives at the end of its trajectory, it detonates as a *fireball* spell (Reflex DC 14 half).

Spheres come in different strengths, ranging from those that deal 2d6 points of fire damage to those that deal 10d6. The market price of a sphere is 150 gp for each die of damage it deals.

Each *necklace of fireballs* contains a combination of spheres of various strengths. Some traditional combinations, designated types 1 through 7, are detailed below.

Necklace	10d6	9d6	8d6	7d6	6d6	5d6	4d6	3d6	2d6	Market Price
Type 1	—	—	—	—	—	1	—	2	—	1,650 gp
Type 2	—	—	—	—	1	—	2	—	2	2,700 gp
Type 3	—	—	—	1	—	2	—	4	—	4,350 gp
Type 4	—	—	1	—	2	—	2	—	4	5,400 gp
Type 5	—	1	—	2	—	2	—	2	—	5,850 gp
Type 6	1	—	2	—	2	—	4	—	—	8,100 gp
Type 7	1	2	—	2	—	2	—	2	—	8,700 gp

If the necklace is being worn or carried by a character who fails their saving throw against a magical fire attack, the item must make a saving throw as well (with a save bonus of +7). If the necklace fails to save, all its remaining spheres detonate simultaneously, often with regrettable consequences for the wearer.

Moderate evocation; CL 10th; Enchant Wondrous Item, *fireball*.

Orb of Storms: This glass sphere is 8 inches in diameter. The possessor can call forth all manner of weather, even supernaturally destructive storms. Once per day they can call upon the orb to use a *control weather* spell. Once per month, they can conjure a *storm of vengeance*. The possessor of the orb is continually protected by an *endure elements* effect.

Strong varied; CL 18th; Enchant Wondrous Item, *control weather*, *endure elements*, *storm of vengeance*; Base Price 48,000 gp, Market Price 144,000 gp; Weight 6 lb.

Pearl of Power: This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells (clerics, druids, rangers, and wizards). Once per day on command, a *pearl of power* enables the possessor to recall any one spell that they had prepared and then cast. The spell is then prepared again, just as if it had not been cast. The spell must be of a particular level, depending on the pearl. Different pearls exist for recalling one spell per day of each level from 1st through 9th and for the recall of two spells per day (each of a different level, 6th or lower).

Strong transmutation; CL 17th; Enchant Wondrous Item, creator must be able to cast spells of the spell level to be recalled; Base / Market Price 1,000 gp (1st); Base / Market Price 4,000 gp (2nd); Base / Market Price 9,000 gp (3rd); Base / Market Price 16,000 gp (4th); Base Price 25,000 gp, Market Price 50,000 gp (5th); Base Price 36,000 gp, 72,000 gp (6th); Base Price 49,000 gp, Market Price 147,000 gp (7th); Base Price 64,000 gp, Market Price 256,000 gp (8th); Base Price 81,000 gp, Market Price 405,000 gp (9th); or Base Price 70,000 gp, Market Price 280,000 gp (two spells of 6th level or less).

Pearl of the Sirines: This normal-seeming pearl is beautiful and worth at least 1,000 gp on that basis alone. If it is clasped firmly in hand or held to the breast while the possessor attempts actions related to the pearl's powers, they understand and can employ the item.

The pearl enables its possessor to breathe in water as if they were in clean, fresh air. Their swim speed is 60 feet, and they can cast spells and act underwater without hindrance.

Moderate abjuration and transmutation; CL 8th; Enchant Wondrous Item, *freedom of movement*, *water breathing*; Base / Market Price 15,300 gp.

Periapt of Health: The wearer of this adorned silver chain is immune to disease, including supernatural diseases. Faint conjuration; CL 5th; Enchant Wondrous Item, *remove disease*; Base / Market Price 7,500 gp.

Periapt of Proof vs. Poison: This item is a brilliant-cut black gem on a delicate silver chain. The wearer is immune to poison, although poisons still active when the periapt is first donned still run their course.

Faint conjuration; CL 5th; Enchant Wondrous Item, *neutralize poison*; Base Price 27,000 gp, Market Price 54,000 gp.

Periapt of Wisdom: Although it appears to be a normal pearl on a light chain, a *periapt of wisdom* increases the possessor's Wisdom score in the form of an enhancement bonus of +2, +4, or +6 (depending on the item).

Moderate transmutation; CL 8th; Enchant Wondrous Item, *owl's wisdom*; Base / Market Price 4,000 gp (+2); Base / Market Price 16,000 gp (+4); Base Price 36,000 gp, Market Price 72,000 gp (+6).

Periapt of Wound Closure: This stone is bright red and dangles on a gold chain. The wearer of this periapt automatically becomes stable if their hit points drop to between –1 and –(wearer's Con score) inclusive. The periapt doubles the wearer's normal rate of healing or allows normal healing of wounds that would not do so normally. Hit point damage that involves bleeding is negated for the wearer of the periapt, but they are still susceptible to damage from bleeding that causes Constitution loss, such as that dealt by a wounding weapon.

Moderate conjuration; CL 10th; Enchant Wondrous Item, *heal*; Base / Market Price 15,000 gp.

Phylactery of Faithfulness: This item is a small box containing religious scripture affixed to a leather cord and tied around the forehead. There is no mundane way to determine what function this religious item performs until it is worn. The wearer of a *phylactery of faithfulness* is aware of any action or item that could adversely affect their alignment and their standing with his deity, including magical effects. They acquire this information prior to performing such an action or becoming associated with such an item if they take a moment to consider the act.

Faint divination; CL 1st; Enchant Wondrous Item, *detect chaos*, *detect evil*, *detect good*, *detect law*; Base / Market Price 1,000 gp.

Phylactery of Undead Turning: This item is a boon to any character able to turn undead, allowing them to do so as if their class level were four levels higher than it actually is.

Moderate necromancy [good]; CL 10th; Enchant Wondrous Item, 10th-level cleric; Base / Market Price 11,000 gp.

Pipes of Haunting: This magic item appears to be a small set of pan pipes. When played by a person who succeeds on a DC 15 Perform (wind instruments) check, the pipes create an eerie, spellbinding tune. Those within 30 feet who hear the tune must succeed on a DC 13 Will save or become frightened for 4 rounds. Creatures with 6 or more Hit Dice are unaffected. *Pipes of haunting* can be sounded twice a day.

Faint necromancy; CL 4th; Enchant Wondrous Item, *scare*; Base / Market Price 6,000 gp; Weight 3 lb.

Pipes of Pain: These appear to be like any other standard set of pipes with nothing to reveal their true nature. When played by someone who succeeds on a DC 15 Perform (wind instruments) check, the pipes create a wondrous melody. All within 30 feet must make a DC 14 Will save or be fascinated by the sound. (This is a mind-affecting sonic compulsion.)

As soon as the piping stops, all those affected are stricken by intense pain at even the slightest noise. Unless an affected character is in a totally silent area, they take 1d4 points of damage per round for 2d4 rounds. During this time, damage from sonic attacks is doubled. Thereafter, the least noise causes an affected character to become shaken (except when they are in a totally silent area). This hypersensitivity is a curse and therefore hard to remove (see the *bestow curse* spell).

Faint enchantment and evocation; CL 6th; Enchant Wondrous Item, creator must have the bardic music class feature, *sound burst*; Base / Market Price 12,000 gp; Weight 3 lb.

Pipes of the Sewers: These wooden pipes appear ordinary, but if the possessor learns the proper tune, they can attract 1d3 rat swarms if rats are within 400 feet. For each 50-foot distance the rats have to travel, there is a 1-round delay. The piper must continue playing until the rats appear, and when they do so, the piper must make a DC 10 Perform (wind instruments) check. Success means that they obey the piper's telepathic commands so long as they continue to play. Failure indicates that they turn on the piper. If for any reason the piper ceases playing, the rats leave immediately. If they are called again within a day, the Perform check DC is 15.

If the rats are under the control of another creature, add the HD of the controller to the Perform check DC. Once control is assumed, another check is required each round to maintain it if the other creature is actively seeking to reassert its control.

Faint conjuration; CL 2nd; Enchant Wondrous Item, *charm animal*, *summon nature's ally I*, wild empathy ability; Base / Market Price 1,150 gp; Weight 3 lb.

Pipes of Sounding: When played by a character who has the Perform (wind instruments) skill, these pipes create a variety of sounds. The figment sounds are the equivalent of *ghost sound* (caster level 2nd).

Faint illusion; CL 2nd; Enchant Wondrous Item, *ghost sound*; Base / Market Price 1,800 gp; Weight 3 lb.

Portable Hole: A portable hole is a circle of cloth spun from the webs of a phase spider interwoven with strands of ether and beams of starlight. When opened fully, a portable hole is 6 feet in diameter, but it can be folded up to be as small as a pocket handkerchief. When spread upon any surface, it causes an extradimensional space 10 feet deep to come into being. This hole can be picked up from inside or out by simply taking hold of the edges of the cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only air in the hole is that which enters when the hole is opened. It contains enough air to supply one Medium creature or two Small creatures for 10 minutes. The cloth does not accumulate weight even if its hole is filled. Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in that place. Both the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to the Astral Plane. The hole, the bag, and any creatures within a 10-foot radius are drawn there, the *portable hole* and *bag of holding* being destroyed in the process.

Moderate conjuration; CL 12th; Enchant Wondrous Item, *plane shift*; Base Price 20,000 gp, Market Price 40,000 gp.

Wondrous Item Descriptions R-S

Restorative Ointment: A jar of this unguent is 3 inches in diameter and 1 inch deep and contains five applications. Placed upon a poisoned wound or swallowed, the ointment detoxifies any poison (as *neutralize poison*). Applied to a diseased area, it removes disease (as *remove disease*). Rubbed on a wound, the ointment cures 1d8+5 points of damage (as *cure light wounds*).

Faint conjuration; CL 5th; Enchant Wondrous Item, *cure light wounds*, *neutralize poison*, *remove disease*; Base / Market Price 4,000 gp; Weight ½ lb.

Ring Gates: These always come in pairs—two iron rings, each about 18 inches in diameter. The rings must be on the same plane of existence and within 100 miles of each other to function. Whatever is put through one ring comes out the other, and up to 100 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This useful device allows for instantaneous transport of items or messages, and even attacks. A character can reach through to grab things near the other ring, or even stab a weapon through if so desired. Alternatively, a character could stick their head through to look around. A spellcaster could even cast a spell through a *ring gate*. A Small character can make a DC 13 Escape Artist check to

slip through. Creatures of Tiny, Diminutive, or Fine size can pass through easily. Each ring has a “entry side” and an “exit side,” both marked with appropriate symbols.

Strong conjuration; CL 17th; Enchant Wondrous Item, *gate*; Base Price 40,000 gp, Market Price 120,000 gp; Weight 1 lb. each.

Robe of the Archmagi: This normal-appearing garment can be white (01–45 on d%, good alignment), gray (46–75, neither good nor evil alignment), or black (76–100, evil alignment). Its wearer, if an arcane spellcaster, gains the following powers.

- +5 armor bonus to AC.
- Spell resistance 18.
- +4 resistance bonus on all saving throws.
- +2 enhancement bonus on caster level checks made to overcome spell resistance.

If a white robe is donned by an evil character, they immediately gain three negative levels. The reverse is true with respect to a black robe donned by a good character. An evil or good character who puts on a gray robe, or a neutral character who dons either a white or black robe, gains two negative levels. While these negative levels never result in lost levels, they remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells).

Strong varied; CL 14th; Enchant Wondrous Item, *antimagic field*, *mage armor* or *shield of faith*, creator must be of same alignment as robe; Base Price 75,000 gp, Market Price 300,000 gp; Weight 1 lb.

Robe of Blending: When this robe is put on, the wearer intuitively knows that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of his surroundings. This allows him a +10 competence bonus on Hide checks. The wearer can adopt the appearance of another creature, as with the *disguise self* spell, at will. All creatures acquainted with and friendly to the wearer see them normally.

Moderate illusion; CL 10th; Enchant Wondrous Item, *disguise self*; Base Price 30,000 gp, Market Price 60,000 gp; Weight 1 lb.

Robe of Bones: This handy item functions much like a *robe of useful items* for the serious necromancer. It appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small embroidered figures representing undead creatures. Only the wearer of the robe can see the embroidery and recognize them for the creatures they become, and detach them. One figure can be detached each round. Detaching a figure causes it to become an actual undead creature (see the list below). The skeleton or zombie is not under the control of the wearer of the robe, but may be subsequently commanded, rebuked, turned, or destroyed. A newly created *robe of bones* always has two embroidered figures of each of the following undead:

- Small goblin skeleton
- Medium human commoner skeleton
- Medium wolf skeleton
- Small goblin zombie
- Medium human commoner zombie
- Medium wolf zombie

Moderate necromancy [evil]; CL 6th; Enchant Wondrous Item, *animate dead*; Base / Market Price 2,400 gp; Weight 1 lb.

Robe of Eyes: This valuable garment appears to be a normal robe until it is put on. Its wearer can see in all directions at the same moment due to scores of visible, magical eyelike patterns that adorn the robe. They also gain 120-foot darkvision. The *robe of eyes* sees all forms of invisible or ethereal things within 120 feet.

The wearer of a *robe of eyes* gains a +10 competence bonus on Search checks and Spot checks. They retain their Dexterity bonus to AC even when flat-footed, and they can't be flanked. However, they are not able to avert their eyes or close their eyes when confronted by a creature with a gaze attack.

A *light* or *continual flame* spell cast directly on a *robe of eyes* causes it to be blinded for 1d3 minutes. A *daylight* spell blinds it for 2d4 minutes.

Moderate divination; CL 11th; Enchant Wondrous Item, *true seeing*; Base Price 120,000 gp, Market Price 840,000 gp; Weight 1 lb.

Robe of Scintillating Colors: The wearer of this robe can cause the garment to display a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light. The colors daze those near the wearer, conceal the wearer, and illuminate the surroundings. It takes 1 full round after the wearer speaks the command word for the colors to start flowing on the robe. The colors create the equivalent of a gaze attack with a 30-foot range. Those who look at the wearer are dazed for 1d4+1 rounds (Will DC 16 negates). This is a mind-affecting pattern effect.

Every round of continuous scintillation of the robe gives the wearer better concealment. The miss chance on attacks against the wearer starts at 10% and increases by 10% each round until it reaches 50% (total concealment).

The robe illuminates a 30-foot radius continuously, but the effect can be used no more than a total of 10 rounds per day.

Moderate illusion; CL 11th; Enchant Wondrous Item, *blur*, *rainbow pattern*; Base Price 27,000 gp, Market Price 54,000 gp; Weight 1 lb.

Robe of Stars: This garment is typically black or dark blue and embroidered with small white or silver stars. The robe has three magical powers;

- It enables its wearer to travel physically to the Astral Plane, along with all that they are wearing or carrying.
- It gives its wearer a +1 luck bonus on all saving throws.
- Its wearer can use up to six of the embroidered stars on the chest portion of the robe as +5 *shuriken*. The robe grants its wearer proficiency with such weapons. Each shuriken disappears after it is used.

Strong varied; CL 15th; Enchant Wondrous Item, *magic missile*, *astral projection* or *plane shift*; Base Price 58,000 gp, Market Price 174,000 gp; Weight 1 lb.

Robe of Useful Items: This appears to be an unremarkable robe, but a character who dons it notes that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *robe of useful items* always has two each of the following patches:

- Dagger
- Mirror (a highly polished 2'x4' steel mirror)
- Hempen rope (50-foot coil)
- Bullseye lantern (filled and lit)
- Pole (10-foot length)
- Sack

In addition, the robe has several other patches. Roll 4d4 for the number of other patches and then roll for each patch on the table below to determine its nature. Multiple items of the same kind are permissible. Once removed, a patch cannot be replaced.

d%	Result
01–08	Bag of 100 gold pieces
09–15	Coffer, silver (6" by 6" by 1'), 500 gp value
16–22	Door, iron (up to 10' wide and 10' high and barred on one side—must be placed upright, attaches itself)
23–30	Gems, 10 (100 gp value each)
31–44	Ladder, wooden (24' long)

45–51	Mule (with saddle bags)
52–59	Pit, open (10' by 10' by 10')
60–68	<i>Potion of cure serious wounds</i>
69–75	Rowboat (12' long)
76–83	Minor scroll of one randomly determined spell
84–90	War dogs, pair (treat as riding dogs)
91–96	Window (2' by 4', up to 2' deep)
97–100	Portable ram

Moderate transmutation; CL 9th; Enchant Wondrous Item, *fabricate*; Base / Market Price 7,000 gp; Weight 1 lb.

Rope of Climbing: A 60-foot-long *rope of climbing* is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A *rope of climbing* can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Faint transmutation; CL 3rd; Enchant Wondrous Item, *animate rope (control object)*; Base / Market Price 3,000 gp; Weight 3 lb.

Rope of Entanglement: A *rope of entanglement* looks just like any other hempen rope about 30 feet long. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle a victim. An entangled creature can break free with a DC 20 Strength check or a DC 20 Escape Artist check.

The rope has AC 22, 12 hit points, and hardness 10, and it has damage reduction 5/slashing as well. The rope repairs damage to itself at a rate of 1 point per 5 minutes, but if a *rope of entanglement* is severed (all 12 hit points lost to damage), it is destroyed.

Moderate transmutation; CL 12th; Enchant Wondrous Item, *animate objects, animate rope, entangle*; Base Price 21,000 gp, Market Price 42,000 gp; Weight 5 lb.

Salve of Slipperiness: This substance provides a +20 competence bonus on all Escape Artist checks, meaning that it is almost impossible to grapple such a character or to tie or chain them up. In addition, such obstructions as webs (magical or otherwise) do not affect an anointed individual. Magic ropes and the like do not avail against this salve. If it is smeared on a floor or on steps, the area should be treated as a long-lasting *grease* spell. The salve requires 8 hours to wear off normally, or it can be wiped off with an alcohol solution (even wine). *Salve of slipperiness* is needed to coat the inside of a container that is meant to hold *sovereign glue* (see below).

Faint conjuration; CL 6th; Enchant Wondrous Item, *grease*; Base / Market Price 1,000 gp.

Scabbard of Keen Edges: This scabbard is fashioned from cured leather and fine silver. It can shrink or enlarge to accommodate any knife, dagger, sword, or similar weapon up to and including a greatsword. Up to three times per day on command, the scabbard casts *keen edge* on any blade placed within it.

Faint transmutation; CL 5th; Enchant Wondrous Item, *keen edge*; Base / Market Price 16,000 gp; Wt 1 lb.

Scarab of Protection: This device appears to be a silver medallion in the shape of a beetle. If it is held for 1 round, an inscription appears on its surface letting the holder know that it is a protective device.

The scarab's possessor gains spell resistance 20. The scarab can also absorb energy-draining attacks, death effects, and negative energy effects. Upon absorbing twelve (12) such attacks, the scarab turns to powder and is destroyed.

Strong abjuration and necromancy; CL 18th; Enchant Wondrous Item, *death ward, spell resistance*; Base Price 38,000 gp, Market Price 76,000 gp.

Scarab, Golembane: This beetle-shaped pin enables its wearer to detect any golem within 60 feet, although they must concentrate (a standard action) for the detection to take place. A scarab enables its possessor to combat golems with weapons, unarmed attacks, or natural weapons as if those golems had no damage reduction.

Moderate divination; CL 8th; Enchant Wondrous Item, *detect magic*, creator must be at least 10th level; Base / Market Price 2,500 gp.

Shrouds of Disintegration: These burial wrappings look to be made of fine, embroidered materials. When a body is placed inside, a command word will turn it to dust. The magic of the shrouds is usable only once, after which the wrappings become ordinary, fine cloth.

Strong transmutation; CL 15th; Enchant Wondrous Item, *disintegrate*; Base / Market Price 6,600 gp; Weight 10 lb.

Silversheen: This substance can be applied to a weapon as a standard action. It will give the weapon the properties of alchemical silver for 1 hour, replacing the properties of any other special material it might have. One vial will coat a single melee weapon or 20 units of ammunition.

Faint transmutation; CL 5th; Enchant Wondrous Item; Base / Market Price 250 gp.

Slippers of Spider Climbing: When worn, a pair of these slippers enable movement on vertical surfaces or even upside down along ceilings, leaving the wearer's hands free, with a speed of 20 feet. Severely slippery surfaces— icy, oiled, or greased surfaces— make these slippers useless. The slippers can be used for 10 minutes per day, split up as the wearer chooses.

Faint transmutation; CL 4th; Enchant Wondrous Item, *spider climb*; Base / Market Price 4,800 gp; Wt ½ lb.

Sovereign Glue: This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only in a flask whose inside has been coated with 1 ounce of *salve of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of the *salve of slipperiness* must be put in the flask within 1 round to prevent the remaining glue from adhering to the side of the container.

A flask of *sovereign glue*, when found, holds anywhere from 1 to 7 ounces of the stuff (2d4–1), with the other ounce of the flask's capacity taken up by the *salve of slipperiness*. One ounce of this adhesive covers a 1 foot-by-1-foot surface area, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set. If the objects are pulled apart (a move action) before that time has elapsed, that application of the glue loses its stickiness and is worthless. If the glue is allowed to set, then attempting to separate the two bonded objects has no effect, except when *universal solvent* is applied to the bond. (*Sovereign glue* is dissolved by *universal solvent*.)

Strong transmutation; CL 20th; Enchant Wondrous Item, *make whole*; Base / Market Price 2,400 gp (1 oz).

Stone of Alarm: This stone cube, when given the command word, affixes itself to any object. If that object is touched thereafter by anyone who does not first speak that same command word, the stone emits a piercing screech for 1 hour that can be heard up to a quarter-mile away (assuming no intervening barriers).

Faint abjuration; CL 3rd; Enchant Wondrous Item, *alarm*; Base / Market Price 2,700 gp; Weight 2 lb.

Stone of Good Luck (Luckstone): This stone is typically a bit of rough polished agate or some similar mineral. Its possessor gains a +1 luck bonus on saving throws, ability checks, and skill checks.

Faint evocation; CL 5th; Enchant Wondrous Item, *divine favor*; Base / Market Price 20,000 gp.

Stone of Vitrolius: A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a few words of summoning, and a Huge earth elemental comes to the summoner. The summoning words require 1 full round to speak, and in all ways the stone functions as the *summon monster VII* spell. (If sand or rough, unhewn stone is the summoning medium, the elemental that comes is Large instead, and the stone functions as the *summon monster VI* spell.) The elemental appears in 1d4 rounds. Only one elemental can be summoned at a time. A new elemental requires a new patch of earth or stone, which cannot be accessed until after the first elemental disappears (is dispelled, dismissed, or slain).

Strong conjuration; CL 13th; Enchant Wondrous Item, *summon monster VI*, *summon monster VII*; Base Price 100,000 gp, Market Price 600,000 gp; Weight 5 lb.

Stone Horse: Each item of this nature appears to be a full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden and even to attack as if it were a real horse of the appropriate kind.

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage dealt to it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse that can be healed normally. When fully healed, it automatically reverts to its stone form. While in its stone form, it can be fed gems, healing 1 point of damage for each 50 gp worth of mineral it is given. There are two sorts of *stone horses*;

Courser: This item has the statistics of a heavy horse as well as having hardness 10.

Destrier: This item has the statistics of a heavy warhorse as well as having hardness 10.

Strong transmutation; CL 14th; Enchant Wondrous Item, *flesh to stone*, *animate objects*; Base / Market Price 10,000 gp (*courser*) or 14,800 gp (*destrier*); Weight 6,000 lb.

Stone Salve: This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.

Strong abjuration and transmutation; CL 13th; Enchant Wondrous Item, *flesh to stone*, *stoneskin*; Base / Market Price 4,000 gp per ounce.

Strand of Prayer Beads: This item appears to be a normal string of prayer beads until the owner casts a divine spell. Once that occurs, the owner instantly knows the powers of the prayer beads and how to activate them. Each strand includes two or more special beads, each with a different magic power.

Special Bead Type	Special Bead Ability
Bead of blessing	Wearer casts <i>bless</i> .
Bead of healing	Wearer casts their choice of <i>cure serious wounds</i> , <i>remove blindness/deafness</i> , or <i>remove disease</i> .
Bead of karma	Wearer casts his spells at +4 caster level. Effect lasts 10 minutes.
Bead of smiting	Wearer can cast <i>chaos hammer</i> , <i>holy smite</i> , <i>order's wrath</i> , or <i>unholy blight</i> (Will DC 17 partial).
Bead of summons	Summons a powerful creature of appropriate alignment from the Outer Planes (an angel, devil, etc.) to aid the wearer for one day. (If the wearer uses the <i>bead of summons</i> to summon a deity's emissary frivolously, the deity takes that character's items and places a <i>geas</i> upon him as punishment in the very least.)
Bead of wind walking	Wearer casts <i>wind walk</i> .

A *lesser strand of prayer beads* has a *bead of blessing* and a *bead of healing*. A *strand of prayer beads* has a *bead of healing*, a *bead of karma*, and a *bead of smiting*. A *greater strand of prayer beads* has a *bead of healing*, a *bead of karma*, a *bead of summons*, and a *bead of wind walking*.

Each special bead can be used once per day, except for the *bead of summons*, which works only once and then becomes nonmagical. The *beads of blessing*, *smiting*, and *wind walking* function as spell trigger items; the *beads of karma* and *summons* can be activated by any character capable of casting divine spells. The owner need not hold or wear the *strand of prayer beads* in any specific location, as long as they carry it somewhere on their person.

The power of a special bead is lost if it is removed from the strand. Reduce the price of a strand of prayer beads that is missing one or more beads by the following amounts: *bead of blessing* –600 gp, *bead of healing* –9,000 gp, *bead of karma* –20,000 gp, *bead of smiting* –16,800 gp, *bead of summons* –20,000 gp, *bead of wind walking* –46,800 gp.

Faint, moderate or strong (many schools); CL 1st (*blessing*), 5th (*healing*), 7th (*smiting*), 9th (*karma*), 11th (*wind walking*), 17th (*summons*); Enchant Wondrous Items and one of the following spells per bead, as appropriate: *bless* (*blessing*); *cure serious wounds*, *remove blindness/ deafness*, or *remove disease* (*healing*); *righteous might* (*karma*); *gate* (*summons*); *chaos hammer*, *holy smite*, *order's wrath*, or *unholy blight* (*smiting*), *wind walk* (*wind walking*); Base / Market Price 9,600 gp (lesser); Base Price 25,800 gp, Market Price 51,600 gp (standard); Base Price 95,800 gp, Market Price 479,000 gp (greater).

Sustaining Spoon: This unremarkable eating utensil is typically fashioned from horn. If the spoon is placed in an empty container the vessel fills with a thick, pasty gruel. Although this substance has a flavor like that of warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Faint conjuration; CL 5th; Enchant Wondrous Item, *create food and water*; Base / Market Price 5,400 gp.

Wondrous Item Descriptions T-Z

Tome of Clear Thought: This heavy book contains instruction on improving memory and logic, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an inherent bonus of from +1 to +5 (depending on the type of tome) to their Intelligence score. Once the book is read, the magic disappears from the pages and it becomes a normal book. Because the *tome of clear thought* provides an inherent bonus, the reader will earn extra skill points when their Intelligence increases and at each new level.

Strong evocation (if *miracle* is used); CL 17th; Enchant Wondrous Item, *miracle* or *wish*; Base Price 27,500 gp, 55,000 gp (+1); Base Price 55,000 gp, Market Price 165,000 gp (+2); Base Price 82,500 gp, Market Price 412,500 gp (+3); Base Price 110,000 gp, 660,000 gp (+4); Base Price 137,500 gp, Market Price 962,500 gp (+5); Weight 5 lb.

Tome of Deep Aphorisms: This thick book contains wise teachings on the nature of being and perception, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an inherent bonus of from +1 to +5 (depending on the type of tome) to their Wisdom score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Enchant Wondrous Item, *miracle* or *wish*; Base Price 27,500 gp, 55,000 gp (+1); Base Price 55,000 gp, Market Price 165,000 gp (+2); Base Price 82,500 gp, Market Price 412,500 gp (+3); Base Price 110,000 gp, 660,000 gp (+4); Base Price 137,500 gp, Market Price 962,500 gp (+5); Weight 5 lb.

Tome of Tactful Conduct: This ponderous book details suggestions for persuading and inspiring others, but entwined within the words is a powerful magical effect. If anyone reads this book, which takes a total of 48 hours over a minimum of six days, they gain an inherent bonus of from +1 to +5 (depending on the type of tome) to their Charisma score. Once the book is read, the magic disappears from the pages and it becomes a normal book.

Strong evocation (if *miracle* is used); CL 17th; Enchant Wondrous Item, *miracle* or *wish*; Base Price 27,500 gp, 55,000 gp (+1); Base Price 55,000 gp, Market Price 165,000 gp (+2); Base Price 82,500 gp, Market Price 412,500 gp (+3); Base Price 110,000 gp, 660,000 gp (+4); Base Price 137,500 gp, Market Price 962,500 gp (+5); Weight 5 lb.

Unguent of Timelessness: When applied to any matter that was once alive this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object gains a +1 resistance bonus on all saving throws. The unguent never wears off, although it can be magically removed (by dispelling the effect, for instance). One flask contains enough material to coat eight Medium or smaller objects. A Large object counts as two Medium objects, and a Huge object counts as two Large objects.

Faint transmutation; CL 3rd; Enchant Wondrous Item; Base / Market Price 150 gp.

Universal Solvent: This substance has the unique property of being able to dissolve *sovereign glue* and tanglefoot bags. Applying the solvent is a standard action.

Strong transmutation; CL 20th; Enchant Wondrous Item, *disintegrate*; Base / Market Price 50 gp.

Vest of Escape: Hidden within secret pockets of this simple silk vest are lockpicks that provide a +4 competence bonus on Open Lock checks. The vest also grants its wearer a +6 competence bonus on Escape Artist checks.

Faint conjuration and transmutation; CL 4th; Enchant Wondrous Item, *knock, grease*; Base / Market Price 5,200 gp.

Vestment, Druid's: This light garment is worn over normal clothing or armor. Most such vestments are green, embroidered with plant or animal motifs. When this item is worn by a character with the wild shape ability, the character can use that ability one additional time each day.

Moderate transmutation; CL 10th; Enchant Wondrous Item, *polymorph* or *wildshape*; Base / Market Price 10,000 gp.

Well of Many Worlds: This strange, interdimensional device looks just like a *portable hole*. Anything placed within it is immediately cast to another world—a parallel world, another planet, or a different plane (chosen randomly). If the well is moved, the random factor again comes into play. It can be picked up, folded, or rolled, just as a *portable hole* can be. Objects from the world the well touches can come through the opening just as easily as from the initiating place. (It is a two-way portal.)

Strong conj.; CL 17th; Enchant Wondrous Item, *gate*; Base Price 82,000 gp, Market Price 410,000 gp.

Wind Fan: A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. By uttering the command word, its possessor causes the fan to generate air movement duplicating a *gust of wind* spell. The fan can be used once per day with no risk. If it is used more frequently, there is a 20% cumulative chance per usage during that day that the device tears into useless, nonmagical tatters.

Faint evocation; CL 5th; Enchant Wondrous Item, *gust of wind*; Base / Market Price 5,500 gp.

Wings of Flying: A pair of these wings might appear to be nothing more than a plain cloak of old, black cloth, or they could be as elegant as a long cape of blue feathers. When the wearer speaks the command word, the cloak turns into a pair of bat or bird wings that empower her to fly with a speed of 60 feet (good maneuverability).

Moderate transmutation; CL 10th; Enchant Wondrous Item, *fly*; Base Price 54,000 gp, Market Price 162,000 gp; Weight 2 lb.

Wondrous Figurines: Each of the several kinds of *wondrous figurines* appears to be a miniature statuette of a creature an inch or so high (with one exception). When the figurine is tossed down and the correct command word spoken, it becomes a living creature of normal size (except when noted otherwise below). The creature obeys and serves its owner. Unless stated otherwise, the creature understands Common but does not speak.

If a *wondrous figurine* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again later.

Bronze Griffon: When animated, a *bronze griffon* acts in all ways like a normal griffon under the command of its possessor. The item can be used twice per week for up to 6 hours per use. When 6 hours have passed or when the command word is spoken, the *bronze griffon* once again becomes a tiny statuette.

Mod. transmutation; CL 11th; Enchant Wondrous Item, *animate objects*; Base / Market Price 10,000 gp.

Ebony Fly: When animated, an *ebony fly* is the size of a pony and has all the statistics of a hippogriff but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *ebony fly* again becomes a tiny statuette.

Mod. transmutation; CL 11th; Enchant Wondrous Item, *animate objects*; Base / Market Price 10,000 gp.

Golden Lions: These figurines come in pairs. They become normal adult male lions. If slain in combat, the lions cannot be brought back from statuette form for one full week. Otherwise, they can be used once per day for up to 1 hour. They enlarge and shrink upon speaking the command word.

Mod. transmutation; CL 11th; Enchant Wondrous Item, *animate objects*; Base / Market Price 16,500 gp.

Ivory Goats: These figurines come in threes. Each goat of this trio looks slightly different from the others, and each has a different function:

- *The Goat of Traveling:* This statuette provides a speedy and enduring mount equal to that of a heavy horse in every way except appearance. The goat can travel for a maximum of one day each week—continuously or in any combination of periods totaling 24 hours. At this point, or when the command word is uttered, it returns to its statuette form for not less than one day before it can again be used.
- *The Goat of Travail:* This statuette becomes an enormous creature, larger than a bull, with the statistics of a nightmare except for the addition of a pair of wicked horns of exceptional size (damage 1d8+4 for each horn). If it is charging to attack, it may only use its horns (but add 6 points of damage to each successful attack in that round). It can be called to life just once per month for up to 12 hours at a time.
- *The Goat of Terror:* When called upon with the proper command word, this statuette becomes a destrier-like mount, with the statistics of a light warhorse. However, its rider can employ the goat's horns as weapons (one horn as a +3 *heavy lance*, the other as a +5 *longsword*). When ridden in an attack against an opponent, the *goat of terror* radiates *fear* as the spell in a 30-foot radius (Will DC 16 partial). It can be used once every two weeks for up to 3 hours per use.

Moderate transmutation; CL 11th; Enchant Wondrous Item, *animate objects*; Base Price 21,000 gp, Market Price 42,000 gp.

Jade Crocodile: When the owner sets down this figurine and speaks the proper command word, the figurine instantly transforms into a crocodile that obeys its owner's simple commands. The crocodile remains for 10 minutes, reverting to figurine form at the end of this duration or when reduced to 0 hit points.

A jade crocodile can be used once per day. Activating the item is an attack action and does not provoke attacks of opportunity. The figurine has a Defense of 8, hardness 5, 6 hit points, and a break DC of 22.

Faint transmutation; CL 6th; Enchant Wondrous Item, *animate objects*; Base / Market Price 3,800 gp.

Marble Elephant: This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, a mount, or a combatant. The statuette can be used four times per month for up to 24 hours at a time.

Mod. transmutation; CL 11th; Enchant Wondrous Item, *animate objects*; Base / Market Price 17,000 gp.

Obsidian Steed: This figurine appears to be a small, shapeless lump of black stone. Only careful inspection reveals that it vaguely resembles some form of quadruped. On command, the near-formless piece of obsidian becomes a fantastic mount. Treat it as a heavy warhorse with the following additional powers usable once per round at will: *overland flight*, *plane shift*, and *ethereal jaunt*. The steed allows itself to be ridden, but if the rider is of good alignment, the steed is 10% likely per use to carry them to the lower planes and then return to its statuette form. The statuette can be used once per week for one continuous period of up to 24 hours. Note that when an *obsidian steed* becomes ethereal or *plane shifts*, its rider and their gear follow suit, letting the user travel to other planes.

Strong conjuration and transmutation; CL 15th; Enchant Wondrous Item, *animate objects*, *etherealness*, *fly*, *plane shift*; Base Price 28,500 gp, Market Price 57,000 gp.

Onyx Dog: When commanded, this statuette changes into a creature with the same properties as a riding dog except that it is endowed with an Intelligence of 8, can communicate in Common, and has exceptional olfactory and visual abilities. (It has the scent ability and adds +4 to its Spot and Search checks.) It has 60-foot darkvision, and it can *see invisibility*. An *onyx dog* can be used once per week for up to 6 hours. It obeys only its owner.

Mod. transmutation; CL 11th; Enchant Wondrous Item, *animate objects*; Base / Market Price 15,500 gp.

Serpentine Owl: This figurine becomes either a normal-sized horned owl or a giant owl according to the command word used. The transformation can take place once per day, with a maximum duration of 8 continuous hours. However, after three transformations into giant owl form, the statuette loses all its magical properties. The owl

communicates with its owner by telepathic means, informing them of all it sees and hears. (Remember the limitations of its Intelligence.)

Mod. transmutation; CL 11th; Enchant Wondrous Item, *animate objects*; Base / Market Price 9,100 gp.

Silver Raven: This silver figurine turns into a raven on command (but it retains its metallic consistency, which gives it hardness 10). Another command sends it off into the air, bearing a message just like a creature affected by an *animal messenger* spell. If not commanded to carry a message, the raven obeys the commands of its owner, although it has no special powers or telepathic abilities. It can maintain its non-figurine status for only 24 hours per week, but the duration need not be continuous.

Faint enchantment and transmutation; CL 6th; Enchant Wondrous Item, *animal messenger*, *animate objects*; Base / Market Price 3,800 gp.



Modern Enchanted and Imbued Items

Given the item creation rules, there are millions of combinations for magical and psionic abilities to be built into items, making it impossible to list them all here. While most if not all the items described above would be permissible in scenarios that were Arcane Levels, Divine Levels, and/or Psionic Levels of 1 or higher, they are also all Tech Level 1 or Tech Level 2 items. This is for two reasons; 1) Tech Level 1 and Tech Level 2 items precede every other item chronologically, so these items would be available for any scenario with a Tech Level beyond Tech Level 1, and 2) as the simplest items in civilization they are also the easiest to enchant or imbue, with a maximum total enchantment modifier of +10, the highest possible modifier for any non-epic item.

Table: Sample Modern Enchanted and Imbued Items

Minor	Medium	Major	Item	XP Cost	Market Price
01-05	--	--	Potion / tattoo of mechanical aptitude	3 XP	\$7,500
06-10	--	--	Potion / tattoo of vehicle handling	3 XP	\$7,500
11-13	--	--	Thunderclap taser	8 XP	\$16,000
14-16	--	--	Chemical lightstick of revealing	40 XP	\$80,000
17-19	01-02	--	Decoder ring	50 XP	\$100,000
20-22	03-05	--	Magic-billiard ball	80 XP	\$160,000
23-25	06-07	--	Fuel tablets	100 XP	\$200,000
26-28	08-10	--	Pen of invisible ink	100 XP	\$200,000
29-31	11-12	--	Umbrella of feather falling	100 XP	\$200,000
32-34	13-17	--	Duct tape of repair	120 XP	\$240,000
35-37	--	--	Chainsaw of the psycho +1	150 XP	\$300,000
38-40	18-20	--	Bulletproof shirt	200 XP	\$400,000
41-43	--	--	Illusory concealable vest +1	200 XP	\$400,000
44-46	--	--	Leather jacket of endurance +1	200 XP	\$400,000
47-49	--	--	Undercover vest of landing +1	200 XP	\$400,000
50-51	21-22	--	Bladegun +1	300 XP	\$600,000
52-54	23-25	--	Cloudkill grenade, box of 6	300 XP	\$600,000
55-57	--	--	Riot shield of fear +1	387 XP	\$775,000
58-60	26-27	--	Haz-mat gloves	400 XP	\$800,000
61-63	28-29	--	Invisifinder goggles	400 XP	\$800,000
64-66	--	--	Keen chainsaw +1	400 XP	\$800,000
67-69	30-31	--	Quick-draw holster	400 XP	\$800,000
70-72	32-33	--	Skeleton key	400 XP	\$800,000
73-75	--	--	Demolition hammer +1	417 XP	\$835,000
--	34-35	--	Chainsaw of the psycho +2	450 XP	\$900,000
76-80	--	--	Deadeye rifle +1	450 XP	\$900,000
--	36-37	01-02	Illusory concealable vest +2	450 XP	\$900,000
--	38-39	03-04	Leather jacket of endurance +2	450 XP	\$900,000
--	40-41	05-06	Undercover vest of landing +2	450 XP	\$900,000
81-85	42-43	07-08	Watch of speed	450 XP	\$900,000
--	44-45	09-10	Riot shield of fear +2	503 XP	\$1,075,000
--	46-47	11-12	Air duct filtration suit	600 XP	\$1,200,000
86-90	48-49	13-15	Universal ID	750 XP	\$1,500,000
--	50-51	16-20	Riot shield of fear +3	753 XP	\$1,575,000
--	52-53	21-25	Illusory concealable vest +3	800 XP	\$1,600,000
--	54-55	26-30	Leather jacket of endurance +3	800 XP	\$1,600,000
--	56-57	31-35	Undercover vest of landing +3	800 XP	\$1,600,000
--	58-60	36-37	Bladegun +2	900 XP	\$1,800,000
--	61-62	39-39	Keen chainsaw +2	900 XP	\$1,800,000
91-95	63-64	40-41	Translator's earpiece	900 XP	\$1,800,000
95-99	--	--	Wounding handgun +1	900 XP	\$1,800,000
--	65-66	42-43	Demolition hammer +2	917 XP	\$1,835,000
--	67-68	44-45	Chainsaw of the psycho +3	950 XP	\$1,900,000

Minor	Medium	Major	Item	XP Cost	Market Price
--	69-70	46-50	<i>Deadeye rifle +2</i>	950 XP	\$1,900,000
100	71-72	51-55	<i>Trench coat of useful items</i>	1,000 XP	\$4,000,000
--	73-74	56-60	<i>Rod of technology</i>	1,125 XP	\$4,500,000
--	75-76	61-65	<i>Staff of the urban jungle</i>	1,350 XP	\$5,400,000
--	77-78	66-70	<i>Staff of voltage</i>	1,368 XP	\$5,437,500
--	79-80	71-72	<i>Camera of soul stealing</i>	1,600 XP	\$6,400,000
--	81-82	73-74	<i>Keen chainsaw +3</i>	1,600 XP	\$6,400,000
--	83-85	75-76	<i>Wounding handgun +2</i>	1,600 XP	\$6,400,000
--	86-87	77-78	<i>Demolition hammer +3</i>	1,617 XP	\$6,435,000
--	88-90	79-80	<i>Ring of surveillance detection</i>	1,625 XP	\$6,500,000
--	91-95	81-82	<i>Deadeye rifle +3</i>	1,650 XP	\$6,600,000
--	96-99	83-84	<i>Bladegun +3</i>	1,900 XP	\$7,400,000
--	100	85-86	<i>Eldritch cell phone</i>	2,250 XP	\$13,500,000
--	--	87-88	<i>Ice thrower</i>	2,500 XP	\$15,000,000
--	--	89-90	<i>Video camera of true seeing</i>	2,500 XP	\$15,000,000
--	--	91-95	<i>Wounding handgun +3</i>	2,500 XP	\$15,000,000
--	--	96-99	<i>Animated tools</i>	3,600 XP	\$28,000,000
--	--	100	<i>Tempus fugit watch</i>	8,100 XP	\$145,800,000

Given below is a sample of enchanted and imbued items for higher Tech Levels, including pistols, chainsaws, and flamethrowers (okay, maybe not “flame” throwers; see below). In many cases, there is both a magical and a psionic version of the item.

Air Duct Infiltration Suit: This is a pale blue pair of coveralls, like the kind worn by many janitors, that are favored by corporate spies. Four times per day, the wearer can use the suit to trigger a *gaseous form* spell, allowing him to travel through a building’s air ducts. The suit occupies the same slot as a suit of armor, and it can be worn either under or over armor, but it cannot be used while there is armor over or under it.

Moderate transmutation; CL 5th; Enchant Wondrous Item, *gaseous form*; Base / Market Price \$1,200,000.

Animated Tools: Two different sets of animated tools exist: the “mechanoset” is designed for mechanical devices, while the “electroset” is intended for electrical devices. When used like ordinary tools, *animated tools* operate as a deluxe tool kit of the appropriate type (+2 equipment bonus on Repair checks), although they have the same size and weight as a basic kit.

On command, the tools animate and begin repairing a single damaged item of the appropriate type. The *animated tools* must be placed within 5 feet of the item to be repaired, and the user must remain within 30 feet for the duration of the repairs. When used in this manner, the *animated tools* act as though they have 10 ranks in the Repair skill (Repair +10). The *animated tools* have a hardness of 10 and 10 hit points (total). They cannot be commanded to attack.

Moderate transmutation; CL 12th; Enchant Wondrous Item, *animate objects*; Base Price \$7,200,000, Market Price \$28,800,000.

Bladegun (TL 4): A *bladegun* is a magic pistol that transforms into a magic short sword (and back again) upon command. Each *bladegun* is either a revolver or an automatic pistol, but regardless of the type the gun always does 2x the damage of the short sword damage die. The handgun and short sword versions of the weapon possess the same enhancement bonus (+1 to +3). Turning the handgun into a short sword—and vice versa—takes a move action. A *bladegun* in handgun form must be loaded with ammunition to fire (as any gun).

Moderate transmutation; CL 10th; Enchant Arms and Armor, *fabricate*; Base / Market Price \$600,000 (+1); Base / Market Price \$1,800,000 (+2); Base Price \$3,800,000, Market Price \$7,400,000 (+3).

Bulletproof Shirt: This light shirt provides protection from ranged damage, granting its wearer the benefit of a continuous protection from arrows/bullets effect (granting damage reduction 5/magic against ranged weapons).

Faint abjuration; CL 5th; Enchant Wondrous Item, *protection from arrows/bullets*; Base / Market Price \$400,000.

Camera of Soul Stealing (TL 4): This bulky, old-fashioned instant camera steals the life force of anyone caught in its field of view. Once per day, the user of the *camera of soul stealing* can take a picture (the camera does not need to be loaded with film). Anyone within a 30-foot cone must succeed at a Will save (DC 20) or gain 1d4 negative levels. If a creature successfully makes the Will save, it is permanently immune to the effects of that *camera of soul stealing*.

The pictures taken by the *camera of soul stealing* are black and white, and they possess a horrific, mind-bending quality such that people look gaunt and haunted, objects are twisted in a sinister way, and shadows seem darker and menacing.

Strong necromancy; CL 10th; Enchant Wondrous Item, *enervation*; Base Price \$3,200,000, Market Price \$6,400,000.

Chainsaw of the Psycho (TL 4): This battered chain saw has a +1 to +3 enhancement bonus. It constantly drips oil and small amounts of blood, and it does not require gas to activate. The chain saw deals x3 damage (instead of x2 damage) on a successful critical hit.

Any creature with a good alignment or allegiance who handles a *chain saw of the psycho* gains two negative levels. These negative levels remain so long as the chain saw is in hand and disappear when it is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way while the chain saw is wielded.

Moderate necromancy; CL / ML 9th; Enchant Arms and Armor or Imbue Arms and Armor; Base / Market Price \$300,000 (+1); Base / Market Price \$900,000 (+2); Base / Market Price \$1,900,000 (+3).

Chemical Lightstick of Revealing (TL 3): This mundane-looking item reveals invisible creatures and objects within its 5-foot light radius. This magic item usually comes in packs of five, and each light stick lasts 6 hours. The price and weight given below are for a pack of five.

Faint divination; CL 5th; Enchant Wondrous Item, *see invisibility*; Base / Market Price \$80,000.

Cloudkill Grenade: This smoke grenade contains greenish ooze. When used, it releases a pungent green cloud, as the *cloudkill* spell cast by a 9th-level spellcaster (Fortitude save DC 17 partial). The grenade is destroyed once used. The price listed is for a box of six grenades.

Moderate conjuration; CL 9th; Enchant Wondrous Item, *cloudkill*; Base / Market Price \$600,000 (for a box of 6 grenades).

Deadeye Rifle (TL 4): The *deadeye rifle* is a sniper rifle with an enhancement bonus of +1 to +3. The stock is covered with elaborate runes, and the *deadeye rifle* is considerably lighter than a normal sniper rifle. The rifle's wielder suffers no penalties for 5 range increments, with each additional increment accruing only a –1 penalty.

Moderate transmutation / psychokinesis; CL / ML 9th; Enchant Arms and Armor or Imbue Arms and Armor, *telekinesis* or *telekinetic force* or *telekinetic thrust*; Base / Market Price \$900,000 (+1); Base / Market Price \$1,900,000 (+2); Base Price \$3,300,000, Market Price \$6,500,000 (+3).

Decoder Ring: This cheap-looking tin ring has a small dial adorned with letters of the alphabet. It grants its wearer a +10 equipment bonus on Decipher Script checks. Note that understanding does not necessarily imply spell use.

Moderate clairsentience / divination; CL / ML 10th; Enchant Ring or Imbue Ring; Base / Market Price \$100,000.

Demolition Hammer: This weapon resembles a standard sledgehammer (use the warhammer statistics) with runes carved into its wooden handle. Besides its enhancement bonus (+1 to +3), the hammer has a *disintegrate* effect that the wielder may activate once per day after a successful melee attack. The target must succeed at a Fortitude save (DC 20 half) or take 10d6 points of damage. If the target is reduced to –(Con score) hit points or less (or a

construct, object, or undead is reduced to 0 hit points), it is destroyed as if disintegrated, leaving behind only a trace of fine dust.

Strong psychoportation / transmutation; CL / ML 12th; Enchant Arms and Armor or Imbue Arms and Armor, *disintegrate*; Base / Market Price \$835,000 (+1); Base / Market Price \$1,835,000 (+2); Base Price \$3,235,000, Market Price \$6,435,000 (+3).

Duct Tape of Repair: This magic brand of duct tape can repair damaged objects and vehicles. When a 5-foot strip of the duct tape is applied to the damaged area, the duct tape disappears and the object regains 1d8+5 hit points instantly. *Duct tape of repair* comes in a standard-size roll and can be used 15 times before the roll is exhausted. Applying the duct tape is a full-round action that provokes attacks of opportunity.

Faint metacreativity / transmutation; CL / ML 5th; Enchant Wondrous Item or Imbue Universal Item, *make repairs*; Base / Market Price \$240,000.

Eldritch Cell Phone (TL 5): This cell phone has an unusually long and odd-shaped antenna but is otherwise nondescript. It has the ability to connect to any other phone regardless of weather conditions or distance. The connection has a slight warble to it, but is otherwise free of static and other interference. If the person being contacted doesn't have a phone, the *eldritch cell phone* automatically dials the phone nearest to the individual (even though the contact might be unable to reach it). Furthermore, the *eldritch cell phone* magically encrypts the conversation so that anyone who taps into the conversation (using a cellular interceptor or other hardware) hears only gibberish. The *eldritch cell phone* has a built-in caller ID defeater and cannot be traced by mundane technology.

Moderate evocation; CL 9th; Enchant Wondrous Item, *sending*; Base Price \$4,500,000, Market Price \$9,000,000.

Fuel Tablets (TL 4): These amber-colored tablets come in bottles of ten. Each *fuel tablet* transforms into liquid or gaseous fuel (gasoline, diesel, kerosene, jet fuel, or propane) when dropped into the fuel tank of a vehicle or other machine. The fuel completely fills the tank, but it is otherwise like regular fuel and is destroyed once used.

Faint psychokinesis / transmutation; CL / ML 3rd; Enchant Wondrous Item or Imbue Universal Item, *power device*; Base / Market Price \$200,000 (for a bottle of 10 tablets).

Haz-Mat Gloves: These elbow-length, optic yellow gloves are made of coarse, stiff material. The wearer gains acid, cold, and fire resistance 10 so long as both gloves are worn.

Faint abjuration / psychometabolism; CL / ML 3rd; Enchant Wondrous Item or Imbue Universal Item, *resist energy or energy adaptation (specified)*; Base / Market Price \$800,000.

Icethrower: This backpack and spray nozzle looks like a flamethrower but shoots a 45-foot-long cone of cold that deals 10d6 points of cold damage to creatures and objects in the area. A successful Reflex save (DC 17) halves the damage. Using the *icethrower* is an attack action and provokes attacks of opportunity. The cold fuel stored in the *icethrower's* backpack is drained after 10 shots but can be replenished (at the cost of the item's Base Price). No proficiency is required to use it, just the command word (or thought).

Strong evocation / psychokinesis; CL / ML 10th; Enchant Wondrous Item or Imbue Universal Item, *cone of cold or energy cone (cold)*; Base Price \$5,000,000, Market Price \$15,000,000.

Illusory Concealable Vest: The wearer of this medium armor benefits from a +1 to +3 enhancement bonus to the vest's AC modifier (base equipment modifier for a concealable vest is normally +4). Upon command, the protective garment changes shape and form to assume the appearance of a sweater or other normal piece of clothing. The vest retains all its properties (including weight) when its illusion ability is in effect. Only a *true seeing* spell reveals the true nature of the armor.

Faint illusion; CL 9th; Enchant Arms and Armor, *disguise self*; Base / Market Price \$400,000 (+1); Base / Market Price \$900,000 (+2); Base / Market Price \$1,600,000 (+3).

Invisifinder Goggles: These military-grade night vision goggles are carved with runes and other occult symbols. In addition to the benefits of regular night-vision goggles, they also allow the wearer to *see invisibility* as the spell.

Faint divination; CL 3rd; Enchant Wondrous Item, *see invisibility*; Base / Market Price \$800,000.

Keen Chainsaw (TL 4): In addition to its enhancement bonus, this chain saw threatens a critical hit on a natural roll of 19 or 20 (a normal chain saw has a threat range of 20). It never needs to be refueled or maintained, only requiring repairs when it is damaged. (Remember that a magical weapon ignores 5 points of hardness for every +1 of its enhancement bonus.)

Moderate metacreativity / transmutation; CL / ML 10th; Enchant Arms and Armor or Imbue Arms and Armor, *keen edge*; Base / Market Price \$800,000 (+1); Base / Market Price \$1,800,000 (+2); Base Price \$3,200,000, Market Price \$6,400,000 (+3).

Leather Jacket of Endurance: The wearer of this light armor benefits from a +1 to +3 enhancement bonus to the jacket's AC (base equipment modifier equivalent to a light undercover shirt is +2) as well as granting the wearer a perpetual *endure elements* effect while worn.

Faint abjuration; CL / ML 9th; Enchant Arms and Armor or Imbue Arms and Armor, *adapt body* or *endure elements*; Base / Market Price \$400,000 (+1); Base / Market Price \$900,000 (+2); Base / Market Price \$1,600,000 (+3).

Magic Billiard-Ball: Once per day, this otherwise normal looking toy *Magic Billiard-ball* can be used to cast *augury* (as by a 5th-level Acolyte). To activate this ability, the user must state the question out loud and shake the *Magic Billiard-ball*. It provides no answers whatsoever if used more than once in a 24-hour period.

Faint divination; CL 3rd; Enchant Wondrous Item, *augury*; Base / Market Price \$160,000.

Pen of Invisible Ink: This pen looks like an old-fashioned calligraphy stylus, but it contains its own magical supply of black ink. Any letter printed with this pen appears normal until the user speaks a name and blows upon the paper. Once spoken, the ink fades and can only be viewed by the person who was stated at the time of writing. If the name is not specific, then anyone with the same name will be able to read the message as normal.

A *read magic* spell will indicate that invisible ink has been used, but it will not reveal the message. It is possible to create a chemical compound (Craft [chemical] check, DC 25) that, when spread over the surface of the paper, reveals the message written in *invisible ink*. A *pen of invisible ink* holds enough ink for 50 messages.

Faint transmutation; CL 3rd; Enchant Wondrous Item, *arcane mark, message*; Base / Market Price \$200,000.

Potion / Tattoo of Mechanical Aptitude: This potion / tattoo makes the user more proficient in understanding how technological devices work, gaining a +5 circumstance bonus on Computer Use and Repair checks for 1 hour.

Faint clairsentience / divination; CL / ML 3rd; Enchant Potion or Imbue Tattoo; Base / Market Price \$7,500.

Potion / Tattoo of Vehicle Handling: This potion / tattoo makes the user better at driving and piloting vehicles, gaining a +5 circumstance bonus on Drive and Pilot skill checks for 1 hour.

Faint clairsentience / divination; CL / ML 3rd; Enchant Potion or Imbue Tattoo; Base / Market Price \$7,500.

Quick-Draw Holster: Any handgun placed in this hip holster fits perfectly. The *quick-draw holster* allows its wearer to draw or holster the weapon as a free action (as though the wearer had the Quick Draw feat).

Faint transmutation / psychometabolism; CL / ML 3rd; Enchant Wondrous Item or Imbue Universal Item, creator must have Quick Draw feat; Base / Market Price \$800,000.

Ring of Surveillance Detection: This ring pulses dimly when electronic devices are monitoring the wearer. The ring can detect a working video camera, microphone, motion detector, or other sensor within 50 feet. By taking a full-round action, the wearer can locate the direction and distance to the device. It grants a +5 circumstance bonus on Search checks when trying to find concealed monitoring devices.

Moderate clairsentience / divination; CL / ML 10th; Enchant Ring or Imbue Ring, *detect remote viewing* or *detect scrying*; Base Price \$3,250,000, Market Price \$6,500,000.

Riot Shield of Fear: Introduced by police forces that employ magical gear, this riot/tower shield has an enhancement bonus to its equipment AC modifier (+1 to +3). At its wielder's command, the shield can also cast *fear* once a day (Will save DC 16 to negate).

Moderate necromancy; CL 9th; Enchant Arms and Armor, *fear*; Base / Market Price \$775,000 (+1); Base / Market Price \$1,075,000 (+2); Base / Market Price \$1,575,000 (+3).

Rod of Technology: This 18-inch-long metal rod is covered in wires and diodes, and topped with a large crystal. Six switches are built into its length. Each switch activates a special power of the rod.

- The first button turns the rod into a portable satellite telephone.
- The second button transforms the rod into a metal detector.
- The third switch turns the rod into a lock release gun.
- The fourth button transforms the rod into a GPS receiver.
- The fifth switch causes the rod's crystal tip to shed bright light equivalent to a *light* spell.
- The sixth button delivers an electrical pulse to any device touched by the rod's crystal tip, duplicating the effects of a *power device* or *degauss* spell (at the wielder's discretion).

Moderate varies; CL 10th; Enchant Rod, *degauss*, *fabricate*, *power device*; Base Price \$2,250,000, Market Price \$4,500,000.

Skeleton Key: This crystallized shard looks like a key at a glance, but a closer examination betrays its nature as crystallized bone. It comes with 50 charges when first created (when found randomly it will 1d20+20 charges). Touching it to a lock and saying the command word (or thinking the command thought) will manifest the equivalent of a *knock* effect on the targeted lock. Unlike a *knock* spell, the key must use one charge for each lock to be disengaged, and the locking mechanism to be disengaged must be known to the user of the key.

Faint psychoportation / transmutation; CL / ML 5th; Enchant Wondrous Item or Imbue Universal Item; *knock*; Base / Market Price \$800,000 (fully charged).

Staff of the Urban Jungle: This staff is crafted from a long piece of rebar and topped with a variety of bangles, including doll heads, wires, and bolts. It requires that the user hold it forth in at least one hand.

The staff has a number of uses, and each time the staff is used, it depletes a certain number of charges. A fully-charged staff holds 50 charges, and all spells are cast at 9th-level of ability.

- *Arcane mark*; uses no charges.
- *Power device*; 1 charge.
- *Machine invisibility*; 1 charge.
- *Change self*; 1 charge.
- *Burglar's buddy* (Will save DC 14); 1 charge.
- *Synchronicity* (Will save DC 17); 2 charges.

Moderate varies; CL 9th; Enchant Staff, *arcane mark*, *burglar's buddy*, *change self*, *machine invisibility*, *power device*, *synchronicity*; Base Price \$2,700,000, Market Price \$5,400,000.

Staff of Voltage: This staff is made from a solid piece of copper and etched with lightning bolts or electrical symbols resembling circuitry. It requires that the user hold it forth in at least one hand. A fully-charged staff holds 50 charges. The staff has a number of uses, and each time the staff is used, it depletes a certain number of charges.

- *Degauss* (by touch); 1 charge.
- *Lightning bolt* (10d6; Reflex DC 15); 1 charge.
- *Electromagnetic pulse* (DC 15); uses 1 charge.
- *Shutdown* (by touch); 2 charges.

Moderate evocation; CL 10th; Enchant Staff, *degauss*, *electromagnetic pulse*, *lightning bolt*, *shutdown*; Base Price \$2,737,500, Market Price \$5,475,000.

Tempus Fugit Watch (TL 3): The *tempus fugit watch* is an antique gold pocket watch with numerous hands that do not seem to conform to the standard array of hours, minutes, and seconds. It uses long-forgotten and extremely

powerful magic to stop time for a short while while enabling its wearer to move about freely. These watches are only found, as the secret of their manufacture has been lost.

Once per day, the *tempus fugit watch* can make time cease to flow for everyone but the wearer. In reality, the wearer speeds up so greatly that all other creatures seem frozen, though they are moving at their regular speed. The wearer is free to act for 1d4+1 rounds of apparent time. While the time stop is in effect, other creatures are invulnerable to the wearer's attacks and spells. A spell that affects an area and has a duration longer than the remaining duration of the time stop (such as *cloudkill*) have their normal effects on other creatures once the time-stopping effect ends. Normal and magical fire, cold, gas, and the like can still harm the wearer during the time stop. The wearer cannot move or harm items held, carried, or worn by a creature stuck in normal time, but the wearer can affect any item that is not in another creature's possession. The wearer is not detectable while the effect lasts. There is a 1% chance per use that the watch ceases to function after its last use, rendered irreparable.

Strong psychoportation / transmutation; CL / ML 18th; Enchant Wondrous Item or Imbue Universal Item, *temporal acceleration or time stop*; Base Price \$16,200,000, Market Price \$145,800,000.

Thunderclap Taser (TL 5): This taser releases a deafening blast of thunder when it strikes an opponent. It deals normal damage (1d4 electrical) plus an additional 2d6 points of concussion (non-lethal sonic) damage. Furthermore, the Fortitude save, normally DC 15, is DC 17 to avoid temporary paralysis from the *thunderclap taser*. The taser's battery is exhausted after a successful hit and must be replaced after each use.

Faint evocation / psychokinesis; CL / ML 3rd; Enchant Arms and Armor or Imbue Arms and Armor, *energy stun or sound blast*; Base / Market Price \$16,000.

Translator's Earpiece (TL 5): This tiny molded earpiece (which requires a successful Spot check, DC 20, to notice) lets the wearer speak and understand the language of any intelligent creature, whether it is a racial tongue or regional dialect (as per the *tongues* spell, albeit continuously). It does not allow reading comprehension.

Moderate divination; CL 5th; Enchant Wondrous Item, *tongues*; Base / Market Price \$1,800,000.

Trench Coat of Useful Items: This appears to be an unremarkable black trench coat, but a character who dons it notes that it is adorned with small cloth patches in various shapes. Only the wearer of trench coat can see these patches, recognize them for what items they become, and detach them. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A newly created *trench coat of useful items* always has two each of the following patches:

- Flashlight, standard
- Multipurpose tool
- 150-foot-long rope
- Knife
- Duct tape
- Boltcutter

In addition, the trench coat has 2d6+4 other items, determined by rolling on the table below.

d%	Result
01–08	Bundle of cash (\$20,000)
09–15	Loaded flare gun (with 3 extra rounds)
16–22	Gas mask (with an extra filter canister)
23–30	Night vision goggles
31–44	24-foot-long metal ladder
45–51	Diamondback X-20 mountain bike
52–59	Steel handcuffs
60–68	Portable generator (with full tank of gas)
69–75	Fire extinguisher
76–83	Small bag of jewels (\$200,000)
84–90	Cell phone (connects to any cellular network and works for 8 hours before becoming useless)
91–96	First aid kit
97–00	Roll twice more, ignoring results of 97–00

Moderate transmutation; CL 10th; Enchant Wondrous Item; Base Price \$2,000,000, Market Price \$4,000,000.

Umbrella of Feather Falling (TL 2): If this umbrella is open, the user can jump from any height and drift to the ground as though affected by a *feather fall* spell. The umbrella does not function if it is not open, although the user can attempt to do so while falling by succeeding at a Dexterity check (DC 10), taking no damage if successful. Failure indicates that the umbrella does not open in time, and the user takes the full damage from the fall.

Faint transmutation; CL 3rd; Enchant Wondrous Item, *feather fall*; Base / Market Price \$200,000.

Undercover Vest of Landing: The wearer of this light armor benefits from a +1 to +3 enhancement bonus to the vest's AC modifier (base equipment modifier for an undercover vest is normally +3). The wearer also ignores the first 20 feet of damage from any fall. Regardless of the height of the fall, the wearer always lands on their feet.

Faint psychoportation; ML 9th; Imbue Arms and Armor, *catfall*; Base / Market Price \$400,000 (+1); Base / Market Price \$900,000 (+2); Base / Market Price \$1,600,000 (+3).

Universal ID: This blank piece of plastic is the size of a credit card and can transform into any form of ID on command, including photo, holographic imprints, and watermarks (as per the *major image* spell). It does not create a magnetic strip or other form of nonvisual information. The card must be held by the user for the image to be changed.

Faint illusion; CL 5th; Enchant Wondrous Item, *major image*; Base / Market Price \$1,500,000.

Video Camera of True Seeing (TL 5): This video camera is covered in runes and sigils. In addition to operating like a normal video camera, it is also capable of videotaping things unseen by normal eyes, as if through the *true seeing* spell. The camera records invisible beings as well as the actual form of Shadow creatures with perfect clarity.

Moderate clairsentience / divination; Enchant Wondrous Item or Imbue Universal Item, *true seeing*; Base Price \$5,000,000, Market Price \$15,000,000.

Watch of Speed (TL 3): This modern looking wristwatch improves the wearer's concept of time, granting a +2 equipment bonus on initiative checks. This bonus stacks with other abilities that improve initiative, such as the Improved Initiative feat.

Faint transmutation; CL 5th; Enchant Wondrous Item, *haste*; Base / Market Price \$900,000.

Wounding Handgun (TL 4): Any bullet fired from this magic handgun deals such a terrible wound that, in addition to taking normal damage, the victim bleeds for 1 point of damage each round thereafter. Multiple wounds from the handgun result in cumulative bleeding loss. The bleeding can only be stopped with a successful Treat Injury check (DC 15) or the application of a healing spell.

Moderate necromancy; CL 10th; Enchant Arms and Armor, *inflict wounds*; Base / Market Price \$1,800,000 (+1); Base Price \$3,200,000, Market Price \$6,400,000 (+2); Base Price \$5,000,000, Market Price \$15,000,000 (+3).

Vehicular Enchanted and Imbued Upgrades

With the prospect of enchanting or imbuing items comes the inevitable conclusion that someone will want to enchant or imbue their vehicle(s) with such power. Just as characters are limited in their ability to carry magic items, a vehicle can only bear so many functional magic items / upgrades.

In the case of built-in items and upgrades, the maximum enchantment modifier that the vehicle can have is based on its Tech Level (TL). Tech Level 0 doesn't allow mastercrafting so enchanting is impossible; Tech Levels 1-2 vehicles allow for up to +10 total enchantment modifier; Tech Level 3-4 vehicles allow for up to +8; Tech Level 5-6 vehicles allow for up to +6; Tech Level 7-8 vehicles allow for up to +4; and Tech Level 9 allows for up to a total of +2 in enchantment modifiers for vehicular magic items and upgrades. The limits are as follows:

- 1 ramplate or set of bumpers (built-in)
- 1 steering wheel, control wheel, or sidestick controller (built-in)
- 1 coat of paint or external adornment (built-in)
- 1 set of tires or traction system
- 1 pair of headlights (built-in)
- 1 horn or siren (built-in)
- 1 containment area (ashtray, glove compartment, trunk, etc.; built-in)
- 1 non-electronic pilot's accessory (hung from the rear view mirror, on the dashboard, etc.)
- 1 seat or set of seats
- 1 engine or engine accessory (built-in)
- 1 set of windows (including windshield and side windows; built-in)
- 2 electronic accessories (sensor system, stereo, radio, vehicular alarm, etc.; built-in)

Pricing Vehicular Magic Items

There are two basic types of vehicular magic items; magic items that are independent of the vehicle and upon which the vehicle is not dependent for proper operation (fuzzy dice of luck, dashboard figurines, etc.), and magic upgrades that are built into the vehicle.

In instances where the upgrade is built right into the vehicle, the additional cost to enchant or imbue and the XP cost required is based on Purchase DC's. The magic upgrade gives a Purchase DC modifier, and the overall price is the Market Price. However, the Base Price for the magic upgrade is equal to the vehicle's new Purchase DC price minus the original Purchase DC price. Keep in mind that the vehicle must be mastercrafted in order to be enchanted or imbued, and the additional Purchase DC for mastercrafted is added before any Purchase DC modifiers for magic upgrades.

For example, a player in a TL 6 setting wants to upgrade their Nakazawa Delta-9 motorcycle (original Purchase DC 31, or original Market Price of 50,000 cr) with an Ablative Paint Job (Purchase DC modifier +2). The bike's owner decides to have the bike mastercrafted to +2, incurring a Purchase DC modifier of +5. So the mastercrafted bike is Purchase DC 36 (200,000 cr) before any enchanting is done. Add in the Purchase DC for the Ablative Paint Job and the new Purchase DC is 38, 350,000 cr (or 3,500 gp).

To get the Base Price of a built-in vehicle upgrade, take the difference of the enchanted / imbued vehicle's price from the mastercrafted vehicle's price (in this case $350,000 - 200,000 = 150,000$ cr or 1,500 gp) and that is the Base Price of the magical effect to be built into the vehicle. So, in this case, an Ablative Paint Job on the +2 mastercrafted Nakazawa Delta-9 has a Base Price of 150,000 cr. The Special Supplies cost is $\frac{1}{2}$ of the vehicle upgrade's Base Price, while the XP cost is $\frac{1}{20^{\text{th}}}$ of the Base Price if in gp, or $\frac{1}{2000^{\text{th}}}$ of the Base Price if in cr. Thus the Special Supplies cost for the Ablative Paint Job in this instance is $\frac{1}{2}$ of the Base Price of 150,000 cr, so 75,000 cr (or 750 gp), and the XP cost is $\frac{1}{20^{\text{th}}}$ of the Base Cost in gp, or $\frac{1}{2000^{\text{th}}}$ of the Base Cost in cr, making for an XP cost of 75 XP.

Enchantment Modifiers for Vehicular Upgrades

Tech Level of Mastercrafted Vehicle	Examples of Vehicles	Maximum Aggregate Enchantment Modifier
1-2	Chariots, galleys, triremes, wagons	+10
3-4	Carriages, steamboats, trains	+8
5-6	Battleships, cars, planes, tanks	+6
7-8	Mecha, power armor, starships	+4
9	Any of the above, techno-magic	+2

A vehicle can only bear so many magic upgrades, depending on how technologically complex the vehicle is. Each built-in upgrade has an enchantment modifier, and a vehicle can only accommodate as much of an enchantment modifier as 1) its mastercrafting allows for, and 2) the Tech Level of the vehicle being enchanted or imbued. A +1 mastercrafted item or vehicle can accommodate a maximum aggregate enchantment modifier of +3, so it can have either three +1 enchantment modifier upgrades, a +2 and a +1 enchantment modifier upgrade, or a single +3 enchantment modifier upgrade placed upon it. Similarly, a +2 mastercrafted item or vehicle can accommodate an aggregate enchantment modifier of +5, while a +3 mastercrafted item or vehicle can accommodate an aggregate enchantment modifier of +10.

For purposes of the enchantment modifier of built-in vehicle upgrades, the Purchase DC modifier is also the enchantment modifier. In the example given above, the +2 mastercrafted Nakazawa Delta-9 motorcycle (TL 6) can receive a maximum enchantment modifier of +5 based on being +2 mastercrafted even though the maximum enchantment modifier for a TL 6 item is +6 (it would have to be mastercrafted to +3 to allow for a +6 enchantment modifier). With an Ablative Paint Job, the motorcycle has an effective enchantment modifier of +2, the same as the Purchase DC modifier, and can accommodate up to +3 more (for a total of +5 enchantment modifier) in built-in magical vehicle upgrades.

Vehicular Magic Item Descriptions

The following section described several new vehicular magic items.

Ablative Paint Job: A vehicle coated in this nigh unscratchable silvery-gray paint gains 5 points of hardness. It has no effect on any vehicle with a hardness higher than 10.

Faint transmutation / metacreativity; Enchant Construct or Imbue Construct; CL / ML 10th; Enchantment / Purchase DC Modifier: +2; Weight: —.

Bumpers of Blasting: If a vehicle equipped with *bumpers of blasting* strikes an object or creature while moving at least street speed the driver of the vehicle can choose to have the bumper emit an explosive blast. The explosion causes 10d6 points of fire damage (in addition to any collision damage) to the object or creature struck. The vehicle with the *bumper of blasting* does not take any damage from the explosion, but it does take collision damage as normal.

The explosive blast can be triggered three times per day, regardless of whether the attack is made with a front or rear bumper. The driver cannot trigger an explosive blast out of turn, such as when struck by another vehicle, although the driver could ready an action to trigger the explosive blast when such a condition arises.

Moderate evocation / psychokinesis; Enchant Construct and Enchant Wondrous Item or Imbue Construct and Imbue Universal Item; CL / ML 10th; Enchantment / Purchase DC Modifier: +2; Weight: —.

Bumper of the Ram: This vicious looking spiked bumper must be bolted to the front or back of the vehicle. Any time the driver of the vehicle uses the bumper to ram another vehicle or object, damage to the opposed vehicle is increased by one speed and size increment, while damage to the vehicle with the *bumper of the ram* is reduced by one speed and one size increment. The bumper of the ram's effects do not apply to sideswipes.

Moderate evocation / psychokinesis; Enchant Construct and Enchant Wondrous Item or Imbue Construct and Imbue Universal Item; CL / ML 10th; Enchantment / Purchase DC Modifier: +2; Weight: —.

Dashboard Figurine: A *dashboard figurine* appears to be a statue of an animal or person 4 to 6 inches tall. When placed upon the dashboard of a vehicle, it sticks in place and can only be removed by the owner with a command word. Once in place, the figurine grants a special ability to the vehicle and the driver. Three different types of dashboard figurines are available: humorous, monstrous, and religious.

- *Humorous:* This figurine depicts some amusing-looking figure, such as a hula dancer or a cartoon character. The driver of the vehicle gains a +1 morale bonus on all saves while operating the vehicle.
- *Monstrous:* This figurine depicts some sort of fierce-looking toy monster. Attacks made by the driver and passengers of the vehicle gain a +1 morale bonus.

- **Religious:** This is an icon of a saint or some other being of religious or spiritual significance. This type of *dashboard figurine* provides a +2 sacred bonus to the pilot's Drive and Pilot skill checks. Faint varies; Enchant Wondrous Item; CL 3rd; Base / Market Price \$200,000; Weight: 0.5 lb.

Engine of Infernal Speed (TL 4): A vehicle with this engine has a maximum speed 20% greater (40% greater when paired with *tires of traction*) than the typical model of the same vehicle. Whenever the vehicle is traveling faster than its typical maximum speed by virtue of the *engine of infernal speed*, the engine produces jets of white-blue flame from the tail pipe that deal 2d6 points of fire damage to anything within 10 feet of the rear of the vehicle; a successful Reflex save (DC 15) halves the damage. The fire exhaust can also be triggered with a successful brake stand (Drive DC 15) while the vehicle is stationary. The flames automatically set fire to combustibles.

Moderate evocation and transmutation / psychokinesis and psychoportation; Enchant Construct and Enchant Wondrous Item or Imbue Construct and Imbue Universal Item; CL / ML 7th; Enchantment / Purchase DC Modifier: +3; Weight: —.

Flaming Paint Job: This paint job covers the front of the vehicle in wicked-looking flames. Once per day, on the owner's command, the vehicle can burst into flames for 3 rounds, dealing 5d6 points of fire damage to any creature or object touched or struck by the vehicle. In addition, any creature standing adjacent to the flaming vehicle takes 2d6 points of fire damage; a successful Reflex save (DC 15) halves the damage. The flames automatically set fire to combustibles. While the flaming paint job is activated, neither the vehicle nor its occupants suffer any ill effects from external sources of fire (effectively immune to fire for those 3 rounds) so long as they remain completely inside the vehicle.

Faint evocation / psychokinesis; Enchant Construct or Imbue Construct; CL / ML 10th; Enchantment / Purchase DC Modifier: +1; Weight: —.

Fuzzy Dice of Luck: These gaudy, hot-pink fuzzy dice must be hung somewhere in the peripheral view of the pilot (typically the rearview mirror) to be activated. Once per day, the driver of the vehicle can reroll any Drive or Pilot check, but they must take the new result regardless of the outcome.

Faint clairsentience / divination; Enchant Wondrous Item or Imbue Universal Item; CL / ML 5th; Base / Market Price \$20,000; Weight: —.

Headlights of Blinding (TL 4): Three times per day, these headlights can emit a blinding 50-foot cone of light projecting from the front of the vehicle. Any creatures caught in the area must succeed at a Fortitude save (DC 15) or be blinded for 2d6 rounds.

Faint evocation / psychokinesis; Enchant Construct and Enchant Wondrous Item or Imbue Construct and Imbue Universal Item; CL / ML 10th; Enchantment / Purchase DC Modifier: +1; Weight: —.

Horn of Blasting: Up to three times per day, this horn can emit a shrieking sound that deafens and damages creatures caught in its path. Any creature within a 30-foot cone directly in front of the vehicle takes 4d6 points of concussion damage and is deafened for 2d6 rounds. A successful Fortitude save (DC 16) halves the damage and negates the deafening effect. Any object within the 30-foot cone takes 2d6 points of sonic damage, while crystalline creatures and objects in the cone take more damage (8d6 points) from the sonic blast.

Vehicle windows and windshields may shatter if they take sufficient damage from the blast. Headlights are also susceptible to the *horn of blasting* and should be treated as windows for this purpose.

Faint evocation / psychokinesis; Enchant Construct and Enchant Wondrous Item or Imbue Construct and Imbue Universal Item; CL / ML 10th; Enchantment / Purchase DC Modifier: +2; Weight: —.

Horn of Dread: Up to three times per day, this horn can emit a terrifying noise. Anyone within 50 feet of the horn's sound must succeed a Will save (DC 15) or be affected by a *fear* spell (as if cast by a 10th-level caster).

Faint enchantment / telepathy; Enchant Construct and Enchant Wondrous Item or Imbue Construct and Imbue Universal Item; CL / ML 10th; Enchantment / Purchase DC Modifier: +2; Weight: —.

Nigh-Invulnerable Wheels: These tires or wheels are usually created in sets of two or four, and each wheel in the set has a hardness of 20. If one of the wheels is punctured and ruined, the remaining *nigh-invulnerable wheels* continue to function.

Faint metacreativity / transmutation; Enchant Wondrous Item or Imbue Universal Item; CL / ML 10th; Base / Market Price \$200,000; Weight: — (same as a typical set of tires, included in vehicle's weight).

Nondescript Paint Job: This paint job makes the vehicle less noticeable. It grants a +5 circumstance bonus on Bluff and Hide checks when tailing another vehicle or losing a tail. In addition, anyone wishing to break into the vehicle (other than the owner) must succeed at a Will save (DC 15) or be unable to do so. This is a mind-affecting spell-like effect; a new save may be attempted after 24 hours have passed.

Faint abjuration and illusion; Enchant Construct; CL 10th; Enchantment / Purchase DC Modifier: +1; Weight: —.

Paint Job of Blurring: Once per day, this paint job makes the vehicle's outline to appear blurry. This is as the *blur* spell (or *concealing amorphia* power in the case of psionics) as if cast by a 5th-level caster (or manifester). Occupants of the vehicle are also blurred.

Faint illusion / metacreativity; Enchant Construct or Imbue Construct; CL / ML 10th; Enchantment / Purchase DC Modifier: +1; Weight: —.

Paralytic Alarm: This vehicle alarm triggers whenever an attempt is made to break into the vehicle (for example, by smashing a window or bypassing a door lock), unless the intruder succeeds at a Disable Device check (DC 30).

When activated, the *paralytic alarm* emits a hypnotic pulse that paralyzes any creature within 30 feet for 2d6 rounds. A successful Will save (DC 15) negates this mind-affecting enchantment.

Faint abjuration and enchantment; Enchant Construct and Enchant Wondrous Item; CL 10th; Enchantment / Purchase DC Modifier: +2; Weight: —.

Reinflating Tires / Self-Repairing Wheels: These tires (usually sold in sets of two or four) are slightly spongy to the touch. If a tire is punctured (or a wheel is broken), it instantly reinflates / repairs and is restored to full hit points. Once a tire magically reinflates, it is effectively a nonmagical tire for the next 24 hours, after which time the enchantment refreshes. If the tire is punctured (or wheel is broken) again while it is nonmagical, it will stay punctured or broken until the 24 duration from the first self-repair has passed, at which point the tire will reinflate (wheel will self-repair) again, but it is now effectively nonmagical again until another 24 hours elapses.

Faint metacreativity / transmutation; Enchant Construct and Enchant Wondrous Item or Imbue Construct and Imbue Universal Item; CL / ML 10th; Base / Market Price \$500,000; Weight: — (same as a typical set of tires, included in vehicle's weight).

Seat of Restraining: Once per day, when the driver utters the proper command word, this seat (usually a passenger seat in the front or back of the vehicle) holds the creature seated in it, as the *hold being* spell cast by a 10th-level caster. The target creature gets a Will save (DC 17) to negate the effect, which lasts for 10 rounds.

Moderate enchantment / telepathy; Enchant Construct and Enchant Wondrous Item or Imbue Construct and Imbue Universal Item; CL / ML 10th; Base / Market Price \$150,000 per seat.

Seats of Safety: The occupants of a vehicle equipped with these seats gain the benefits of three-quarters cover while inside the vehicle. They take no damage from vehicle collisions, they gain a +7 cover bonus to AC, and they gain a +3 cover bonus on Reflex saves. The *seats of safety* do not function if any of the vehicle's doors are open.

Faint abjuration / psychokinesis; Enchant Construct and Enchant Wondrous Item or Imbue Construct and Imbue Universal Item; CL / ML 10th; Base / Market Price \$20,000 per seat (must purchase 1 seat for each crew member and passenger the vehicle can accommodate for the magic to work); Weight: — (factored into the vehicle's weight).

Shrinking Paint Job: This paint job allows a Large or smaller vehicle to "shrink" to a matchbox-sized (Diminutive) version small enough to fit in the palm of one's hand. Shrinking or enlarging the vehicle requires a command word,

and the vehicle takes a full-round action to shrink or return to full size. The vehicle will not shrink if it contains any living beings, but it can be shrunk with up to 50 pounds of cargo stored in its trunk. The vehicle will not unfold if it is in an area that will not allow it to expand to its full size. A vehicle in its toy size has a hardness of 5 and 5 hit points. The vehicle is destroyed and cannot be repaired if reduced to 0 hit points in its toy form.

Moderate transmutation / psychometabolism; Enchant Construct or Imbue Construct; CL / ML 10th; Enchantment / Purchase DC Modifier: +4; Weight: —.

Silent Warning Alarm: This vehicle alarm triggers whenever an attempt is made to break into the vehicle (for example, by smashing the window or bypassing a door lock), unless the intruder succeeds at a Disable Device check (DC 30).

When activated, the alarm sends a mental warning to the owner of the vehicle, although the owner must be within 1 mile of the vehicle to receive it. If the owner receives the warning and succeeds at a Wisdom check (DC 10), they also receive a mental picture of the individual or individuals attempting to break into the vehicle, as if standing next to them (lighting conditions apply).

Faint clairsentience / divination; Enchant Construct and Enchant Wondrous Item or Imbue Construct and Imbue Universal Item; CL / ML 10th; Enchantment / Purchase DC Modifier: +1; Weight: —.

Trunk of Masking: Whenever this trunk is opened, it creates a powerful illusion to conceal its true contents. The trunk can hold a maximum of 50 lbs. of material for a Medium-sized vehicle, doubled for each size category larger (so 100 lbs. for a Large vehicle, 200 lbs. for a Huge vehicle, 400 lbs. for a Gargantuan vehicle, and 800 lbs. for a Colossal vehicle). The owner decides what the trunk appears to contain, and its contents seem real in every respect. Illusory items can be removed, handled, and manipulated. However, illusory tools provide no benefits to their users, and illusory items disappear if taken more than 30 feet from the vehicle.

Gleaning the true contents of the trunk requires a *true seeing* spell or similar magic. Creatures that suspect the presence of an illusion are entitled to a Will save (DC 16) to disbelieve it; if the save succeeds, they can perceive the true contents of the *trunk of masking*.

Moderate illusion; Enchant Construct and Enchant Wondrous Item; CL 10th; Enchantment / Purchase DC Modifier: +2; Weight: —.

Windows of Deception: The driver of this vehicle can alter their appearance to viewers on the outside of the vehicle, as if by *change self* cast by a 5th-level caster. If the one or more of the vehicle's windows are destroyed, the effect ends and the *windows of deception* cease to function.

Faint illusion; Enchant Construct and Enchant Wondrous Item; CL 10th; Enchantment / Purchase DC Modifier: +1; Weight: —.

Zephyr Tires / Wheels: *Zephyr tires / wheels* (sold in sets of two or four) are emblazoned with large white wings on the side. When placed on any suitable vehicle that uses tires or wheels (they resize and transform to fit any such vehicle), they allow the vehicle to fly.

Once per day, the vehicle's driver can command the vehicle to fly. While flying, the vehicle follows all the normal rules for piloting a flying vehicle, but otherwise retains the same speed, initiative, and other statistics. The vehicle can maintain flight for 10 rounds. When performing aerial stunts, the driver makes Pilot checks instead of Drive checks. Should the effect's duration expire while the vehicle is still aloft, the magic fails slowly. The vehicle drops 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the remaining distance.

Zephyr tires / wheels have a hardness of 5 and 5 hit points (which also count toward the hit points of the vehicle). If one or more of the tires / wheels are destroyed, the *zephyr tires / wheels* lose their magic and cease to function, and the vehicle (if airborne) plunges from the sky.

Moderate psychoportation / transmutation; Enchant Wondrous Item or Imbue Universal Item; CL / ML 10th; Base / Market Price \$1,000,000; Weight: —.

This is just a sample of the options available for vehicles, to give an idea of the possibilities. Keep in mind the enchantment modifier limitations based on the Tech Level of the vehicle being enchanted, and that only built-in upgrades are limited by the vehicle's total enchantment modifiers.

Also remember that pricing for vehicular items is based on whether the upgrade is a permanent fixture of the vehicle; if it is, then the price is determined by an additional Purchase DC modifier to the vehicle's mastercrafted cost, while an item that is independent of a vehicle has its own Base Price and Market Price. Common sense and believability will be your guides in determining which pricing system should prevail. As always, you are the final arbiter on what is or is not permissible in your scenario, and how rare or common it may be.



Cursed Items

Cursed items are magic items with some sort of potentially negative impact. Sometimes they're directly bad for the user; sometimes they're just inconvenient. Occasionally they mix bad with good, forcing characters to make difficult choices. A cursed item is rarely created intentionally, instead being the product of a critical failure in the creation process, or the use of an incorrect specialty supply.

Cursed Item Common Curses

d% (d20)	Curse
01–15 (1-3)	Delusion
16–35 (4-7)	Opposite effect or target
36–45 (8-9)	Intermittent functioning
46–60 (10-12)	Requirement
61–75 (13-15)	Drawback
76–90 (16-18)	Completely different effect
91–100 (19-20)	Substitute specific cursed item

Delusion: The user believes the item is what it appears to be, yet it actually has no magical power other than to deceive. The user is mentally fooled into thinking the item is functioning and cannot be convinced otherwise without the help of a *remove curse* spell.

Opposite Effect or Target: These cursed items malfunction, so that either they do the opposite of what the creator intended, or they target the user instead of someone else. The interesting point to keep in mind here is that these items aren't always bad to have. Opposite-effect items include weapons that impose penalties on attack and damage rolls rather than bonuses. Just as a character shouldn't necessarily immediately know what the enhancement bonus of a noncursed magic item is, they shouldn't immediately know that a weapon is cursed. Once they know, however, the item can be discarded unless some sort of compulsion is placed upon it that compels the wielder to keep and use it. In such cases, a *remove curse* spell is generally needed to get rid of the item.

Intermittent Functioning: The three varieties of intermittent functioning items all function perfectly as described—at least some of the time. The three varieties are unreliable, dependent, and uncontrolled items.

Unreliable: Each time the item is activated, there is a 5% chance (1 on d20) that it does not function.

Dependent: The item only functions in certain situations. To determine what the situation is, either select a situation or roll on the following table.

d%	Situation
01–03	Temperature below freezing
04–05	Temperature above freezing
06–10	During the day
11–15	During the night
16–20	In direct sunlight
21–25	Out of direct sunlight
26–34	Underwater
35–37	Out of water
38–45	Underground
46–55	Aboveground
56–60	Within 10 feet of a random creature type
61–64	Within 10 feet of a random race or kind of creature
65–72	Within 10 feet of an arcane spellcaster
73–80	Within 10 feet of a divine spellcaster
81–85	In the hands of a nonspellcaster
86–90	In the hands of a spellcaster
91–95	In the hands of a creature of a particular alignment
96–100	On nonholy days or during particular astronomical events

Uncontrolled: An uncontrolled item occasionally activates at random times. Roll d20 every day. On a result of 1 the item activates at some random point during that day.

Requirement: In a sense, a command word is a requirement. Nevertheless, some items have much more stringent requirements that must be met for them to be usable. To keep an item with this kind of curse functioning, one or more of the following conditions must be met.

- Character must eat twice as much as normal. (5%)
- Character must sleep twice as much as normal. (10%)
- Character must undergo a specific quest (one time only, then item functions normally thereafter). (10%)
- Character must sacrifice (destroy) 100 gp worth of valuables per day. (10%)
- Character must sacrifice (destroy) 2,000 gp worth of magic items each week. (20%)
- Character must swear allegiance to a particular noble or family. (10%)
- Character must discard all other magic items. (50%)
- Character must worship a particular deity or follow a particular alignment. (20%)
- Character must change their name to a specific name (only works for characters of that name). (25%)
- Character must add a specific class at the next opportunity if not of that class already. (10%)
- Character must have a minimum number of ranks in a particular skill. (0.5% per rank, maximum 10% for 20 ranks)
- Character must sacrifice some part of their life energy (2 points of Constitution) one time. If the character gets the Constitution points back (such as from a *restoration* spell), the item ceases functioning. The item does not cease functioning if the character receives a Constitution increase caused by level gain, a *wish* or the like, or the use of a magic item. (15%)
- Item must be cleansed with holy water each day. (10%)
- Item must be used to kill a living creature each day. (50%)
- Item must be bathed in volcanic lava once per month. (20%)
- Item must be used at least once a day, or it won't function again for its current possessor. (0%)
- Item must draw blood when wielded (weapons only). It can't be put away or exchanged for another weapon until it has scored a hit. (25%)
- Item must have a particular spell cast upon it each day (such as *bless*, *atonement*, or *animate objects*). (5% plus 5% per spell / power level of the particular spell / power required for the item's abilities, 10% for a 1st-level spell / power, up to 50% for a 9th-level spell / power daily)

Requirements are so dependent upon suitability to the item that they should never be determined randomly. An item with a requirement that is also intelligent often imposes its requirement through its personality. If the requirement is not met, the item ceases to function. If it is met, usually the item functions for one day before the requirement must be met again (although some requirements are one time only, others weekly or monthly, and still others continuous).

As an alternative, you as the GM may decide that certain items have necessary requirements to be used, not making them cursed so much as giving them prerequisites. Like the *holy avenger* for the paladin or the *druid's vestments* for druids, some items will have requirements that are class-specific but, as noted above, requirements can be quite varied. In such cases, you may wish to allow PCs creating items to build requirements into the item to reduce the XP cost of the item. Depending on how restrictive the requirement is, an item's creator can reduce the XP cost of the item by up to 50%. The percentage given in parentheses above is the XP cost reduction for such an item's creator when the requirement is being consciously built into the item to prevent it from falling into undesirable hands (and not as the side-effect of a failed creation or a deliberately cursed item).

Drawback: Items with drawbacks are usually still beneficial to the possessor but they also carry some negative aspect. Although sometimes drawbacks occur only when the item is used (or held, in the case of some items such as weapons), usually the drawback remains with the character for as long as they have the item.

Choose or roll on the table below to generate a drawback that (unless otherwise indicated) remains in effect as long as the item is in the character's possession.

d%	Drawback
01–04	Character's hair grows 1 inch longer. Only happens once.
05–09	Character either shrinks 1/2 inch (01–50 on d%) or grows that much taller (51–100). Only happens once.
10–13	Temperature around item is 10°F cooler than normal.
14–17	Temperature around item is 10°F warmer than normal.
18–21	Character's hair color changes.
22–25	Character's skin color changes.
26–29	Character now bears some identifying mark (tattoo, weird glow, or the like).
30–32	Character's gender changes.
33–34	Character's race or kind changes.
35	Character is afflicted with a random disease that cannot be cured.
36–39	Item continually emits a disturbing sound (moaning, weeping, screaming, cursing, insults).
40	Item looks ridiculous (garishly colored, silly shape, glows bright pink, . . .).
41–45	Character becomes selfishly possessive about the item.
46–49	Character becomes paranoid about losing the item and afraid of damage occurring to it.
50–51	Character's alignment changes.
52–54	Character must attack nearest creature (5% chance [01–05 on d%] each day).
55–57	Character is stunned for 1d4 rounds once item function is finished (or randomly, 1/day).
58–60	Character's vision is blurry (–2 penalty on attack rolls, saves, and skill checks requiring vision).
61–64	Character gains one negative level.
65	Character gains two negative levels.
66–70	Character must make a Will save each day or take 1 point of Intelligence damage.
71–75	Character must make a Will save each day or take 1 point of Wisdom damage.
76–80	Character must make a Will save each day or take 1 point of Charisma damage.
81–85	Character must make a Fortitude save each day or take 1 point of Constitution damage.
86–90	Character must make a Fortitude save each day or take 1 point of Strength damage.
91–95	Character must make a Fortitude save each day or take 1 point of Dexterity damage.
96	Character is polymorphed into a specific creature (5% chance [1 on d20] each day).
97	Character cannot cast arcane spells.
98	Character cannot cast divine spells.
99	Character cannot cast any spells.
100	Either pick one of the above that's appropriate or create a drawback specifically for that item.

Specific Cursed Items

Specific cursed items are provided as examples of cursed items. They are given creation prerequisites, should someone want to intentionally create them (although that does not need to be the origin of the item). Note, however, two exceptions: The *crystal hypnosis ball* and the *bag of devouring* cannot be created by any known means.

A simple *detect magic & psionics* yields a misleading aura and strength, often indicating that the item is a noncursed item of similar sort. An *identify* spell only has a 1% chance per caster level to reveal a cursed item's true properties, including the cursed aspect. *Analyze dweomer* reveals the true nature of a cursed item, as well as any methods by which the curse may be lifted, if at all.

Table: Specific Cursed Items

d%	Item	XP Cost	Market Price
01–05	<i>Incense of obsession</i>	10 XP	200 gp
06–15	<i>Ring of clumsiness</i>	25 XP	500 gp
16–20	<i>Amulet of inescapable location</i>	50 XP	1,000 gp
21–25	<i>Stone of weight</i>	50 XP	1,000 gp
26–30	<i>Bracers of defenselessness</i>	60 XP	1,200 gp
31–35	<i>Gauntlets of fumbling</i>	65 XP	1,300 gp
36–40	<i>–2 sword, cursed</i>	75 XP	1,500 gp
41–43	<i>Armor of rage</i>	80 XP	1,600 gp
44–46	<i>Medallion of thought projection</i>	90 XP	1,800 gp
47–52	<i>Flask of curses</i>	105 XP	2,100 gp
53–54	<i>Dust of sneezing and choking</i>	120 XP	2,400 gp
55	<i>Helm of opposite alignment</i>	200 XP	4,000 gp
56–60	<i>Potion of poison</i>	250 XP	5,000 gp
61	<i>Broom of animated attack</i>	260 XP	5,200 gp
62–63	<i>Robe of powerlessness</i>	275 XP	5,500 gp
64	<i>Vacuous grimoire</i>	300 XP	6,000 gp
65–68	<i>Spear, cursed backbiter</i>	375 XP	7,500 gp
69–70	<i>Armor of arrow attraction</i>	450 XP	9,000 gp
71–72	<i>Net of snaring</i>	500 XP	10,000 gp
73–75	<i>Bag of devouring</i>	—	—
76–80	<i>Mace of blood</i>	800 XP	16,000 gp
81–85	<i>Robe of vermin</i>	825 XP	16,500 gp
86–88	<i>Periapt of foul rotting</i>	850 XP	17,000 gp
89–92	<i>Sword, berserking</i>	875 XP	17,500 gp
93–96	<i>Boots of dancing</i>	1,500 XP	60,000 gp
97	<i>Crystal hypnosis ball</i>	—	—
98	<i>Necklace of strangulation</i>	3,000 XP	240,000 gp
99	<i>Cloak of poisonousness</i>	3,125 XP	250,000 gp
100	<i>Scarab of death</i>	4,000 XP	400,000 gp

Amulet of Inescapable Location: This device is typically worn on a chain or as a brooch. It appears, to magical analysis, to prevent location, scrying or detection or influence by *detect thoughts* or telepathy. It seems to be an *amulet of proof against detection and location*. Actually, the amulet gives the wearer a –10 penalty on all saves against divination spells.

Moderate abjuration; CL 10th; Enchant Wondrous Item, *bestow curse*; Base / Market Price 1,000 gp.

Armor of Arrow Attraction: Magical analysis indicates that this armor is a normal suit of +3 *full plate*. However, the armor is cursed. It works normally with regard to melee attacks but actually serves to attract ranged weapons. The wearer takes a –15 penalty to AC against any attack by a ranged weapon. The true nature of the armor does not reveal itself until the character is fired upon in earnest.

Strong abjuration; CL 16th; Enchant Arms and Armor, *bestow curse*; Base / Market Price 9,000 gp.

Armor of Rage: This armor is similar in appearance to *armor of command* and functions as a suit of +1 *full plate*. However, when it is worn, the armor causes the character to take a –4 penalty to Charisma. All unfriendly characters within 300 feet have a +1 morale bonus on attack rolls against her. The effect is not noticeable to the

wearer or those affected. (In other words, the wearer does not immediately notice that donning the armor is the cause of her problems, nor do foes understand the reason for the depth of their enmity.)

Strong necromancy; CL 16th; Enchant Arms and Armor, *bestow curse*; Base / Market Price 1,600 gp.

Bag of Devouring: This bag appears to be an ordinary sack. Detection for magical properties makes it seem as if it were a *bag of holding*. The sack is, however, a lure used by an extradimensional creature—in fact, one of its feeding orifices.

Any substance of animal or vegetable nature is subject to “swallowing” if thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusion, but any time thereafter that it senses living flesh within (such as if someone reaches into the bag to pull something out), it is 60% likely to close around the offending member and attempt to draw the whole victim in. The bag has a +8 bonus on grapple checks made to pull someone in.

The bag can hold up to 30 cubic feet of matter. It acts as a *bag of holding type I*, but each hour it has a 5% cumulative chance of swallowing the contents and then spitting the stuff out in some nonspace or on some other plane. Creatures drawn within are consumed in 1 round. The bag destroys the victim’s body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *reality revision*, *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

Moderate conjuration; CL 17th; In effect, this is a creature and cannot be created; Price n/a.

Boots of Dancing: These boots initially appear and function as one of the other kinds of magic boots. But when the wearer is in (or fleeing from) melee combat, *boots of dancing* impede movement, making them behave as if *irresistible dance* had been cast upon them. Only a *remove curse* spell enables the wearer to be rid of the boots once their true nature is revealed.

Strong enchantment; CL 16th; Enchant Wondrous Item, *irresistible dance*; Base Price 30,000 gp, Market Price 60,000 gp.

Bracers of Defenselessness: These appear to be *bracers of armor +5* and actually serve as such until the wearer is attacked in anger by an enemy with a Challenge Rating equal to or greater than their level. At that moment and thereafter, the bracers cause a –5 penalty to AC. Once their curse is activated, *bracers of defenselessness* can be removed only by means of a *remove curse* spell.

Moderate conjuration; CL 16th; Enchant Wondrous Item, *mage armor*, *bestow curse*; Base / Market Price 1,200 gp.

Broom of Animated Attack: This item is indistinguishable in appearance from a normal broom. It is identical to a *broom of flying* by all tests short of attempted use.

If a command is spoken, the broom does a loop-the-loop with its hopeful rider, dumping them on their head from 1d4+5 feet off the ground (no falling damage, since the fall is less than 10 feet). The broom then attacks the victim, swatting the face with the straw or twig end and beating them with the handle end.

The broom gets two attacks per round with each end (two swats with the straw and two with the handle, for a total of four attacks per round). It attacks with a +5 bonus on each attack roll. The straw end causes a victim to be blinded for 1 round when it hits. The handle deals 1d6 points of damage when it hits. The broom has AC 13, 18 hit points, and hardness 4.

Moderate transmutation; CL 10th; Enchant Wondrous Item, *fly*, *animate objects*; Base / Market Price 5,200 gp.

Cloak of Poisonousness: This cloak is usually made of a woolen material, although it can be made of leather. A *detect poison* spell can reveal the presence of poison impregnated in the cloak’s fabric. The garment can be handled without harm, but as soon as it is actually donned the wearer is killed instantly unless they succeed on a DC 28 Fortitude save.

Once donned, a *cloak of poisonousness* can be removed only with a *remove curse* spell; doing this destroys the magical property of the cloak. If a *neutralize poison* spell is then used, it is possible to revive the victim with a *raise dead* or *resurrection* spell, but not before.

Strong abjuration; CL 15th; Enchant Wondrous Item, *poison*, and *limited wish* or *miracle*; Base Price 62,500 gp, Market Price 250,000 gp.

Crystal Hypnosis Ball: This cursed item is indistinguishable from a normal *crystal ball*. However, anyone attempting to use the scrying device becomes fascinated for 1d6 minutes, and a telepathic *suggestion* is implanted in their mind (Will DC 19 negates).

The user of the device believes that the desired creature or scene was viewed, but they have instead come under the influence of a powerful wizard, lich, or even some power or being from another plane. Each further use brings the *crystal hypnosis ball* gazer deeper under the influence of the controller, either as a servant or a tool. Note that throughout this time, the user remains unaware of their subjugation.

Moderate divination; CL 17th; In effect, this is a minor artifact and cannot be created; Price n/a.

Dust of Sneezing and Choking: This fine dust appears to be *dust of appearance*. If cast into the air, it causes those within a 20-foot spread to fall into fits of sneezing and coughing. Those failing a DC 15 Fortitude save take 2d6 points of Constitution damage immediately. In addition, those failing a second DC 15 Fortitude save 1 minute later are dealt 1d6 points of Constitution damage. Those who succeed on either saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

Faint conjuration; CL 7th; Enchant Wondrous Item, *poison*; Base / Market Price 2,400 gp.

Flask of Curses: This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It may contain a liquid, or it may emit smoke. As the flask is opened, all within 30 feet must make a DC 17 Will save or be cursed, taking a –2 penalty on attack rolls, saving throws, and skill checks until a *remove curse* spell is cast upon them.

Moderate conjuration; CL 7th; Enchant Wondrous Item, *bestow curse*; Base / Market Price 2,100 gp.

Gauntlets of Fumbling: These gauntlets may be of supple leather or heavy protective material suitable for use with armor. In the former instance, they appear to be *gloves of Dexterity*. In the latter case, they appear to be *gauntlets of ogre power*. The gauntlets perform according to every test as if they were *gloves of Dexterity* or *gauntlets of ogre power* until the wearer finds themselves under attack or in a life-and-death situation. At that time, the curse is activated. The wearer becomes fumble-fingered, with a 50% chance each round of dropping anything held in either hand. The gauntlets also lower Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell, a *reality revision*, a *wish*, or a *miracle*.

Moderate transmutation; CL 7th; Enchant Wondrous Item, *bestow curse*; Base / Market Price 1,300 gp.

Helm of Opposite Alignment: This metal hat looks like a typical helmet. When placed upon the head, however, its curse immediately takes effect (Will DC 15 negates). On a failed save, the alignment of the wearer is radically altered to an alignment as different as possible from the former alignment—good to evil, chaotic to lawful, neutral to some extreme commitment (LE, LG, CE, or CG). Alteration in alignment is mental as well as moral, and the individual changed by the magic thoroughly enjoys their new outlook. A character who succeeds on their save can continue to wear the helmet without suffering the effect of the curse, but if they take it off and later put it on again, another save is required. The curse only works once; that is, a character whose alignment has been changed cannot change it again by donning the helmet a second time.

Only a *reality revision*, a *wish* or a *miracle* can restore former alignment, and the affected individual does not make any attempt to return to their former alignment. (In fact, they view the prospect with horror and avoid it in any way possible.) If a character of a class with an alignment requirement is affected, an *atonement* spell is needed as well if the curse is to be obliterated. When a *helm of opposite alignment* has functioned once, it loses its magical properties.

Strong transmutation; CL 12th; Enchant Wondrous Item, creator must be 12th level; Base / Market Price 4,000 gp; Weight 3 lb.

Incense of Obsession: These blocks of incense appear to be *incense of meditation*. If meditation and prayer are conducted while *incense of obsession* is burning nearby, its odor and smoke cause the user to become totally confident that their spell ability is superior, due to the magic incense. The user is determined to use their spells at every opportunity, even when not needed or when useless. The user remains obsessed with their abilities and spells until all have been used or cast, or until 24 hours have elapsed.

Moderate enchantment; CL 6th; Enchant Wondrous Item, *bestow curse*; Base / Market Price 200 gp.

Mace of Blood: This +3 *heavy mace* must be coated in blood every day, or its bonus fades away (until the mace is coated again). The character using this mace must make a DC 13 Will save every day it is within his possession or become chaotic evil.

Moderate abjuration; CL 8th; Enchant Arms and Armor, creator must be at least 9th level and chaotic evil; Base / Market Price 16,000 gp.

Medallion of Thought Projection: This device seems like a *medallion of thoughts*, even down to the range at which it functions, except that the thoughts overheard are muffled and distorted, requiring a DC 15 Will save to sort out. However, while the user thinks they are picking up the thoughts of others, all they are really hearing are figments created by the medallion itself. These illusory thoughts always seem plausible and thus can seriously mislead any who rely upon them. What's worse, unknown to the user, the cursed medallion actually broadcasts their thoughts to creatures in the path of the beam, thus alerting them to the user's presence.

Faint divination; CL 7th; Enchant Wondrous Item or Imbue Universal Item, *detect thoughts*, *control sound* or *ghost sound*; Base / Market Price 1,800 gp.

Necklace of Strangulation: A *necklace of strangulation* appears to be a rare and wondrous piece of valuable jewelry and, short of the use of something as powerful as a *miracle*, a *reality revision*, or a *wish*, can only be identified as a cursed item when placed around a character's neck. The necklace immediately constricts, dealing 6 points of damage per round. It cannot be removed by any means short of a *bend reality*, a *limited wish*, a *wish*, a *reality revision*, or a *miracle* and remains clasped around the victim's throat even after their death. Only when they have decayed to a dry skeleton (after approximately one month) does the necklace loosen, ready for another victim.

Strong conjuration; CL 18th; Enchant Wondrous Item, *slay living*; Base Price 60,000 gp, Market Price 240,000 gp.

Net of Snaring: This net provides a +3 bonus on attack rolls but can only be used underwater, thus making it a somewhat useful item rather than what most would really call a cursed item. Underwater, it can be commanded to shoot forth up to 30 feet to trap a creature.

Moderate evocation; CL 8th; Enchant Arms and Armor or Imbue Arms and Armor, *freedom of movement*; Base / Market Price 10,000 gp.

Periapt of Foul Rotting: This engraved gem appears to be of little value. If any character keeps the periapt in their possession for more than 24 hours, they contract a terrible rotting affliction that permanently drains 1 point of Dexterity, Constitution, and Charisma every week. The periapt (and the affliction) can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal*, *bend reality*, *reality revision*, *miracle*, *limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character (a full-round action), whereupon the periapt of foul rotting likewise crumbles.

Faint abjuration; CL 10th; Enchant Wondrous Item, *contagion*; Base / Market Price 17,000 gp.

Potion of Poison: This potion has lost its once beneficial magical abilities and has become a potent poison. The imbibor must make a DC 16 Fortitude save or take 1d10 points of Constitution damage. A minute later they must save again (DC 16) or take 1d10 points of Constitution damage.

Moderate conjuration; CL 12th; Enchant Wondrous Item, *poison*; Base / Market Price 5,000 gp.

Robe of Powerlessness: A *robe of powerlessness* appears to be a magic robe of another sort. As soon as a character dons this garment, they take a –10 penalty to Strength and Intelligence, forgetting spells and magic knowledge accordingly. The robe can be removed easily, but to restore mind and body, the character must receive a *remove curse* spell followed by *heal*.

Moderate transmutation; CL 13th; Enchant Wondrous Item, *bestow curse*, *permanency*; Price 5,500 gp.

Robe of Vermin: The wearer notices nothing unusual when the robe is donned, other than that it offers great magical defense (as a *cloak of protection* +4). However, as soon as they are in a situation requiring concentration and action against hostile opponents, the true nature of the garment is revealed: The wearer immediately suffers a multitude of bites from the insects that magically infest the garment. The wearer must cease all other activities in order to scratch, shift the robe, and generally show signs of the extreme discomfort caused by the bites and movement of these pests.

The wearer takes a –5 penalty on initiative checks and a –2 penalty on all attack rolls, saves, and skill checks. If they try to cast a spell, they must make a Concentration check (DC 20 + spell level) or lose the spell.

Moderate abjuration; CL 13th; Enchant Wondrous Item, *summon swarm*, creator must be at least 13th level; Base / Market Price 16,500 gp.

Ring of Clumsiness: This ring operates exactly like a *ring of feather falling*. However, it also makes the wearer clumsy. They take a –4 penalty to Dexterity and has a 20% chance of spell failure when trying to cast any arcane spell that has a somatic component. (This chance of spell failure stacks with other arcane spell failure chances.)

Strong transmutation; CL 15th; Enchant Ring, *feather fall*, *bestow curse*; Base / Market Price 500 gp.

Scarab of Death: This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than 1 round or carried by a living creature for 1 minute, it changes into a horrible burrowing beetlelike creature. The thing tears through any leather or cloth, burrows into flesh, and reaches the victim's heart in 1 round, causing death. A DC 25 Reflex save allows the wearer to tear the scarab away before it burrows out of sight, but they still take 3d6 points of damage. The beetle then returns to its scarab form. Placing the scarab in a container of wood, ceramic, bone, ivory, or metal prevents the monster from coming to life and allows for long-term storage of the item.

Strong abjuration; CL 19th; Enchant Wondrous Item, *slay living*; Base Price 80,000 gp, Market Price 400,000 gp.

Spear, Cursed Backbiter: This is a +2 *shortspear*, but each time it is used in melee against a foe and the attack roll is a natural 1, it damages its wielder instead of their intended target. When the curse takes effect, the spear curls around to strike its wielder in the back, automatically dealing the damage to the wielder. The curse even functions when the spear is hurled, and in such a case the damage to the hurler is doubled.

Moderate evocation; CL 10th; Enchant Arms and Armor, *bestow curse*; Base / Market Price 7,500 gp.

Stone of Weight (Loadstone): This stone appears to be a dark, smoothly polished stone. It reduces the possessor's base land speed to one-half of normal. Once picked up, the stone cannot be disposed of by any nonmagical means—if it is thrown away or smashed, it reappears somewhere on their person. If a *remove curse* spell is cast upon a *loadstone*, the item may be discarded normally and no longer haunts the individual.

Faint transmutation; CL 5th; Enchant Wondrous Item, *slow*; Base / Market Price 1,000 gp.

–2 Sword, Cursed: This longsword performs well against targets in practice, but when used against an opponent in combat, it causes its wielder to take a –2 penalty on attack rolls.

All damage dealt is also reduced by 2 points, but never below a minimum of 1 point of damage on any successful hit. After one week in a character's possession, the sword always forces that character to employ it rather than another weapon. The sword's owner automatically draws it and fights with it even when they meant to draw or ready some other weapon. The sword can be gotten rid of only by means of *bend reality*, *reality revision*, *limited wish*, *wish*, or *miracle*.

Strong evocation; CL 15th; Enchant Arms and Armor, *bestow curse*, and *limited wish* or *miracle*; Base / Market Price 1,500 gp.

Sword, Berserking: This item appears to have the characteristics of a +2 *greatsword*. However, whenever the sword is used in battle, its wielder goes berserk (gaining all the benefits and drawbacks of the berserker's rage ability). They attack the nearest creature and continue to fight until unconscious or dead or until no living thing remains within 30 feet. Although many see this sword as a cursed object, others see it as a boon.

Moderate evocation; CL 8th; Enchant Arms and Armor, *rage*, *bestow curse*; Base / Market Price 17,500 gp.

Vacuous Grimoire: A book of this sort looks like a normal one on some mildly interesting topic. Any character who opens the work and reads so much as a single word therein must make two DC 15 Will saves. The first is to determine if the reader takes 1 point of permanent Intelligence drain. The second is to find out if the reader takes 2 points of permanent Wisdom drain. To destroy the book, a character must burn it while casting *remove curse*. If the grimoire is placed with other books, its appearance instantly alters to conform to the look of those works.

Strong enchantment; CL 20th; Enchant Wondrous Item, *feeblemind*; Base / Market Price 6,000 gp.



Artifacts

Artifacts are extremely powerful. Rather than merely another form of magic equipment, they are the sorts of legendary relics that whole campaigns can be based on. Each could be the center of a whole set of adventures—a quest to recover it, a fight against an opponent wielding it, a mission to cause its destruction, and so on.

No table has been included to randomly generate specific artifacts, since these items should only enter a campaign through deliberate choice on your part. If you do allow them, they should be incredibly rare. As such, the rarer the item would be, the more expensive it would be considered, with such items typically considered priceless.

Minor Artifacts

Minor artifacts are not necessarily unique items. Even so, they are magic items that no longer can be created, at least by common mortal means.

Minor Artifact Descriptions

Described below is a selection of the most well-known (not necessarily the most numerous) minor artifacts.

Book of Infinite Spells: This work bestows upon any character of any class the ability to use the spells within its pages. However, any character not already able to use spells gains one negative level for as long as the book is in their possession or while they use its power. A *book of infinite spells* contains 1d8+22 pages. The nature of each page is determined by a dice roll: 01–50 (1–10 on d20), arcane spell; 51–100 (11–20 on d20), divine spell.

Determine the exact spell by rolling a d20 on the chart below, then choose or randomly determine a spell of that spell level and type (either divine or arcane) using the spell lists out of the DxD20 Hero's Handbook.

d20 Result	Revealed Spell's Spell Level	Revealed Spell's Caster Level
1	4 th	8 th
2–10	5 th	10 th
11–14	6 th	12 th
15–17	7 th	14 th
18–19	8 th	16 th
20	9 th	18 th

Once a page is turned, it can never be flipped back—paging through a *book of infinite spells* is a one-way trip. If the book is closed, it always opens again to the page it was on before the book was closed. When the last page is turned, the book vanishes.

Once per day the owner of the book can cast the spell to which the book is opened. If that spell happens to be one that is on the character's class spell list, they can cast it up to four times per day. The pages cannot be ripped out without destroying the book. Similarly, the spells cannot be cast as scroll spells, nor can they be copied into a spellbook—their magic is bound up permanently within the book itself. Conversely, you can rule that the spells in a *book of infinite spells* may be copied into a spellbook (assuming the spell is on the owner's spell list), but the copying of the spell causes the page to automatically turn.

The owner of the book need not have the book on their person to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast, there is a chance that the energy connected with its use causes the page to magically turn despite all precautions. The owner knows this and may even benefit from the turning by gaining access to a new spell. The chance of a page turning depends on the spell the page contains and what sort of spellcaster the owner is.

Condition	Chance of Page Turning
Caster employing a spell usable by own class and level	10%
Caster employing a spell not usable by own class and level	20%
Nonspellcaster employing divine spell	25%
Nonspellcaster employing arcane spell	30%

Strong (all schools); CL 18th; Weight 3 lb.

Crescent of the Moon: Legend says that the stone blade of this ancient sickle is carved from rock that came from the moon. Given the age of the specimen, this seems patently impossible, but its previous owners have been unwilling to submit the *crescent* to scientific examination. Experts estimate that it was made during the early iron age, though why one would make a stone blade when metal ones were widely available, no one can say. The *crescent* has a long and colorful history as an object both desired and feared by pagan sects.

This +3 *returning lycanthrope-bane sickle*, with images of the lunar cycle and baying wolves carved into its shaft, can be thrown with a 20' range increment, gaining an additional +2 enhancement bonus and dealing an additional +2d6 points of damage to werewolves, wererats, and other lycanthropes. The *crescent of the moon* also grants its wielder the ability to recognize lycanthropes by sight regardless of their current form—humanoid, hybrid, or animal.

The *crescent of the moon* has other enchantments that activate only during specific times of the day and phases of the lunar cycle. The following effects are active only from dusk to dawn;

Darkvision (60 foot range, or +60 feet) *Scent* (as the special quality)

The following effects are active only from dusk to dawn on the days in question:

New Moon: On the three nights of the new moon, the wielder receives a +10 competence bonus to Hide and Move Silently skill checks.

Waxing: During the period of time between new and full moon, the *crescent* grants its wielder +2 to one physical attribute of choice (either Strength, Dexterity, or Constitution, chosen when the crescent is first acquired, and once selected it cannot be changed afterward).

Full Moon: The sickle is a +5 keen weapon (in addition to its other abilities) when wielded during nights of the full moon (three day duration).

Waning: During the period of time between full and new moon, the *crescent* grants its wielder +2 to one mental attribute of choice (either Intelligence, Wisdom, or Charisma, chosen when the crescent is first acquired, and once selected it cannot be changed afterward).

Strong enchantment; CL 20th; Weight: 4 lb.

Cup of Curing: The origins of this gold chalice, crafted in intricate baroque patters and encrusted with dozens of jewels, are as mysterious as its powers. At various times in history, the cup has an object of worship for nearly every major religion—indeed, there is evidence that its possession has precipitated innumerable wars.

Any liquid drunk from the cup takes on amazing curative powers. Drinking from the cup is a move action that provokes attacks of opportunity. One swallow cures all diseases, blindness, deafness, hit point damage, and all temporary ability damage. It also neutralizes poisons in the drinker's system (so that no additional damage or effects are suffered) and cures mental disorders caused by spells or injury to the brain.

A second swallow in the same sitting removes negative levels and restores permanently drained levels and ability scores.

A third swallow grants the drinker 25 temporary HP and a +5 bonus on saving throws, attack rolls, and skill checks for one day.

A fourth swallow causes the drinker to glow with a brilliant white light. One round later, as the light grows brighter, anyone looking at the person must succeed at a Fortitude save (DC 25) or be struck blind for 2d6 minutes. On the next round, the drinker's body is completely consumed as the light flares—anyone still watching must succeed at a Fortitude save (DC 35) or be struck permanently blind. The following round the light ceases, and the

cup of curing disappears along with any trace of the greedy drinker. No spell can divine where the cup goes or when it will surface again.

A character may drink from the cup on up to five different occasions. The sixth time, they immediately suffer consequences identical to drinking four times in a sitting.

Strong necromancy; CL 20th; Weight: 3 lb.

Dagger of Eternal Unrest: The curved, black blade of this *+3 dagger of wounding* leads into a hilt inlaid with human bones ending in a large black onyx gem. It is a relic formerly used by a cult that performed ritual sacrifices then brought their victims back from the grave as the walking undead.

Three times per day, if the dagger is used in a successful coup de grace, the wielder may choose to have the blade cast *animate dead* on the victim. This creates a zombie under the control of the dagger's wielder. If the dagger changes hands, so too does the zombie's loyalty.

Strong necromancy; CL 20th; Weight: 1 lb.

Deck of Many Things: A *deck of many things* (both beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards or plaques made of ivory or vellum. Each is engraved with glyphs, characters, and sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* who wishes to draw a card must announce how many cards they will draw before they begin. Cards must be drawn within 1 hour of each other, and a character can never again draw from this deck any more cards than they have announced. If the character does not willingly draw their allotted number (or if they are somehow prevented from doing so), the cards flip out of the deck on their own. *Exception:* If the jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck, it is replaced (making it possible to draw the same card twice) unless the draw is the jester or the fool, in which case the card is discarded from the pack. A *deck of many things* contains 22 cards. To simulate the magic cards, you may want to use tarot cards, as indicated in the second column of the accompanying table. If no tarot deck is available, substitute ordinary playing cards instead, as indicated in the third column. The effects of each card, summarized on the table, are fully described below.

Deck of Many Things

Plaque	Tarot Card	Playing Card	Summary of Effect
Balance	XI. Justice	Two of spades	Change alignment instantly.
Comet	Two of swords	Two of diamonds	Defeat the next monster you meet to gain one level.
Donjon	Four of swords	Ace of spades	You are <i>imprisoned</i> .
Euryale	Ten of swords	Queen of spades	–1 penalty on all saving throws henceforth.
The Fates	Three of cups	Ace of hearts	Avoid any situation you choose . . . once.
Flames	XV. The Devil	Queen of clubs	Enmity between you and an outsider.
Fool	0. The Fool	Joker (with trademark)	Lose 10,000 experience points and you must draw again.
Gem	Seven of cups	Two of hearts	Gain your choice of 25 pieces of jewelry or 50 gems.
Idiot	Two of pentacles	Two of clubs	Lose Intelligence (permanent drain). You may draw again.
Jester	XII. The Hanged Man	Joker (without trademark)	Gain 10,000 XP or two more draws from the deck.
Key	V. The Hierophant	Queen of hearts	Gain a major magic weapon.
Knight	Page of swords	Jack of hearts	Gain the service of a 4th-level fighter.
Moon	XVIII. The Moon	Queen of diamonds	You are granted 1d4 wishes.
Rogue	Five of swords	Jack of spades	One of your friends turns against you.
Ruin	XVI. The Tower	King of spades	Immediately lose all wealth and real property.
Skull	XIII. Death	Jack of clubs	Defeat dread wraith or be forever destroyed.
Star	XVII. The Star	Jack of diamonds	Immediately gain a +2 inherent bonus to one ability score.
Sun	XIX. The Sun	King of diamonds	Gain beneficial medium wondrous item and 50,000 XP.
Talons	Queen of pentacles	Ace of clubs	All magic items you possess disappear permanently.
Throne	Four of staves	King of hearts	Gain a +6 bonus on Diplomacy checks plus a small keep.
Vizier	IX. The Hermit	Ace of diamonds	Know the answer to your next dilemma.
The Void	Eight of swords	King of clubs	Body functions, but soul is trapped elsewhere.

Balance: The character must change to a radically different alignment. If the character fails to act according to the new alignment, they gain a negative level.

Comet: The character must single-handedly defeat the next hostile monster or monsters encountered, or the benefit is lost. If successful, the character gains enough XP to attain the next experience level.

Donjon: This card signifies imprisonment— either by the *imprisonment* spell or by some powerful being. All gear and spells are stripped from the victim in any case. Draw no more cards.

Euryale: The medusalike visage of this card brings a curse that only the fates card or a deity can remove. The –1 penalty on all saving throws is otherwise permanent.

Fates: This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen. It can only stop something from happening or reverse a past occurrence. The reversal is only for the character who drew the card; other party members may have to endure the situation.

Flames: Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outsider can't be ended until one of the parties has been slain. Determine the outsider randomly and assume that it attacks the character (or plagues their life in some way) within 1d20 days.

Fool: The payment of XP and the redraw are mandatory. This card is always discarded when drawn, unlike all others except the jester.

Gem: This card indicates wealth. The each piece of jewelry is worth 2,000 gp, the gems 1,000 gp value each.

Idiot: This card causes the drain of 1d4+1 points of Intelligence immediately. The additional draw is optional.

Jester: This card is always discarded when drawn, unlike all others except the fool. The redraws are optional.

Key: The magic weapon granted must be one usable by the character. It suddenly appears in the character's hand.

Knight: The fighter appears and serves loyally until death, being of the same race and gender as the character.

Moon: This card sometimes bears the image of a moonstone gem with the appropriate number of *wishes* shown as gleams therein; sometimes it depicts a moon with its phase indicating the number of *wishes* (full = four; gibbous = three; half = two; quarter = one). These *wishes* are the same as those granted by the 9th-level wizard spell and must be used within a number of minutes equal to the number received.

Rogue: When this card is drawn, one of the character's NPC friends (preferably a cohort) is totally alienated and forever after hostile. If the character has no cohorts, the enmity of some powerful personage (or community, or religious order) can be substituted. The hatred is secret until the time is ripe for it to be revealed with devastating effect.

Ruin: As implied by its name, when this card is drawn, all nonmagical possessions of the drawer are lost.

Skull: A dread wraith appears. Treat this creature as an unturnable undead. The character must fight it alone—if others help, they get dread wraiths to fight as well. If the character is slain, they are slain forever and cannot be revived, even with a *reality revision*, a *wish* or a *miracle*.

Star: The 2 points are added to any ability the character chooses. They cannot be divided among two abilities.

Sun: Roll for a medium wondrous item until a useful item is indicated.

Talons: When this card is drawn, every magic item owned or possessed by the character is instantly and irrevocably gone.

Throne: The character becomes a true leader in people's eyes. The castle gained appears in any open area they wish (but the decision where to place it must be made within 1 hour).

Vizier: This card empowers the character drawing it with the one-time ability to call upon a source of wisdom to solve any single problem or answer fully any question upon their request. The query or request must be made within one year. Whether the information gained can be successfully acted upon is another question entirely.

The Void: This black card spells instant disaster. The character's body continues to function, as though comatose, but their psyche is trapped in a prison somewhere—in an object on a far plane or planet, possibly in the possession of an outsider. A *reality revision*, *wish* or a *miracle* does not bring the character back, instead merely revealing the plane of entrapment. Draw no more cards.

Strong (all schools); CL 20th.

Hammer of Thunderbolts: This +3 *Large returning warhammer* deals 4d6 points of damage on any hit. Further, if the wielder wears a *belt of giant Strength* and *gauntlets of ogre power* and they know that the hammer is a *hammer of thunderbolts* (not just a +3 *warhammer*), the weapon can be used to full effect: It gains a total +5 enhancement bonus, allows all *belt* and *gauntlet* bonuses to stack (only when using this weapon), and strikes dead any giant upon whom it scores a hit (Fortitude DC 20 negates the death effect but not the damage).

When hurled, on a successful attack the hammer emits a great clap of thunder, causing all creatures within 90 feet to be stunned for 1 round (Fortitude DC 15 negates). The hammer's range increment is 30 feet.

Strong evocation, necromancy, and transmutation; CL 20th; Weight 15 lb.

Houdini's Watch Fob (TL 3): This short length of gold chain with a belt clip on one end and a wooden fetish at the other once belonged to the famed stage magician Harry Houdini. The fetish is a crude, tiny carving of a human figure with strange glyphs gouged into its chest and back. Houdini, it is said, was never seen without this fob hooked to his belt—never, that is, except for the night that he died. Since then, some have called the trinket the *fob of fickle fate*.

In the intervening years, the fob has passed through the hands of several collectors, all of whom swear that they will give the artifact a permanent home. Each owner, though, has fallen on hard times, passed away, or come to a particularly valid reason to sell the item less than a year after taking possession. The fob, it seems, does not want to stay in one place.

Anyone wearing the fob gains a +3 luck bonus on Reflex saves, as well as a +6 luck bonus on Balance, Bluff, Climb, Disguise, Escape Artist, Move Silently, and Tumble checks. Furthermore, the fob grants the wearer the Improved Initiative feat. However, the fob always finds a way to move on after one year of ownership, usually disappearing the next time its current owner rolls a natural 1 on a saving throw after the first year has expired.

Strong enchantment; CL 20th; Weight —.

Index of Alexandria: There are four copies of this large, leather-bound, illuminated tome believed to exist (although rumors perpetually circulate about more). They represent the life's work of a monk identified only as Ranald de St. Augustine (exactly which site named for St. Augustine remains unclear). They are Latin translations of a series of Greek scrolls attributed to Aristarchus of Samothrace—the last known librarian of the Great Library of Alexandria—that purport to be a complete index to the 40,000 volumes housed in that legendary temple to knowledge.

Reading the *Index* takes 40 days (which do not have to occur in a row). At the end of each day, the reader must make a Decipher Script check (DC 30) or that day's effort is lost. Upon completing the book, the reader gains +4 Intelligence, +2 Wisdom, and a +3 insight bonus on all Knowledge (arcane lore, art, civics, earth and life sciences, history, physical sciences, psionics, religion, tactics, the planes, or theology and philosophy) checks.

After completely reading the book, a person may return to the volume to try to glean specific information or insight on matters of ancient history, languages and translation, various sciences, theology, and philosophy. (It is up to the GM to decide whether a specific subject falls into one or more of these categories.) This requires 2d6 hours and a successful Research check (DC 25).

Strong divination & transmutation; CL 20th; Weight: 30 lb.

Philosopher's Stone: This rare substance appears to be an ordinary, sooty piece of blackish rock. If the stone is broken open (break DC 20), a cavity is revealed at the stone's heart. This cavity is lined with a magical type of quicksilver that enables any arcane spellcaster to transmute base metals (iron and lead) into silver and gold. A single *philosopher's stone* can turn from up to 5,000 pounds of iron into silver, or up to 1,000 pounds of lead into gold. However, the quicksilver becomes unstable once the stone is opened and loses its potency within 24 hours, so all transmutations must take place within that period.

The quicksilver found in the center of the stone may also be put to another use. If mixed with any *cure* potion while the substance is still potent, it creates a special *oil of life* that acts as a *true resurrection* spell for any dead body it is sprinkled upon.

Strong transmutation; CL 20th; Weight 3 lb.

Sphere of Annihilation: A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. The object is actually a hole in the continuity of the multiverse. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, and utterly destroyed. Only the direct intervention of a deity can restore an annihilated character.

A *sphere of annihilation* is static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort (think of this as a mundane form of telekinesis, too weak to move actual objects but a force to which the sphere, being weightless, is sensitive). A character's ability to gain control of a *sphere of annihilation* (or to keep controlling one) is based on the result of a control check against DC 30 (a move action). A control check is 1d20 + character level + character Int modifier. If the check succeeds, the character can move the sphere (perhaps to bring it into contact with an enemy) as a free action.

Control of a sphere can be established from as far away as 40 feet (the character need not approach too closely). Once control is established, it must be maintained by continuing to make control checks (all DC 30) each round. For as long as a character maintains control (does not fail a check) in subsequent rounds, they can control the sphere from a distance of 40 feet + 10 feet per character level. The sphere's speed in a round is 10 feet +5 feet for every 5 points by which the character's control check result in that round exceeded 30.

If a control check fails, the sphere slides 10 feet in the direction of the character attempting to move it.

If two or more creatures vie for control of a *sphere of annihilation*, the rolls are opposed. If none are successful, the sphere slips toward the one who rolled lowest.

Should a *gate* spell be cast upon a *sphere of annihilation*, there is a 50% chance (1-10 on d20) that the spell destroys it, a 35% chance (11-17 on a d20) that the spell does nothing, and a 15% chance (18-20 on d20) that a gap is torn in the spatial fabric, catapulting everything within a 180-foot radius into another plane. If a *rod of cancellation* touches a *sphere of annihilation*, they negate each other in a tremendous explosion. Everything within a 60-foot radius takes 2d6x10 points of damage. *Dispel magic* & *psionics* and *mage's disjunction* have no effect on a sphere. See also *talisman of the sphere* (below).

Strong transmutation; CL 20th.

Staff of the Magi: A long wooden staff, shod in iron and inscribed with sigils and runes of all types, this potent artifact contains many spell powers and other functions. Some of its powers use charges, while others don't. The following powers do not use charges:

- *Detect magic & psionics*
- *Hold portal*
- *Mage armor*
- *Enlarge person* (Fortitude DC 15 negates)
- *Light*
- *Mage hand*

The following powers drain 1 charge per usage:

- *Dispel magic & psionics*
- *Ice storm*
- *Knock*
- *Passwall*
- *Wall of fire*
- *Fireball* (10d6 damage, Reflex DC 17 half)
- *Invisibility*
- *Lightning bolt* (10d6 damage, Reflex DC 17 half)
- *Pyrotechnics* (Will or Fortitude DC 16 negates)
- *Web*

These powers drain 2 charges per usage:

- *Monster summoning IX*
- *Plane shift* (Will DC 21 negates)
- *Telekinesis* (400 lb. maximum weight; Will DC 19 negates)

A *staff of the magi* gives the wielder spell resistance 23. If this is willingly lowered, however, the staff can also be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this staff converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the staff absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below). The wielder has no idea how many spell levels are cast at them, for the staff does not

communicate this knowledge as a *rod of absorption* does. (Thus, absorbing spells can be risky unless the wielder has Spellcraft to identify spells as they are being cast.)

Retributive Strike: A *staff of the magi* can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the staff are released in a 30-foot spread. All within 10 feet of the broken staff take hit points of damage equal to 8 times the number of charges in the staff, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. A DC 17 Reflex save reduces damage by half.

The character breaking the staff has a 50% chance (11-20 on d20) of traveling to another plane of existence, but if they do not (1-10 on d20), the explosive release of spell energy destroys them. Only specific items, including the *staff of the magi* and the *staff of power* are capable of a retributive strike.

Strong (all schools); CL 20th; Weight 5 lb.

Strategus Shield: It is reputed that this is the shield Julius Caesar carried with him from Britain to Egypt and back to Rome. The shield is said to have disappeared at roughly the same time Caesar was slain by ambitious senators. It has reportedly surfaced from time to time, appearing on auction blocks and being alternately decried as a forgery and contested in bidding wars more savage than any of Caesar's campaigns. (Of course, the shield would have a different history on a different world, but it would almost certainly be equally storied.)

This +3 *large shield* is indestructible, emblazoned with the image of a roaring lion's head, and it allows the bearer to wield any weapon as though they were proficient in its use. It also grants whatever weapon its bearer uses a +3 enhancement bonus (unless it already has a better enhancement bonus). The bearer also has damage reduction 10/magic while grasping the *strategus shield* as well.

Strong abjuration; CL 20th; Weight 5 lb.

Sutra of Tranquil Thought: This monastic tome describes ancient techniques of mental focus and is highly prized by psionic practitioners. If a psionic character who is not evil studies the work during one week of solitary contemplation, they gain 20 bonus power points and experience points sufficient to place them halfway into the next level of experience. Those who use their powers for evil are punished for their impertinence, losing 5d6 x 1,000 XP for defiling the book. In addition, an evil reader must make an immediate DC 15 Will save or become permanently *confused* as if affected by the *insanity* power. Only a *heal*, *psychic surgery* or similarly extreme measures can restore sanity.

The minds of nonpsionic beings are generally too clouded to benefit from the secrets of this book. To anyone without psionic aptitude, the book's pages appear to contain nothing but elaborate patterns and drawings of mysterious beings. However, with a series of five Research skill checks DC 20 over the course of the week of study (can check twice a day with a maximum of one success per day with no consecutive failures), a nonpsionic character can gain the Wild Talent feat. Once it is read, the book vanishes into the Astral Plane to an unknown destination. Even if it is found again, the same character cannot benefit twice from perusing its contents.

Strong telepathy; ML 20th; Weight 3 lb.

Talisman of Pure Good: A good (LG, NG, CG) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of an evil (LE, NE, CE) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if they are not exceptionally pure in thought and deed the evil character gains a DC 19 Reflex saving throw to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of pure good* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, they take 6d6 points of damage. If an evil divine spellcaster touches one, they take 8d6 points of damage. All other characters are unaffected by the device.

Strong evocation [good]; CL 18th.

Talisman of the Sphere: This small adamantine loop and handle are useless to those unable to cast arcane spells. Characters who cannot cast arcane spells take 5d6 points of damage merely from picking up and holding a

talisman of this sort. However, when held by an arcane spellcaster or psionic manifester who is concentrating on control of a *sphere of annihilation*, a *talisman of the sphere* doubles the character's modifier on their control check (doubling both their Intelligence bonus and their character level for this purpose).

If the wielder of a talisman establishes control, they need check for maintaining control only every other round thereafter. If control is not established, the sphere moves toward them. Note that while many spells and effects of cancellation have no effect upon a *sphere of annihilation*, the talisman's power of control can be suppressed or canceled.

Strong transmutation; CL 16th; Weight 1 lb.

Talisman of Reluctant Wishes: A talisman of this sort appears the same as a *stone of controlling earth elementals*. Its powers are quite different, however, and dependent on the Charisma of the individual holding the talisman. Whenever a character touches a *talisman of reluctant wishes*, they must make a DC 15 Charisma check.

If they fail, the device acts as a *stone of weight*. Discarding or destroying it results in 5d6 points of damage to the character and the disappearance of the talisman.

If they succeed, the talisman remains with the character for 5d6 hours, or until a *wish* is made with it, whichever comes first. It then disappears.

If they roll a natural 20, the character finds it impossible to be rid of the talisman for as many months as they have points of Charisma. In addition, the artifact grants them one *wish* for every 6 points of the character's Charisma. It also grows warm and throbs whenever its possessor comes within 20 feet of a mechanical or magic trap. (If the talisman is not held, its warning heat and pulses are of no avail.)

Regardless of which reaction results, a *talisman of reluctant wishes* disappears when its time period expires, leaving behind a 10,000 gp diamond in its stead.

Strong conjuration; CL 20th; Weight 1 lb.

Talisman of Ultimate Evil: An evil (LE, NE, CE) divine spellcaster who possesses this item can cause a flaming crack to open at the feet of a good (LG, NG, CG) divine spellcaster who is up to 100 feet away. The intended victim is swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be evil, and if they are not exceptionally foul and perverse in the sights of their evil deity the good character gains a DC 19 Reflex save to leap away from the crack. Obviously, the target must be standing on solid ground for this item to function.

A *talisman of ultimate evil* has 6 charges. If a neutral (LN, N, CN) divine spellcaster touches one of these stones, they take 6d6 points of damage. If a good divine spellcaster touches one, they take 8d6 points of damage. All other characters are unaffected by the device.

Strong evocation [evil]; CL 18th.

Major Artifacts

Major artifacts are unique items—only one of each such item exists. These are the most potent of magic items, capable of altering the balance of a campaign. Unlike all other magic items, major artifacts are not easily destroyed. Each should have only a single, specific means of destruction (see "Destroying an Artifact", below).

The Annulus: This artifact is the ultimate power nullifier. Forged to keep enemies of vast power at bay, the *Annulus* is an artifact that any being with power points should fear. It has been forgotten in the modern age, and merely finding it would precipitate a great upheaval across the planes.

The *Annulus* is a 1-foot-diameter ring of silvery material. Tiny slots, antennae, spheres, and other intricate projections decorate the exterior of the hoop; however, two smoothed lengths of the ring provide an adequate surface for grasping the item.

The *Annulus* has several powers, all of which require a wielder to tightly grasp the ring with at least one hand. When it is first grasped, knowledge of the artifact's powers immediately flood the wielder's mind. The wielder can access all powers of the *Annulus* at manifester level 20th.

- The *Annulus* generates a continuous *catapsi* effect within a 100-foot-radius of the wielder (who is unaffected).
- The wielder gains a +4 enhancement bonus on any attempt to resist an effect that deals ability damage.

- Once per day, the wielder can trigger an *ultrablast* as a standard action.
- Three times per day, as a standard action, the wielder can trigger an effect similar to *dimensional anchor* that affects all creatures in a 50-foot radius.

The primary power of the *Annulus*, however, is power nullification. Once per year, the wielder can trigger this effect as a special action requiring 10 rounds of continuous concentration to complete. The wielder specifies a target or targets within a 100-foot radius, ranging from a specific individual or item to a group of beings that share the same philosophy. The nullification effect is accompanied by blasts of light, heat, and sound from the *Annulus*. Creatures and items that do not use magic, psionics, or super-powers are unaffected, as are nontargeted beings, but any valid target with power points—regardless of any protection it may possess—disintegrates in a terrific explosion. Nothing is left but floating dust.

It is relatively easy to nullify a single target or a small group of targets but nullifying a more powerful being (such as a demigod or greater entity) taxes the *Annulus* to its limits. If it is used to nullify such a target, the artifact succeeds but is destroyed in the process and cannot be retrieved by any means.

The Moaning Diamond: The *Moaning Diamond* appears to be an uncut diamond the size of a human fist. At all times, it gives forth a baleful moaning sound, as if in pain. Despite the noise, the *Moaning Diamond* is not evil. The wielder of the stone can, three times per day, call upon it to reshape earth and stone as if by the spell *stone shape*, affecting 5,000 cubic feet of material. The *Moaning Diamond* can summon an elder earth elemental with maximum hit points that serves the caster until it is slain. Only one such elemental can be summoned at a time; if it is slain, a new creature cannot be summoned for 24 hours.

The Psicrown of the Crystal Mind: An elaborate crystalline psicrown etched with strange designs, this exceptional psicrown is so invested with power that it is considered an artifact. The *Psicrown of the Crystal Mind* has 1,000 power points when discovered. Anyone who dons the crown instantly knows the number of power points it has at the current time. The crown recharges itself, gaining back 1 power point per day if it currently has fewer than 1,000 points.

The power points in the *Psicrown of the Crystal Mind* can be used to manifest any of the following powers at manifester level 20th (or at the wearer's manifester level if it is higher than 20th).

• <i>Burst</i>	• <i>Catfall</i>
• <i>Concealing amorphia, greater</i>	• <i>Concussion blast</i>
• <i>Daze</i>	• <i>Detect magic & psionics</i>
• <i>Dominate being</i>	• <i>Far hand</i>
• <i>Float</i>	• <i>Mindlink</i>
• <i>Inertial barrier</i>	• <i>Power Resistance 25</i> (constant with no PP cost)
• <i>Telekinesis</i> (all 3 options)	• <i>Teleport, greater</i>
• <i>Thicken skin</i>	• <i>True metabolism</i>

As a special one-time use of the psicrown, the wearer can channel all the remaining charges in the psicrown into an uncontrolled burst of energy. The wearer triggers this use as a standard action. All within 20 feet of the wearer take hit points of damage equal to half the power points left in the staff (Reflex DC 18 half). The wearer inhabits a tiny eye of calm at the center of the destruction and is unharmed, but the psicrown is reduced to a burned-out cinder.

The Orbs of Dragonkind: Each of these fabled orbs contains the essence and personality of an ancient dragon of a different variety (one for each of the major different chromatic, gem, and metallic dragons). The bearer of an *Orb* can *dominate* dragons of its particular variety within 500 feet (as *dominate being*), the dragon being forced to make a DC 25 Will save to resist. (Spell resistance is not useful against this effect.) Each *Orb of Dragonkind* bestows upon the wielder the AC and saving throw bonuses of the dragon within. These values replace whatever values the character would otherwise have, whether they are better or worse. These values cannot be modified by any means short of ridding the character of the *Orb*. A character possessing an *Orb of Dragonkind* is immune to the breath weapon(s)—but only the breath weapon(s)—of the dragon variety keyed to the *Orb*. Finally, a character possessing

an *Orb* can use the breath weapon of the dragon in the *Orb* three times per day. Each *Orb* also has an individual power that can be invoked once per round at 10th caster level.

- *Amethyst Dragon Orb: Concealing amorpha, greater.*
- *Black Dragon Orb: Fly.*
- *Blue Dragon Orb: Haste.*
- *Brass Dragon Orb: Teleport.*
- *Bronze Dragon Orb: Scrying* (Will DC 18 negates).
- *Copper Dragon Orb: Suggestion* (Will DC 17 negates).
- *Emerald Dragon Orb: Dimension door.*
- *Garnet Dragon Orb: Schism.*
- *Gold Dragon Orb: Polymorph.*
- *Green Dragon Orb: Spectral hand.*
- *Red Dragon Orb: Wall of fire.*
- *Ruby Dragon Orb: Energy adaptation, specified* (chosen energy resistance 20).
- *Sapphire Dragon Orb: Remote viewing* (Will DC 18 negates).
- *Silver Dragon Orb: Cure critical wounds.*
- *Topaz Dragon Orb: Metamorphosis.*
- *White Dragon Orb: Protection from energy (cold).*

All *Orbs of Dragonkind* can be used to communicate verbally and visually with the possessors of the other *Orbs*. The owner of an *Orb* knows whether there are dragons within 10 miles at all times. For dragons of the *Orb's* particular variety, the range is 100 miles. If within 1 mile of a dragon of the *Orb's* variety, the wielder can determine the exact location and age of the creature. The bearer of one of these *Orbs* earns the enmity forever of all dragonkind for profiting by the enslavement of one of their kin, even if they later lose the item.

The Saint's Mace: This relic appears to be a simple, well-used cudgel, but its simple appearance hides great power. The *saint's mace* has a +5 enhancement bonus and functions as a heavy mace with the *holy*, *lawful*, and *disruption* special abilities. The wielder can project *searing light* from the mace at will, at caster level 20th.

The Shadowstaff: This artifact was crafted centuries ago, weaving together the wispy strands of shadow itself into a twisted black staff. The *Shadowstaff* makes the wielder slightly shadowy and incorporeal, granting them a +4 bonus to AC and Reflex saves (which stacks with any other bonuses). However, in bright light with no shadows (such as that of the sun, but not a torch) or in absolute darkness with no shadows, the wielder takes a –2 penalty on all attack rolls, saves, and checks. The *Shadowstaff* also has these powers;

- *Summon Shadows:* Three times per day the staff may summon 2d4 shadows. Immune to turning, they serve the wielder as if called by a *summon monster V* spell cast at 20th level.
- *Summon Nightshade:* Once per month, the staff can summon a nightcrawler nightshade that serves the wielder as if called by a *summon monster IX* spell cast at 20th level.
- *Shadow Form:* Three times per day the wielder can become a living shadow, with all the movement powers granted by the *gaseous form* spell.
- *Shadow Bolt:* Three times per day the staff can project a ray attack that deals 10d6 points of cold damage to a single target. The shadow bolt has a range of 100 feet.

The Shield of the Sun: This +5 *large shield*, emblazoned with the symbol of the sun, allows the wielder to cast spells as if they were a 20th-level paladin with a Wisdom score of 20. The spell points gained are cumulative with any existing spell / power points per day that the character might have, even if they're already a paladin. The *Shield of the Sun* also grants spell resistance 20 to its wielder. It also gives universal energy resistance 10, absorbing the first 10 points of damage from any energy attack (fire, cold, acid, electricity, or sonic). In return for all this, once per year the shield's owner must undertake a quest (no saving throw to avoid) at the behest of a good deity with the Sun domain.

A character who is evil or chaotic (LE, NE, CE, CN, CG) gains four negative levels if they attempt to use this artifact. Although these negative levels never result in actual level loss, they remain as long as the shield is in hand and cannot be overcome in any way (including *restoration* spells). The negative levels disappear when the shield is stowed or leaves the wearer's possession.

Destroying an Artifact

Artifacts are unnaturally resilient and can only be destroyed by extraordinary means. The secret to destroying an artifact is often as well-guarded and mysterious as the artifact itself, requiring a successful Research check (DC 30) to uncover.

Destroying the artifact is even more arduous—and frequently the basis for an entire adventure. To illustrate the difficulty of destroying an artifact, several means of destruction are presented below (and the GM is encouraged to devise other means).

- Locate and retrieve the ancient scrolls used to record the artifact's creation and/or history, which will possess a secret on how the artifact can be weakened into something that can be destroyed by conventional means (such as requiring it to be melted down in the furnace, pit, forge, crucible, or kiln that it was created in).
- Use a *gate* or an incantation (see below) to summon and bind a powerful demon, then command it to take the artifact and plunge it into a pit of the Abyss (doesn't destroy the artifact but makes it difficult to re-acquire).
- Find the living descendant of the ancient dynasty responsible for the artifact's creation whose blood, when spilled on the artifact, will cause it to dissolve.
- Place the artifact on an altar in a diametrically-opposed cathedral, then splash it with (un)holy water blessed by a powerful Saint of that church, the last remaining amount of which was stolen from the cathedral in years prior and was last seen in the private art collection of a powerful individual.
- Persuade or trick an appropriate great wyrm dragon into devouring the artifact, which will be consumed in the acids of its stomach but bestow a powerful curse upon the creature as well.
- Locate an enchanted brazier with the power to summon an efreeti noble, then use a wish to command the efreeti to tell you the means to destroy the artifact.

Incantations

Incantations are a different type of magic than the system presented in the DxD20 Hero's Handbook. Incantations function like spells, except a character need not be a spellcaster to cast them. Anyone can cast an incantation simply by performing the correct ritual gestures and phrases. This type of magic system can be added to any scenario, even an Arcane Level 0 scenario. It lends itself to a Lovecraftian scenario, where there is typically no magic to speak of, but lost and forbidden tomes contain incantations that allow their caster to invoke the power of ancient beings from far realms.

Incantations don't use spell slots, so they don't have to be prepared ahead of time, and there's no limit on the number of times one can cast an incantation per day. Since they do not use up spell slots, incantations cannot be improved using metamagic feats. Finally, incantations generally have more powerful, far-reaching effects than even 5th-level spells.

There is, of course, a catch. Incantations take much longer to cast than normal spells. Success with an incantation is never assured, and the consequences for failure can be dramatic. The most powerful incantations can require rituals involving multiple participants, strange or expensive material components, or other aspects that make them difficult to cast.

Discovering Incantations

The instructions for performing incantations are generally found in obscure and esoteric tomes. Such books are filled with "magic spells," and most of them are utterly bogus. But hidden among the dross is the real stuff, and discerning whether an incantation found in a book will work is a matter for experts in arcane lore.

Finding a set of instructions for a particular incantation requires a successful Research check with a DC equal to the Knowledge (arcane lore) DC for the incantation –10. Just learning of the existence of a particular incantation is an easier Research check, with a DC equal to the Knowledge (arcane lore) DC –15.

Casting an Incantation

At its core, casting an incantation means having the required incantation components, then succeeding at a number of Knowledge (arcane lore) checks during the incantation's casting time. Each incantation lists how many Knowledge (arcane lore) checks are required to cast the incantation successfully.

Unless otherwise specified, the caster makes Knowledge (arcane lore) checks every 10 minutes. Failing a Knowledge (arcane lore) check doesn't mean that the entire incantation is a failure, just that the previous 10 minutes have been wasted. However, if you fail two Knowledge (arcane lore) checks in a row, the incantation immediately fails. The consequences for failure are detailed in the description of the specific incantation. Even if the incantation fails, material components and experience points are still lost and the backlash still takes effect.

Incantation Components: Most incantations require components not unlike spells, including verbal (V), somatic (S), focus (F), and material (M) components. In addition, some require secondary casters (abbreviated SC), cause some sort of backlash (abbreviated BL), or cost the caster experience points (abbreviated XP).

Secondary Casters: Some incantations require multiple participants to cast successfully. These secondary casters (abbreviated SC) are indispensable to the success of the spell. No matter how many people are gathered in the dark room, chanting with candles, only one character—generally the one with the highest Knowledge (arcane lore) check—is the primary caster who'll make the relevant skill checks. Secondary casters can't help the primary caster with the Aid Another rules, but their presence is required for certain aspects of the ritual, nonetheless. If an incantation requires some other skill check, any of the secondary casters can make that check if they have a higher bonus than the primary caster. Even if you're not a required caster of the spell, you can step in and make the non-Knowledge check if you're better at the relevant skill than the actual caster.

Backlash: Some spells damage or drain the caster in some way. They have a backlash component (abbreviated BL), generally damage, negative levels, or some other condition. The caster takes the backlash regardless of the success or failure of the spell.

Experience Point Cost: Like standard spells, many incantations have an experience point cost, paid by the primary caster. The experience point cost is paid at the beginning of the incantation, regardless of whether it is successfully cast (a major reason why attempts to cast incantations should not be taken casually).

Saves and Spell Resistance: If the incantation allows a save, the formula to calculate it is included in the spell's description. For checks to overcome spell resistance, divide the incantation's Knowledge (arcane lore) DC by 2 to get the effective caster level for the spell resistance check.

Incantations as Spell-Like Abilities: Some creatures have spell-like abilities that duplicate the effects of incantations. There's no chance of failure and no backlash for such spell-like abilities, which don't require components of any kind and take only an attack action to activate.

Failed Incantations

Each incantation has its own consequences for failure (two failed skill checks in a row). The consequences of failure should not be confused with backlash; a spell's backlash always affects the caster, not just when the incantation fails. In general, the consequences for failure can be divided into the following categories.

Attack: A creature is called from elsewhere to battle the caster (and often any bystanders and secondary casters). The incantation's description tells the GM what Challenge Rating the creature should have, how it behaves, and how long it persists.

Augment: The incantation was supposed to weaken or destroy its target, but it makes it more powerful instead. A damaging spell might heal its target or cause it to grow in size, for example.

Betrayal: The incantation seemingly succeeds, but the subject of the incantation (or in rare cases the caster) loses all allegiances and gains their opposites. In general, the subject now hates all it loved before the incantation. The subject may keep its new allegiances a secret. Whenever a character attempts an incantation with a chance of betrayal failure, the GM should make the relevant die rolls in secret.

Damage: The simplest consequence of failure, damage is dealt to the caster or the target, depending on the incantation.

Death: Someone—usually the caster or the target—dies. Depending on the incantation, a successful saving throw may avoid the effect of failure.

Delusion: The caster believes the incantation had the desired effect, but in fact it had no effect or a very different one.

Falsehood: Common with divinations, the incantation delivers false results to the caster, but the caster believes the results are true. Whenever a character attempts an incantation with a chance of falsehood failure, the GM should make the relevant die rolls in secret.

Hostile Spell: The caster of the incantation is targeted by a harmful spell or incantation. The spell description specifies the specific spell or incantation, save DC, and so on.

Mirrorcast: The spell has the opposite effect of that intended.

Reversal: The spell targets the caster, rather than the intended target of the incantation.

Other Incantations

The list given below is just a sample of the possibilities for incantations. As you will likely notice, these incantations mimic spells that already exist in the DxD20 Hero's Handbook, with nuances and variations. Similarly, any spell in the Hero's Handbook can be converted into an incantation. Or, especially creative players and/or GMs can develop new incantations. Ultimately, the key differences between using incantations and using the standard magic system is that incantations consist of powerful ritual magic, requiring successful Knowledge (arcane lore) checks to cast. Unlike spells, incantations do not require spellcasting ability, do not take up spell slots, cannot be improved using metamagic feats, cannot be cast in combat, and need not be prepared ahead of time.

A system for creating incantations is provided after the descriptions for some of the most common incantations given here. Table: Incantation Skill and Time Requirements and Table: Incantation Components and Consequences give a quick breakdown of the incantations presented.

Table: Incantation Skill and Time Requirements

Incantation	Arcane Lore DC (Req'd Successes)	Other Skill and DC (Req'd Successes)	Casting Time
Baleful Polymorph	DC 41 (x6)	Knowledge: Earth & Life Sciences DC 20 (x1)	70-140 minutes
Bibliolalia	DC 33 (x6)	None	60-120 minutes
Body Double	DC 39 (x6)	Disguise DC 20 (x1)	7-14 hours
Caduceus	DC 31 (x4)	Treat Injury DC 20 (x2)	6-12 hours
Cast into Shadow	DC 33 (x6)	None	60-120 minutes
Control Weather	DC 34 (x6)	None	60-120 minutes
Create Clone	DC 32 (x7)	Knowledge: Earth & Life Sciences DC 20 (x1)	8-16 hours
Create Golem	DC 32 (x7)	None	7-14 hours
Create Undead	DC 31 (x7)	Knowledge: Theology & Philosophy DC 20 (x1)	8-16 hours
Dedicate Site	DC 35 (x5)	Knowledge: Theology & Philosophy DC 25 (x1)	6-12 hours
Greater Dispel Magic	DC 31 (x4)	Spellcraft DC 20 (x2)	60-120 minutes
Mystic Veil	DC 34 (x7)	None	70-140 minutes
Polymorph	DC 31 (x5)	Knowledge: Earth & Life Sciences DC 20 (x1)	60-120 minutes
Possession	DC 34 (x6)	None	60-120 minutes
Quartz Compulsion	DC 33 (x6)	Intimidate DC 20 (x2)	80-160 minutes
Satellite Tracking	DC 34 (x6)	Computer Use DC 20 (x2)	80-160 minutes
Sigil of Algos	DC 32 (x6)	None	60-120 minutes
Sigil of Lyssa	DC 35 (x7)	None	70-140 minutes
Subjugate Outsider	DC 33 (x6)	None	6-12 hours
Teleport	DC 31 (x5)	Navigate DC 20 (x1)	60-120 minutes

Table: Incantations Components and Consequences

Incantation	Components	XP Cost	Failure Consequences
Baleful Polymorph	V, S, M, F, SC (x12)	No	Reversal (upon secondary casters)
Bibliolalia	V, S, F, XP	200 XP	Falsehood (wrong information provided)
Body Double	V, S, M, XP	1,000 XP	Betrayal (opposite of caster)
Caduceus	V, S, F	No	Death (of target)
Cast into Shadow	V, S, M, XP, BL	1,000 XP	Attack (from an Outsider of target's plane)
Control Weather	V, S, SC (x12)	No	Mirrorcast (opposite weather effect)
Create Clone	V, S, M, F, XP	500 XP	Betrayal (of clone against caster)
Create Golem	V, S, M, XP	400 XP	Attack (golem goes berserk)
Create Undead	V, S, M, XP	100 XP	Attack, Betrayal (attacks caster)
Dedicate Site	V, S, M, SC, BL	No	Hostile Spell (is a Curse upon caster)
Greater Dispel Magic	V, S, M, BL	No	Augment (doubles an aspect of target spell)
Mystic Veil	V, S, M	No	Delusion (caster believes spell is working)
Polymorph	V, S, M, F	No	Damage (caster suffers 12d6 damage)
Possession	V, S, M, XP	1,000 XP	Mirrorcast (caster trapped, soul enters caster)
Quartz Compulsion	V, S, F, BL	No	Reversal (caster is compelled by target instead)
Satellite Tracking	V, S, F	No	Falsehood (wrong information provided)
Sigil of Algos	V, S, M, XP	500 XP	Reversal (sigil affects caster immediately)
Sigil of Lyssa	V, S, M, XP	750 XP	Reversal (sigil affects caster immediately)
Subjugate Outsider	V, S, M, SC, BL	No	Attack (summoned Outsider attacks caster)
Teleport	V, S, SC, BL	No	Mirrorcast (arrive at random location)

Incantation Descriptions

Baleful Polymorph (Transmutation)

Skill Check: Knowledge (arcane lore) DC 41, 6 successes, and Knowledge (earth and life sciences) DC 20, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, F, SC; **Casting Time:** 70 minutes (minimum); **Range:** Touch; **Target:** Helpless creature touched; **Duration:** Permanent; **Saving Throw:** Fortitude negates (DC 17 + caster's Cha modifier) and see text; **Spell Resistance:** Yes

As the *polymorph* incantation, except that you change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, toad, or viper). If the new form would prove fatal to the creature (such as polymorphing a landbound target into a fish), the subject gets a +4 bonus on the save. If the incantation succeeds, the target must also make a Will save. If this second save fails, the creature gains the Intelligence, Wisdom, and Charisma scores of its new form. It still retains its class and level, hit points, base attack bonus, base save bonuses, allegiances, extraordinary abilities, supernatural abilities, and spell-like abilities, as well as any spellcasting ability possessed.

Note that incorporeal or gaseous creatures are immune to being polymorphed, and a shapeshifter (such as a werewolf) can revert to its natural form as a move action.

Material Component: Laboratory equipment and alchemical supplies, costing \$10,000 (purchase DC 26).

Focus: Part of the kind of creature that the target will turn into, such as a hair, scale, or feather. If you have a living, helpless creature that can serve as a model for the target creature, you gain a +2 bonus on the Knowledge (arcane lore) checks required for this incantation.

Secondary Casters: 12 required (not including the primary caster).

Failure: Reversal on all secondary casters, using the same saving throw DC.

Bibliolalia (Divination)

Skill Check: Knowledge (arcane lore) DC 33, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, F, XP; **Casting Time:** 60 minutes (minimum); **Range:** Personal; **Target:** You; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

The *bibliolalia* incantation puts you in an oracular trance as you pore through books in a library. At the incantation's conclusion, you uncover lore about an important person, place, or thing beyond the limits of mundane research.

The information gleaned through a *bibliolalia* incantation isn't necessarily known to anyone, and it may not be in any of the books in the library. Nonetheless, something within the books triggers the burst of magical inspiration that reveals the information.

No set of rules can adequately describe how much information the *bibliolalia* incantation provides. If you have the item or person at hand, you'll learn more than if you just have a name or a cryptic clue.

Focus: A large library with at least a token occult section (purchase DC 25).

Experience Point Cost: 200 XP.

Failure: Falsehood. The *bibliolalia* incantation reveals information that seems accurate but is actually misleading.

Body Double (Conjuration [Creation])

Skill Check: Knowledge (arcane lore) DC 39, 6 successes (and see text) and Disguise DC 20, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M (see text), XP; **Casting Time:** 7 hours (minimum); **Range:** Touch; **Effect:** One duplicate creature; **Duration:** 12 days; **Saving Throw:** None; **Spell Resistance:** No

The *body double* incantation creates a duplicate of any creature formed from mystic clay, with alchemical blood and an eldritch life of its own. At first glance, the duplicate appears to be exactly the same as the creature you modeled it after, but there are differences: The *body double* has only half the level or Hit Dice (which affects its skills, feats, and class features). It has the surface mannerisms and personality of the real creature, but its Intelligence, Wisdom, and Charisma scores are all 5. Creatures familiar with the original might detect the ruse with a successful Spot check. You must make a Disguise check when you cast the incantation to determine how good

the likeness is, and this Disguise check sets the DC for Spot checks (to notice imperfections in the duplication) and Sense Motive checks (to discern that the *body double* is behaving oddly).

At all times the *body double* remains under your absolute command. No special telepathic link exists, so command must be exercised in some other manner. The *body double* has no ability to become more powerful. It cannot earn experience points. If destroyed, it reverts to clay and melts into a vaguely humanoid lump within 1 minute. The *body double* doesn't naturally heal and responds to neither conventional medicine nor natural healing. A complex process requiring at least one day, materials (purchase DC 5 + 1 per hit point), and a fully equipped magical laboratory can repair damage to the *body double*.

Material Component: The spell is cast over an elaborate clay simulacrum of the creature to be duplicated, and some piece of the creature (a hair or fingernail, for instance) must be placed within the clay. Additionally, the incantation requires rare earths and unguents costing \$50,000 (purchase DC 31).

XP Cost: 1,000 XP.

Failure: Betrayal. The *body double* has allegiances opposite the original creature and a pathological hatred of both the original creature and the caster. Furthermore, the *body double* isn't under the command of the caster, although it may play along for a while as it learns about its new enemies.

Caduceus (Conjuration [Healing])

Skill Check: Knowledge (arcane lore) DC 31, 4 successes, and Treat Injury DC 20, 2 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, F; **Casting Time:** 6 hours (minimum); **Range:** Touch; **Target:** Living creature; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Caduceus enables you to channel magic into a creature to wipe away injury and afflictions. It immediately ends any and all of the following adverse conditions affecting the target: temporary ability damage (but not permanent ability drain), blindness (including dazzled effects), confusion or insanity, daze, deafness, fatigue, exhaustion, feeble-mindedness, nausea, and poison. It also cures up to 150 points of damage. A single casting of the incantation is enough to simultaneously achieve all these effects.

Caduceus also removes negative levels, but it does not restore permanently drained levels. The *caduceus* incantation has no effect on undead or constructs.

Focus: Medical equipment found in a hospital emergency room (purchase DC 25).

Failure: Death. Target must succeed at a Fortitude save (DC 15) or die. If the save succeeds, the target is reduced to -1 hit points, unless they were already below that.

Cast into Shadow (Abjuration)

Skill Check: Knowledge (arcane lore) DC 33, 6 successes (see text); **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, XP, BL; **Casting Time:** 1 hour (minimum); **Range:** 55 ft.; **Target:** One or more outsiders, no two of which can be more than 30 ft. apart; **Duration:** Permanent; **Saving Throw:** Fortitude negates (DC 16 + caster's Cha modifier) and see text; **Spell Resistance:** Yes

The *cast into Shadow* incantation enables you to force Outsiders (usually, but not always, fiends) away from this world, trapping them in their home dimension. Up to 2 HD of creatures per caster level can be sent away in this fashion.

To target a creature, you must present at least one object or substance that it hates, fears, or is otherwise inimical to it. If you successfully overcome the target's spell resistance, and the target fails its save, the target disappears, cast back to its home plane.

Options: If the target or targets are all helpless, the DC for the incantation is reduced by -6. At the GM's option, certain rare items might work twice as well (each providing +2 against spell resistance and +4 on the spell's DC).

Material Component: An object the creature hates, fears, or opposes. Discovering such an item may require a Research check.

Experience Point Cost: 1,000 XP.

Backlash: Caster is exhausted.

Failure: Attack from an outsider of the same allegiance. The attacking outsider has a Challenge Rating equal to the average party level +1. It attacks the caster within a few rounds of the incantation's failure. It has been brought to this world by the failed incantation, so it may retreat and try to make a home for itself here. It will always bear a grudge against the caster for bringing it here, however, and it is a potential source of later mischief.

Control Weather (Evocation)

Skill Check: Knowledge (arcane lore) DC 34, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, SC; **Casting Time:** 60 minutes (minimum); **Range:** Two miles; **Area:** Two-mile-radius circle, centered on you; **Duration:** 24 hours (D); **Saving Throw:** None; **Spell Resistance:** No

You change the weather in the local area. It takes 10 minutes for the effects to manifest after the incantation is completed. The current, natural weather conditions are determined by the GM. You can call forth weather appropriate to the climate and season of the area you are in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as you left it for the duration, or until you use an attack action to designate a new kind of weather (which fully manifests itself 10 minutes later).

Contradictory conditions are not possible simultaneously— fog and strong wind, for example. *Control weather* can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them. *Secondary Casters:* 12 required (not including the primary caster).

Failure: Mirrorcast. The opposite weather effect manifests over the course of 10 minutes (rain rather than a heat wave, for example, or a thaw rather than a blizzard). This weather persists for 4d12 hours and cannot be dismissed.

Create Clone (Necromancy)

Skill Check: Knowledge (arcane lore) DC 32, 7 successes, and Knowledge (earth and life sciences) DC 20, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, F, XP; **Casting Time:** 8 hours (minimum) and see text; **Range:** Touch; **Effect:** One clone; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This incantation makes an inert duplicate of a creature. If the original individual has been slain, the original's soul transfers to the clone, creating a replacement. The original's physical remains, should they still exist, become inert matter and cannot thereafter be restored to life.

To create the duplicate, you must have a piece of flesh (not hair, nails, scales, or the like) taken from the original's living body, with a volume of at least 1 cubic inch. The piece of flesh need not be fresh, but it must be kept from rotting (through periodic applications of *cure minor wounds* or more advanced medical means). Prior to the incantation being cast, the duplicate body must be grown in a laboratory for 2d4 months.

When the clone is completed, if the original is dead, the original's soul enters the clone. The clone has the personality, memories, skills, and levels the original had at the time the piece of flesh was taken. However, the replacement must be at least one level lower than the original was at the time of death. If the original was 1st level, the clone's Constitution score drops by 1; if this would give the clone a Constitution score of 0, the incantation fails. If the original creature has lost levels since the flesh sample was taken and died at a lower level than the clone would otherwise be, the clone is at the level at which the original died.

The spell duplicates only the original's body and mind, not its equipment. A duplicate can be grown while the original still lives, or when the original soul is somehow unavailable, but the resulting creature is merely a soulless bit of inert flesh, which rots if not somehow preserved.

Material Component: The piece of flesh and various laboratory supplies costing \$20,000 (purchase DC 28).

Focus: Genetics laboratory worth at least \$1,000,000 (purchase DC 42).

Experience Point Cost: 500 XP.

Failure: Betrayal, and possibly reversal as well. If the caster and cloned creature were allies or neutral toward one another, then the cloned creature gains allegiances opposite the ones it once had. If the caster and cloned creature were enemies, then each one gains the allegiances the other one had (although neither one knows the other has new allegiances).

Create Golem (Conjuration [Creation])

Skill Check: Knowledge (arcane lore) DC 32, 7 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, XP; **Casting Time:** 7 hours (minimum); **Range:** Touch; **Target:** One corpse; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This incantation fuses an elemental spirit with a patchwork collection of body parts knitted into a single bipedal form. *Create golem* brings a flesh golem to life under your command. The golem can follow simple instructions. It does not speak.

Options: If you want to create a gear golem rather than a flesh golem, increase the DC of the Knowledge (arcane lore) check by +8 and increase the experience point cost to 700 XP. If you want to create an advanced golem, increase the DC of the Knowledge (arcane lore) check by +2 for each additional Hit Die.

Material Component: The body of the golem must be made to exacting eldritch specifications, with rare ingredients and unusual components costing \$50,000 (purchase DC 31).

Experience Point Cost: 400 XP.

Failure: Attack. The golem immediately goes berserk, attacking everyone and everything.

Create Undead (Necromancy [Evil])

Skill Check: Knowledge (arcane lore) DC 31, 7 successes, and Knowledge (theology and philosophy) DC 20, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, XP; **Casting Time:** 7 hours (minimum); **Range:** Touch; **Target:** One corpse or skeleton; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

Much more potent than the *animate dead* spell, this evil incantation allows you to create a powerful undead creature from the creature's dead remains. The incantation raises a corpse as a liquefied zombie, mummy, or vampire. It turns a skeleton into an ash wraith or spirit, and the bones turn to dust upon completion of the incantation. This incantation must be cast at night.

You can create an undead creature up to 20 Hit Dice, and you may control up to 20 Hit Dice of undead at a time. If you create new undead in excess of this amount, older undead slip from your control.

Options: The type of undead you're creating has a great influence on the Knowledge (arcane lore) check DC. Apply the following modifiers: animating spirit -10, frightful spirit -8, groaning spirit -6, Small or smaller liquefied zombie -4, Medium liquefied zombie -2, weakening spirit +0, mummy +0, Large liquefied zombie +0, possessing spirit +2, Huge liquefied zombie +2, ash wraith +4, Gargantuan liquefied zombie +8, Colossal liquefied zombie +10.

If you're creating a vampire, increase the DC of the Knowledge (arcane lore) check by the vampire's Hit Dice + 4.

Material Components: A clay pot filled with grave dirt and another filled with brackish water. The spell requires a creature's corpse or complete skeletal remains. You must place a black onyx gem (purchase DC 20) into the mouth of the corpse or skeleton. The magic of the spell turns the gem into a worthless shell.

Experience Point Cost: 100 XP.

Failure: Betrayal and attack. An unintelligent undead creature rises and attacks the caster immediately, fighting until slain. An intelligent undead will assess the immediate situation, and if it is unfavorable the undead will flee, but the creature has a hatred for the caster, and its goal in unlife is to destroy the caster.

Dedicate Site (Evocation [Good])

Skill Check: Knowledge (arcane lore) DC 35, 5 successes, and Knowledge (theology and philosophy) DC 20, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SC, BL; **Casting Time:** 6 hours (minimum); **Range:** Touch; **Area:** 120-ft.-radius emanation centered on touched point; **Duration:** One year; **Saving Throw:** See text; **Spell Resistance:** See text

Dedicate site makes a particular place, building, or structure particularly attuned to a specific allegiance. This has two major effects.

First, the site or structure is guarded by a *magic circle* effect (as the spell) against any allegiance you choose.

Second, you may choose to fix a single spell effect to the dedicated site. The spell effect lasts for one year and functions throughout the entire site, regardless of the normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share an allegiance with you, or creatures that have another allegiance. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting the *dedicate site* incantation again.

Spell effects that may be tied to a dedicated site include *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *detect magical aura*, *discern lies*, *dispel magic & psionics*, *freedom of movement*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*. Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *dedicate site* spell (and its associated spell effect) at a time.

Material Component: Various symbols relevant to your allegiance (purchase DC 25).

Secondary Casters: 11 required (not including the primary caster).

Backlash: All casters are exhausted.

Failure: Hostile spell. The primary caster is targeted with a *bestow curse* spell, but they do not get a saving throw or spell resistance. The GM chooses the exact curse.

Greater Dispel Magic (Abjuration)



Skill Check: Knowledge (arcane lore) DC 31, 4 successes, and Spellcraft DC 20, 2 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, BL; **Casting Time:** 60 minutes (minimum); **Range:** 220 ft.; **Target:** One spellcaster, creature, or object; or 30-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

As the *dispel magic & psionics* spell, except that the bonus on the dispel check is +15, not the caster level, unless the caster's level is higher. Additionally, *greater dispel magic* has a chance to dispel any effect that *remove curse* can remove, even if *dispel magic & psionics* can't dispel that effect.

Material Component: Various rare incenses, herbs, and reagents (purchase DC 20).

Backlash: Caster takes 4d6 points of damage.

Failure: Augment. One characteristic of the magical effect targeted (area, range, duration, etc.) doubles. The target spell might deal twice as much damage or a curse might bestow twice the penalty, for example. The GM determines which aspect of the target spell is so augmented.

Mystic Veil (Illusion)

Skill Check: Knowledge (arcane lore) DC 34, 7 successes (and see text); **Failure:** Two consecutive failed skill checks; **Components:** V, S, M (see text), B; **Casting Time:** 70 minutes (minimum); **Range:** 55 ft.; **Effect:** Visual and audible figment that covers 12 10-foot cubes (S); **Duration:** 12 hours; **Saving Throw:** None or Will disbelief (if interacted with) (see text); **Spell Resistance:** No

This incantation combines several elements to create a powerful protection from scrying and direct observation. When casting the incantation, you dictate what will and will not be observed in the incantation's area. The illusion created must be stated in general terms. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by you with no save allowed. Sight and sound are appropriate to the illusion created. A band of people standing in a meadow could be concealed as an empty meadow with birds chirping, for instance.

Direct observation may allow a save (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly, onlookers in the area would become suspicious if marching soldiers disappeared at one point to reappear at another. Even entering the area does not cancel the illusion or necessarily allow a save, assuming that hidden beings take care to stay out of the way of those affected by the illusion.

Options: You can create the material component for the *mystic veil* illusion yourself at no cost. If you do, the incantation also requires a successful Craft (visual arts) check (DC 34).

Material Component: Realistic paintings, digitally-altered photos, or other representations of the desired illusion with a market value of \$1,000 or more (purchase DC 18).

Backlash: Caster takes 2d6 points of damage.

Failure: Delusion. The caster and anyone else present at the conclusion of the incantation believe the *mystic veil* is effective, but no one else is fooled.

Polymorph (Transmutation)

Skill Check: Knowledge (arcane lore) DC 31, 5 successes, and Knowledge (earth and life sciences) DC 20, 1 success;

Failure: Two consecutive failed skill checks; **Components:** V, S, M, F; **Casting Time:** 60 minutes (minimum); **Range:** Touch; **Target:** Willing creature touched; **Duration:** 12 minutes; **Saving Throw:** Fort negates; **Spell Resistance:** Yes

The *polymorph* incantation gives a creature another form that you designate, which must be within one size category of the subject's normal size. The new form can have no more Hit Dice than you or the subject has (whichever is greater), and in any case the assumed form cannot have more than 15 Hit Dice. You can transform the subject into an average member of its own species. The new form cannot be an elemental, outsider, or undead unless the subject is that type already. The new form can't be incorporeal or gaseous.

The subject's Strength, Dexterity, and Constitution scores change to the average scores for the new form.. The subject doesn't gain or lose any hit points, regardless of its new Constitution score.

The subject retains its own Intelligence, Wisdom, and Charisma scores. The subject's class and level, hit points, alignment, base attack bonus, and base save bonuses all remain the same. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The subject also retains all extraordinary, supernatural, and spell-like abilities, as well as any spellcasting ability.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. The subject is effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

The subject acquires the physical qualities of the new form while retaining its own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, up to a maximum speed of 120 feet for flying or 60 feet for nonflying), darkvision and/or low-light vision, natural armor bonus, natural weapons (such as claws, bite, and so on), species skill bonuses, species bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow a character to make more attacks (or more advantageous two-weapon attacks) than normal.

The subject also gains any extraordinary special qualities possessed by the new form. You do not gain any extraordinary special qualities not listed above under physical qualities, such as blindsight, fast healing, regeneration, energy resistance, scent, or spell resistance. You do not gain any supernatural abilities or spell-like abilities of the new form.

If the new form is capable of speech, the subject can communicate normally. Though the subject retains any spellcasting ability he had in his original form, the form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have humanlike hands to use somatic or material components.

When the *polymorph* occurs, the subject's equipment, if any, either remains worn or held by the new form (if the new form is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When the subject reverts to his true form, any objects previously melded into the new form reappear in the same locations they previously were and are once again functional. Any new items he wore in polymorphed form and can't wear in his normal form fall off and land at his feet; any that he could wear in either form or carried in a body part common to both forms (mouth, hands, or the like) at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

Options: If you have a living, helpless creature that can serve as a model for the target creature, the DC on the Knowledge (arcane lore) checks for this incantation is reduced by -2.

Material Component: Part of the kind of creature that the target will turn into, such as a hair, scale, or feather.

Focus: Laboratory equipment worth \$10,000 or more (purchase DC 26).

Failure: Damage. The target takes 12d6 points of damage.

Possession (Necromancy)

Skill Check: Knowledge (arcane lore) DC 34, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, XP; **Casting Time:** 60 minutes (minimum); **Range:** Touch; **Target:** One helpless creature of fewer Hit Dice than you; **Duration:** 12 hours (D); **Saving Throw:** Will negates (DC 16 + caster's Charisma modifier); **Spell Resistance:** Yes

By casting the *possession* incantation, you place the subject's soul in a receptacle (a gem or large crystal) while your soul inhabits the subject's body, leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the receptacle. The spell ends when you send your soul back to your own body (restoring the subject's soul to its body and causing the receptacle to crumble into dust).

You possess the body and force the creature's soul into the receptacle unless the subject succeeds at a Will save. Failure to take over the host leaves your life force in your body, and the receptacle turns to dust. If successful, your life force occupies the host body, and the host's life force is imprisoned in the receptacle. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities.

The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can't choose to activate the body's extraordinary or supernatural abilities. The creature's spells and spell-like abilities do not stay with the body. As an attack or move action, you can send the trapped soul back to its body and return to yours. This ends the spell.

If the host body is slain, you return to your body and the life force of the host departs (that is, it is dead). If the spell ends while you are in a host, you return to your body and the soul in the receptacle returns to its body. Destroying the receptacle ends the spell and returns both souls to their original bodies. The spell can be dispelled at either the receptacle or the host.

When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

Material Component: A large gem or crystal to serve as a receptacle worth \$50,000 or more (purchase DC 31).

Experience Point Cost: 1,000 XP.

Failure: Mirrorcast. You wind up trapped inside the receptacle, and the subject's soul inhabits your body.

Quartz Compulsion (Enchantment [Compulsion; Mind-Affecting, Language-Dependent])

Skill Check: Knowledge (arcane lore) DC 33, 6 successes, and Intimidate DC 20, 2 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, F, BL; **Casting Time:** 80 minutes (minimum); **Range:** Unlimited; **Target:** One creature with fewer Hit Dice than you; **Duration:** 16 hours (see text); **Saving Throw:** Will partial (DC 18 + caster's Cha modifier); **Spell Resistance:** Yes

The *quartz compulsion* incantation lets you telepathically contact the subject by gazing through a quartz shard, regardless of where the subject is located. You can telepathically converse for 16 minutes with the subject.

Your telepathic contact can also contain a *suggestion* (as per the *suggestion* psionic power), which the subject does her best to carry out. A successful Will save negates the suggestion effect but not the contact itself. Telepathic communication is possible even if the creature's Intelligence score is as low as 1, but you must have a language in common with the subject to communicate. If the message is impossible or meaningless according to the circumstances that exist for the subject at the time the *quartz compulsion* comes, the message is understood but the *suggestion* is ineffective.

Focus: A carefully cut shard of quartz worth \$5,000 or more (purchase DC 23).

Backlash: Caster is exhausted.

Failure: Reversal. You converse with the subject normally, but the *suggestion* attempt automatically fails, and the subject can instead compel you (as per the *suggestion* psionic power). You don't get a saving throw, and spell resistance does not apply. Depending on the specific *suggestion*, you may not realize that your attempt failed or that you've been compelled.

Satellite Tracking (Divination)

Skill Check: Knowledge (arcane lore) DC 34, 6 successes, and Computer Use DC 20, 2 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, F; **Casting Time:** 80 minutes (minimum); **Range:** Unlimited; **Target:** One living creature or object; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

A *satellite tracking* incantation is among the most powerful means of locating creatures or objects. You learn the exact location of a single individual or object. *Satellite tracking* circumvents normal means of protection from scrying or location.

The incantation reveals global positioning system (GPS) coordinates for the subject, and a successful computer search supplies the name of the location (place, name, business name, building name, or the like), community, county (or similar political division), and country where the subject lies.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched the object at least once.

Focus: A satellite dish, computer, and telemetry software worth \$7,500 or more (purchase DC 25).

Failure: Falsehood. The caster obtains bogus GPS data. At the GM's discretion, the bogus data may lead the caster to a creature or object thematically similar to the intended target. For this reason the GM should make the skill checks in secret.

Sigil of Algos (Enchantment [Compulsion; Mind-Affecting])

Skill Check: Knowledge (arcane lore) DC 32, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, XP; **Casting Time:** 60 minutes (minimum); **Range:** Touch; **Effect:** 60 ft. burst centered on magic rune (see text); **Duration:** 12 minutes (and see text); **Saving Throw:** Will negates (DC 16 + caster's Charisma modifier); **Spell Resistance:** Yes

This incantation, named after the Greek god of pain, allows you to scribe a potent rune of power upon a surface. When triggered, the *sigil of Algos* causes one or more creatures within 60 feet of the rune (treat as a burst) to suffer wracking pain if they fail a Fortitude save. The pain imposes a -4 penalty on attack rolls, skill checks, and saving throws. These effects last for 12 hours after the creature leaves the area of the spell.

Once triggered, the symbol becomes active and glows, lasting for 12 minutes. Any creature who enters the area while the *sigil of Algos* is active is likewise subject to its effects. A creature need only save against the symbol once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Until it is triggered, the *sigil of Algos* is inactive (though visible and legible at a range of up to 60 feet). To be effective, a *sigil of Algos* must always be placed in plain sight and in a prominent location. Covering or hiding the rune renders it ineffective (unless a creature removes the covering, in which case it works normally).

As a default, a *sigil of Algos* is triggered whenever a creature does one or more of the following, as you select: looks at the rune; reads the rune; touches the rune; passes over the rune; or passes through a portal bearing the rune. Regardless of the trigger method or methods chosen, a creature more than 60 feet from a *sigil of*

Algos can't trigger it (even if they meet one or more of the triggering conditions, such as reading it). Once the incantation is complete, the triggering conditions cannot be changed.

In this case, "reading" the rune means any attempt to study it, identify it, or fathom its meaning. Throwing a cover over a *sigil of Algos* to render it inoperative triggers it if it reacts to touch. You can't use a *sigil of Algos* offensively; for instance, a touch-triggered rune remains untriggered if an item bearing the *sigil of Algos* is used to touch a creature. Likewise, a *sigil of Algos* cannot be placed on a weapon to activate when it strikes a foe.

You can also set special triggering limitations of your own. These can be as simple or elaborate as you desire. Special conditions for triggering a *sigil of Algos* can be based on a creature's name, identity, or allegiances, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

When scribing a *sigil of Algos*, you can specify a password or phrase that prevents a creature using it from triggering the rune. Anyone using the password remains immune to that particular rune's effects so long as the character remains within 60 feet of the *sigil of Algos*. If the character leaves the radius and returns later, they must use the password again. You also can attune any number of creatures to the *sigil of Algos* but doing this can extend the casting time. Attuning one or two creatures takes negligible time but attuning a small group (up to ten creatures) extends the casting time by 1 hour. Attuning a large group (up to 25 creatures) takes one day. Attuning larger groups takes proportionately longer, as the GM sees fit. Any creature attuned to a *sigil of Algos* cannot trigger it and is immune to its effects, even if within its radius when triggered. You are automatically considered attuned to your own sigils, and thus always ignore the effects and cannot inadvertently trigger them.

Read magic allows you to identify a *sigil of Algos* with a successful Spellcraft check (DC 16). Of course, if the *sigil of Algos* is set to be triggered by reading it, this will trigger the symbol.

The *sigil of Algos* can be removed by a successful *dispel magic* & *psionics* targeted solely on the rune. A *clean* spell has no effect on a *sigil of Algos*. Destruction of the surface where a *sigil of Algos* is inscribed destroys the rune but also triggers its effects.

Note: Magic traps such as *sigil of Algos* are hard to detect and disable. Characters can use the Search skill to find a *sigil of Algos* and the Disable Device skill to thwart it. The DC in each case is 31.

Material Component: Rare alchemical paints and herbs worth \$2,000 (purchase DC 20).

Experience Point Cost: 500 XP.

Failure: Reversal. The sigil affects anyone, including the caster and any bystanders, who looks at it or reads it.

Sigil of Lyssa (Enchantment [Compulsion; Mind-Affecting])

Skill Check: Knowledge (arcane lore) DC 35, 7 successes (and see text); **Failure:** Two consecutive failed skill checks;

Components: V, S, M, XP; **Casting Time:** 70 minutes (minimum); **Range:** Touch; **Effect:** 60 ft. burst centered on magic rune (see text); **Duration:** 16 minutes (and see text); **Saving Throw:** Will negates (DC 18 + caster's Charisma modifier); **Spell Resistance:** Yes

As the *sigil of Algos* incantation, except that the rune causes creatures within 60 feet of the rune (treat as a burst) to go temporarily insane if they fail their Will saves. Creatures affected by this spell behave randomly for the next 16 hours, as indicated on the following table:

1d10	Behavior
1	Wander away for 1 minute (unless prevented)
2–6	Do nothing for 1 round
7–9	Attack nearest creature for 1 round
10	Act normally for 1 round

Except on a result of 1, roll again each round on the creature's turn to see what the subject does that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Behavior is checked at the beginning of each creature's turn. Any confused creature that is

attacked automatically attacks its attackers on its next turn. *Remove curse* won't end the insanity, but a *break enchantment* spell or *heal* incantation will.

Once triggered, the symbol becomes active and glows, lasting for 16 minutes. Any creature that enters the area while the *sigil of Lyssa* is active is subject to its effects, whether or not that creature was in the area when it was triggered. A creature need only save against the symbol once as long as it remains within the area, though if it leaves the area and returns while the symbol is still active, it must save again.

Read magic allows you to identify a *sigil of Lyssa* with a successful Spellcraft check (DC 18). Of course, if the *sigil of Algos* is set to be triggered by reading it, this will trigger the symbol.

Note: Magic traps such as *sigil of Lyssa* are hard to detect and disable. Characters can use the Search skill to find a *sigil of Lyssa* and Disable Device to thwart it. The DC in each case is 33.

Material Component: Rare alchemical paints and herbs worth \$5,000 (purchase DC 23).

Experience Point Cost: 750 XP.

Failure: Reversal. The sigil affects anyone, including the caster and any bystanders, who looks at it or reads it.

Subjugate Outsider (Conjuration [Calling])

Skill Check: Knowledge (arcane lore) DC 33, 6 successes; **Failure:** Two consecutive failed skill checks; **Components:** V, S, M, SC, BL; **Casting Time:** 6 hours (minimum); **Range:** 55 ft.; **Target:** One outsider of up to CR 6 (see text);

Duration: Instantaneous (see text); **Saving Throw:** Will negates (DC 16 + caster's Charisma modifier); **Spell**

Resistance: Yes

Casting this incantation attempts a dangerous act: to lure a creature from another dimension or plane to a specifically prepared trap. The called creature is held in the trap until it agrees to perform one service in return for its freedom.

The trap is a ward similar to a *magic circle* spell, but focused inward. The type of creature to be bound must be known and stated. If it has a specific, proper, or given name, this must be uttered during the incantation. If you wish to call a vivilor with this incantation, you can choose its abilities just as if you had cast the *summon vivilor* spell.

The target creature must attempt a Will saving throw. If the saving throw succeeds, the creature resists the incantation. If the saving throw fails, the creature is immediately drawn to the trap (spell resistance does not keep the creature from being called). The creature can escape from the trap with a successful spell resistance roll or a successful Charisma check (DC 20 + the caster's Charisma modifier). It can try each method once per day. If it breaks loose, it can flee or attack you.

If the creature does not break free of the trap, you can keep it bound for as long as you dare. You can attempt to compel the creature to perform a service by describing the service and perhaps offering some sort of reward. You make a Charisma check opposed by the creature's Charisma check. The GM then assigns a bonus based on the service and reward, from +0 to +6. This bonus applies to your Charisma check. If the creature wins the opposed check, it refuses service. New offers, bribes, and the like can be made or the old ones reoffered every 24 hours. This can be repeated until the creature promises to serve, until it breaks free, or until you decide to get rid of it by means of some other spell or incantation. Impossible demands or unreasonable commands are never agreed to. If you roll a 1 on the Charisma check, the creature breaks free of the trap and can escape or attack you.

Once the requested service is completed, the creature need only so inform you to be instantly sent back whence it came. The creature might later seek revenge. If you assign some open-ended task that the creature cannot complete through its own actions, the incantation remains in effect for a maximum of ten days, and the creature gains an immediate chance to break free. Note that a clever recipient can subvert some instructions.

Options: If you call an outsider of CR 11 to CR 15, the DC for the incantation is increased by +4. If you call an outsider of CR 16 or higher, the DC for the incantation is increased by +8.

Material Component: Various rare alchemical pigments worth \$10,000 or more (purchase DC 26), which are used to trace a series of symbols in a circle on the floor. This circle is the trap for the outsider.

Secondary Casters: 12 required (not including primary caster).

Backlash: All casters (primary and secondary) receive one negative level (Fortitude save, DC 15, to remove).

Failure: Attack. The called outsider immediately attacks the casters, and thereafter roams the world freely for 10 days before returning to its home plane or dimension.

Teleport (Conjuration [Teleporting])

Skill Check: Knowledge (arcane lore) DC 31, 5 successes, and Navigate DC 20, 1 success; **Failure:** Two consecutive failed skill checks; **Components:** V, S, SC, BL; **Casting Time:** 60 minutes (minimum); **Range:** Personal and Touch; **Target:** You, up to six touched willing creatures, and touched objects weighing up to 500 lb./level; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

This incantation instantly transports you to a designated destination up to 1,000 miles away. You can bring along up to 500 pounds of touched objects and up to six additional willing creatures (and their gear or objects up to their maximum load). All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. The creatures may be the secondary casters of the incantation, but they don't need to be.

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. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

Options: If you have global positioning system coordinates for your destination, decrease the Knowledge (arcane lore) and Navigate check DCs by -2.

Secondary Casters: Three required (not including primary caster).

Backlash: All casters take 2d6 points of damage.

Failure: Mirrorcast. If the second consecutive Knowledge (arcane lore) check fails by 5 or less, you arrive off target, appearing safely a random distance away from the destination in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to be traveled. The GM determines the direction off target randomly, such as by rolling 1d8 and designating 1 as north, 2 as northeast, and so forth.

If the second Knowledge (arcane lore) check fails by 6 or more, you wind up in an area that's visually or thematically opposite to the destination. The GM determines the point of arrival.

Seed Descriptions

Each seed description hereafter describes the relevant Knowledge (arcane lore) check DC for incantations using the seed and describes typical effects that incantations with that seed produce. Most of the parameters of the seed (range, duration, and so on) can be modified for a specific incantation by applying factors, described in the seed description and in Table: General Factors.

The following seeds can be used alone or in combination to create incantations for any purpose. If you're seeking an effect not described below, simply choose a seed that approximates what you're looking for, then apply an ad-hoc adjustment as you see fit. The goal is to maintain balance while offering flexibility; players should not consider these rules an invitation to develop highly-specific spells that circumvent the storyline of your scenario or make for an anticlimactic conclusion. If anything, these parameters are meant to offer the GM the ability to quantify almost any incantation the main antagonist(s) of your scenario could desire! <insert evil laugh here>

As incantations typically give characters access to the equivalent of 6th-9th level spells, the number of successes required for the skill checks likewise range from 6 to 9 successes required to complete the incantation. In most cases, the incantation will require 6 successes or more with the Knowledge (arcane lore) skill, but in some instances, it may make sense to require at least one success in a secondary skill related to the seed, with a skill check DC of 20 in the secondary skill. Also, if an incantation offers a saving throw, the saving throw DC is equal to 10 + the number of skill checks required to complete the incantation (so typically a starting save DC of 16-19), plus the primary caster's Charisma modifier.

How to Create an Incantation

The following terms are used extensively in this section of the chapter:

Incantation: Powerful ritual magic that requires successful Knowledge (arcane lore) checks to cast. Incantations don't require spellcasting ability, don't take up spell slots, can't be improved using metamagic feats, are too slow to use in combat, and need not be prepared ahead of time.

Factor: An aspect of the incantation that's built in when the incantation is designed. Casters have no control over factors; they're an indelible part of the incantation. When a GM designs an incantation, factors are useful ways to customize an incantation.

Option: Aspects of the incantation that make it easier or harder, depending on choices the caster makes. Options provide modifiers to the caster's Knowledge (arcane lore) check.

Seed: The building blocks of incantation, seeds describe magical effects in general terms.

Table: General Factors for Knowledge (Arcane Lore) DC

Factor	DC modifier
Skill Checks	
Requires skill check other than Knowledge (arcane lore)	−1
Casting Time	
1 hour between checks instead of 10 minutes	−1
Range Modifications	
Touch to Close/Close to Touch	+2/−2
Close to Medium/Medium to Close	+2/−2
Medium to Long/Long to Medium	+2/−2
Target	
Unwilling target must be helpless	−2
Limited targets (by HD, creature type, etc.)	−3
Single target to multiple targets	+4
Duration	
Rounds to minutes/minutes to rounds	+2/−2
Minutes to hours/hours to minutes	+4/−2
Hours to days /days to hours	+6/−2
Days to permanent/permanent to days	+10/−4
Material Components	
Expensive component (purchase DC 20–24)	−1
Expensive component (purchase DC 25–29)	−2
Expensive component (purchase DC 30+)	−4
Expensive focus (purchase DC 25–29)	−1
Expensive focus (purchase DC 30+)	−2
Rare component or focus (not found on the market)	−4
XP Cost	
per 100 XP (max 1,000 XP)	−1
Extra Casters	
Up to 10 secondary casters	−2
11–100 secondary casters	−6
101+ secondary casters	−10
Backlash	
Per 2d6 points of damage	−1
Caster is exhausted	−2
Per negative level caster suffers	−2
Caster reduced to −1 hp	−3
Caster infected with disease	−4
Backlash affects secondary casters too	−1



Table: Seeds for Incantations

Seed:	Starting Arcane Lore DC:	Range:	Target:	Duration:	Saving Throw:	SR / PR:
Afflict	30	Close	One living creature	Minutes	Will negates	Yes
Animate Dead	34	Touch	One or more corpses	Instant.	None	No
Armor	30	Touch	Creature touched	Hours (D)	Will negates ¹	Yes ¹
Banish	34	Close	1+ summoned beings	Instant.	Will negates	Yes
Compel	30	Close	One living creature	Hours (D)	Will negates	Yes
Conceal	30	Touch	You or another	Minutes	Will negates ¹	Yes ¹
Conjure	30	0 ft.	Unattended object	Hours	None	No
Contact	30	Special	One other creature	Hours	None	No
Delude	30	Long	12 10' cubes in total	Minutes	Will disbelief	No
Destroy	30	Long	1 creature or object	Instant.	Fortitude half	Yes
Dispel	30	Medium	1 creature or object	Instant.	None	No
Energy	30	Medium	Varies; see text	Varies	Reflex half	Yes
Foresee	32	Personal	You	Instant.	None	No
Fortify	30	Touch	Creature touched	Hours	Will negates ¹	Yes ¹
Heal	32	Touch	Creature touched	Instant.	Will negates ¹	Yes ¹
Life	33	Touch	Creature touched	Instant.	Will negates ¹	Yes ¹
Reflect	32	Personal	You	Hours	None	No
Reveal	30	Special	Remote location	Minutes (D)	None	No
Slay	34	Medium	One living creature	Instant.	Fortitude partial	Yes
Summon	32	Close	1 summoned being	Rounds (D)	Will negates	Yes
Transform	32	Close	1 creature or object	Hours	Fortitude negates	Yes
Transport	32	Touch	You and/or others	Instant.	Will negates	Yes
Ward	30	Touch	Creature or 10' rad.	Hours (D)	None	Yes

¹ These seeds are considered harmless to the target, but the target may resist by making a saving throw and/or resistance check, if desired.

Seed: Afflict (Enchantment [Compulsion; Fear, Mind-Affecting])

Knowledge (arcane lore) DC: 30; **Range:** Close; **Target:** One living creature; **Duration:** Minutes; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You afflict the target with a –2 morale penalty on attack rolls, checks, and saving throws. For each additional –1 penalty assessed on either the target's attack rolls, checks, or saving throws, increase the Knowledge (arcane lore) check DC by +2.

You may also develop an incantation with this seed that afflicts the target with a –1 penalty on caster level checks, a –1 penalty to an ability score, a –1 penalty to spell resistance, or a –1 penalty to some other aspect of the target. For each additional –1 penalty assessed in one of the above categories, increase the Knowledge (arcane lore) check DC by +4.

You can afflict a character's ability scores to the point where they reach 0, save for Constitution where 1 is the minimum. If you're applying ability penalties, you can't lengthen the duration. Instead, you can increase the Knowledge (arcane lore) check DC by +2 to turn the penalties into temporary ability damage, or increase the Knowledge (arcane lore) DC by +10 to turn the penalties into permanent ability drain. If you increase the Knowledge (arcane lore) check DC by +2, you can afflict whichever one of the target's senses you select: sight, touch, hearing, taste, touch, or a special sense the target possesses. If the target fails its saving throw, the sense you select doesn't function for the spell's duration, with all attendant penalties that apply for losing that particular sense.

Options: Useful options for incantations with the *afflict* seed include having a hair, fingernail, or other part of the target (+2 bonus); having the target present and helpless during the incantation (+6 bonus); or building an elaborate model or doll of the target (+4 bonus).

Seed: Animate Dead (Necromancy)

Knowledge (arcane lore) DC: 34; **Range:** Touch; **Targets:** One or more corpses touched; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

You can turn the bones or bodies of dead creatures into undead that follow your spoken commands. The undead can follow you, or they can remain in an area and attack any creature (or a specific type of creature) entering the place. The undead remain animated until they are destroyed. (A destroyed undead can't be animated again.) Intelligent undead can follow more sophisticated commands.

The *animate dead* seed (which is more potent than the *animate dead* spell) allows you create 20 HD of undead. For each additional 1 HD of undead created, increase the Knowledge (arcane lore) check DC by +1. The undead you create remain under your control indefinitely (although any vampire spawn created by a vampire you create are not controlled directly, they may only be controlled by commanding the created vampire how to control them).

You can naturally control 20 HD of undead creatures you've personally created, regardless of the method you used. If you exceed this number, newly created creatures fall under your control, and excess undead from previous castings become uncontrolled (you choose which creatures are released). Any undead you command through a class-based ability to command or rebuke undead do not count toward the limit.

For each additional 2 HD of undead to be controlled, increase the Knowledge (arcane lore) check DC by +1. Only undead in excess of 20 HD created with this seed can be controlled using this DC adjustment. If you want to both create and control more than 20 HD of undead, increase the Knowledge (arcane lore) DC by +3 per additional 2 HD of undead.

Type of Undead: All types of undead can be created with the *animate dead* seed, although creating more powerful undead increases the Knowledge (arcane lore) check DC, according to the chart below. The GM must set the Knowledge (arcane lore) check DC for undead not included on the chart, using similar undead as a basis for comparison.

Undead	Knowledge (Arcane Lore) DC Modifier
Medium or smaller skeleton	-12
Medium or smaller zombie	-12
Animating spirit	-10
Frightful spirit	-8
Large skeleton	-8
Large zombie	-6
Groaning spirit	-6
Small or smaller liquefied zombie	-4
Medium liquefied zombie	-2
Weakening spirit	+0
Mummy	+0
Large liquefied zombie	+0
Possessing spirit	+2
Huge skeleton	+2
Huge liquefied zombie	+2
Ash wraith	+4
Huge zombie	+4
Gargantuan or Colossal skeleton	+6
Gargantuan or Colossal zombie	+8
Gargantuan liquefied zombie	+8
Colossal liquefied zombie	+10
Vampire	Hit Dice +4

Seed: Armor (Conjuration [Creation])

Knowledge (arcane lore) DC: 30; **Range:** Touch; **Target:** Creature touched; **Duration:** Hours (D); **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

You grant a creature additional armor, providing a +4 bonus to Defense. The bonus is either an equipment bonus or a natural armor bonus, whichever you select. Unlike mundane armor, the *armor* seed provides an intangible protection that entails no armor check penalty, arcane spell failure chance, or speed reduction. Incorporeal creatures can't bypass the *armor* seed the way they can ignore normal armor. For each additional point of Defense bonus, increase the Knowledge (arcane lore) check DC by +2.

You can also grant a creature a +1 bonus to Defense with different bonus types, including deflection, insight, sacred, or others. For each additional point of Defense bonus in one of these types, increase the Knowledge (arcane lore) check DC by +10.

Seed: Banish (Abjuration)

Knowledge (arcane lore) DC: 34; **Range:** Close; **Targets:** One or more summoned or called creatures, no two of which can be more than 30 ft. apart; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Spell Resistance:** Yes

You force summoned or called creatures back to where they came from. You can banish up to 14 HD of such creatures. For each additional Hit Die of creatures you banish, increase the Knowledge (arcane lore) check DC by +1. To banish a creature that's not summoned or called, increase the Knowledge (arcane lore) check DC by +6 if the target creatures are limited to elementals and outsiders, or by +10 if the target creatures are of different types.

In general, creatures return whence they came. Some creatures, such as vivitors, return to the edge of Shadow. Elementals fade into nothingness, their elemental nature suffusing and dispersing throughout the immediate area. Outsiders likewise disappear to a place beyond Shadow, though some eventually find their way back with dim memories of their previous sojourn in the mundane world. Other creatures simply reappear wherever they were before they were summoned.

Seed: Compel (Enchantment [Compulsion; Mind-Affecting, Language-Dependent])

Knowledge (arcane lore) DC: 30; **Range:** Close; **Target:** One living creature; **Duration:** Hours (D); **Saving Throw:** Will negates; **Spell Resistance:** Yes

You compel a target to follow a specified course of activity. At the basic level of effect, an incantation using the *compel* seed must be worded in such a manner as to make the activity sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect. However, urging a dragon to stop attacking your friends so that everyone could jointly assault a mob safehouse elsewhere is a reasonable use of the incantation's power.

The compelled course of activity can continue for the entire duration, such as in the case of the dragon mentioned above. If the compelled activity can be completed in a shorter time, the incantation ends when the subject finishes what he was asked to do. You can instead specify conditions that will trigger a special activity during the duration. For example, you might compel a rock star to give the first panhandler they meet a ride in their limo. If the condition is not met before the incantation using this seed expires, the activity is not performed.

Seed: Conceal (Illusion)

Knowledge (arcane lore) DC: 30; **Range:** Personal or touch; **Target:** You or a creature or object up to 2,000 lb.; **Duration:** Minutes; **Saving Throw:** None or Will negates (harmless, object); **Spell Resistance:** No or Yes (harmless, object)

You can conceal a creature or object touched from sight, even from darkvision. If the target is a creature carrying gear, the gear vanishes, too, rendering the creature invisible, with all the rules that apply to invisibility. An incantation using the *conceal* seed ends if the subject attacks any creature. Actions directed at unattended objects do not break the incantation, and causing harm indirectly is not an attack. To create invisibility that lasts regardless of the actions of the subject, increase the Knowledge (arcane lore) check DC by +4.

Alternatively, you can conceal the exact location of the subject so that it appears to be about 2 feet away from its true location; this increases the Knowledge (arcane lore) check DC by +2. The subject benefits from a 50%

miss chance as if it had full concealment. However, unlike actual full concealment, this displacement effect does not prevent enemies from targeting them normally.

The *conceal* seed can also be used to block out divinatory spells such as *scrying* spells, spell-like effects, and incantations developed using the *reveal* seed; this increases the Knowledge (arcane lore) check DC by +6. In all cases where incantations are used against the subject of an incantation using the *conceal* seed for this purpose, an opposed Knowledge (arcane lore) check determines which incantation works.

Seed: Conjure (Conjuration [Creation])

Knowledge (arcane lore) DC: 30; **Range:** 0 ft.; **Effect:** Unattended, nonmagical object of nonliving matter, 20 cu. ft.; **Duration:** Hours; **Saving Throw:** None; **Spell Resistance:** No

You create a nonmagical, unattended object of up to 20 cubic feet. You must succeed at an appropriate skill check to make a complex item, such as a Craft (mechanical) check to make a motorcycle. The object can be composed of any organic or manufactured substance (or combination of substances) with a hardness of 10 or less. For each additional cubic foot of matter created, increase the Knowledge (arcane lore) DC by +2.

Attempting to use any created object as a material component causes the spell or incantation to fail and the object to disappear.

Seed: Contact (Divination)

Knowledge (arcane lore) DC: 30; **Range:** See text; **Targets:** One other creature; **Duration:** Hours; **Saving Throw:** None; **Spell Resistance:** No

You forge a telepathic bond with a particular creature with whom you are familiar (or can currently see directly or through magical means) and can converse back and forth. The subject recognizes you if it knows you. It can answer in like manner immediately, though it does not have to.

You can forge a communal bond among more than two creatures. For each additional creature contacted, increase the Knowledge (arcane lore) check DC by +1. The bond can be established only among willing subjects. For telepathic communication through the bond regardless of language, increase the Knowledge (arcane lore) check DC by +4. No special influence is established as a result of the bond, only the power to communicate at a distance.

Seed: Delude (Illusion)

Knowledge (arcane lore) DC: 30; **Range:** Long; **Effect:** Visual figment that can extend up to 12 10-ft. cubes (S); **Duration:** Minutes; **Saving Throw:** Will disbelief (if interacted with); **Spell Resistance:** No

An incantation developed with the *delude* seed creates the visual illusion of an object, creature, or force, as visualized by you. You can move the image within the limits of the size of the effect by concentrating (the image is otherwise stationary).

The image disappears when struck by an opponent unless you cause the illusion to react appropriately. For an illusion that includes audible, olfactory, tactile, taste, and thermal aspects, increase the Knowledge (arcane lore) check DC by +2 per extra aspect. Even realistic tactile and thermal illusions can't deal damage. However, a GM may rule that an especially realistic or appropriate illusion can inflict non-lethal damage as a psychosomatic response of the target's mind to the illusion (Will save negates).

For each additional image with the effect, increase the Knowledge (arcane lore) check DC by +1. For an illusion that follows a script determined by you, increase the Knowledge (arcane lore) check DC by +2. The illusion can include intelligible speech if you wish.

For an illusion that makes any area appear to be something other than it is (such as making a swamp appear as a grassland or a village), increase the Knowledge (arcane lore) check DC by +4. Additional components, such as sounds, can be added as noted above. Concealing creatures requires additional incantation development using this or other seeds.

Seed: Destroy (Transmutation)

Knowledge (arcane lore) DC: 30; **Range:** Long; **Targets:** 1 creature, or up to a 10-foot cube of nonliving matter; **Duration:** Instantaneous; **Saving Throw:** Fortitude half; **Spell Resistance:** Yes

You deal 10d6 points of damage to the target. The damage is of no particular type or energy—it is purely destructive. For each additional 1d6 points of damage dealt, increase the Knowledge (arcane lore) check DC by +2. If the target is reduced to –10 hit points or less (or a construct, object, or undead is reduced to 0 hit points), it is destroyed as if disintegrated, leaving behind only a trace of fine dust. Up to a 10-foot cube of nonliving matter is affected, so an incantation using the *destroy* seed destroys only part of any very large object or structure targeted.

The *destroy* seed affects even magical matter, energy fields, and force effects that are normally immune to damage, such as *wall of force*. Such effects are automatically destroyed. Incantations using the *ward* seed may also be destroyed, though you must succeed at an opposed Knowledge (arcane lore) check against the other caster to bring down such an effect.

Seed: Dispel (Abjuration)

Knowledge (arcane lore) DC: 30; **Range:** Medium; **Target:** One creature or object; **Duration:** Instantaneous; **Saving Throw:** None; **Spell Resistance:** No

You can end ongoing spells and incantations that have been cast on a creature or object, temporarily suppress the magical abilities of a magic item, or end ongoing spells and incantations (or at least their effects) within an area. A dispelled spell ends as if its duration had expired. The *dispel* seed can defeat all spells, even those not normally subject to *dispel magic & psionics*.

The *dispel* seed can dispel (but not counter) the ongoing effects of supernatural abilities as well as spells, and it affects spell-like effects just as it affects spells.

One object, creature, or spell is the target of the *dispel* seed. You make a dispel check against the spell or against each ongoing spell currently in effect on the object or creature. A dispel check is 1d20 + 10 against a DC of 11 + the target spell's caster level. For each additional +1 on your dispel check, increase the Knowledge (arcane lore) check DC by +1.

If you target an object or creature that is the effect of an ongoing spell (such as a vivilor summoned by a *summon vivilor* spell), make a dispel check to end the spell that conjured the object or creature.

If the object you target is a magic item, you make a dispel check against the item's caster level. If you succeed, all the item's magical properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonmagical for the duration of the effect. An extradimensional space targeted by the dispel is destroyed, and anything within it is instantly ejected. A magic item's physical properties are unchanged.

You automatically succeed at your dispel check against any spell that you cast yourself.

Seed: Energy (Evocation [Acid, Fire, Electricity, Cold, or Sonic/Concussion])

Knowledge (arcane lore) DC: 30; **Range:** Medium, or touched creature or object of up to 2,000 lbs.; **Area:** A bolt 5 ft. wide to 300 ft. long; or 5-ft.-radius emanation; or a wall with maximum area 20 feet-by-10 feet or 15 feet-by-15 feet; or a sphere or hemisphere with a radius of up to 20 ft.; **Duration:** Instantaneous or hours; **Saving Throw:** Reflex half; **Spell Resistance:** Yes

You can work with whichever one of five energy types you choose: acid, cold, electricity, fire, or sonic/concussion. You can cast the energy forth as a bolt, imbue an object with the energy, or create a freestanding manifestation of the energy.

If your incantation developed using the *energy* seed releases a bolt, that bolt instantaneously deals 10d6 points of damage of the appropriate energy type, and all creatures in the bolt's area of effect must make a Reflex save for half damage. For each additional 1d6 points of damage dealt, increase the Knowledge (arcane lore) check DC by +2. The bolt begins at your fingertips.

If you wish to imbue another creature with the ability to use an energy bolt as a spell-like ability at its option or when a particular condition is met, increase the Knowledge (arcane lore) check DC by +12.

You can also cause a creature or object to emanate the specific energy type to a radius of 10 feet. The emanated energy deals 2d6 points of energy damage per round against unprotected creatures (the target creature

is susceptible if not separately warded or otherwise resistant to the energy). For each additional 1d6 points of damage emanated, increase the Knowledge (arcane lore) check DC by +2.

You may also create a wall, half-circle, circle, dome, or sphere of the desired energy that emanates the energy. One side of the wall, selected by you, sends forth waves of energy, dealing 2d4 points of energy damage to creatures within 10 feet and 1d4 points of energy damage to those past 10 feet but within 20 feet. The wall deals this damage when it appears and each round that a creature enters or remains in the area. In addition, the wall deals 6d6 points of energy damage to any creature passing through it. The wall deals double damage to undead creatures, provided the undead creature is not immune to the selected energy type. For each additional 1d6 points of damage, increase the Knowledge (arcane lore) check DC by +2.

You can also use the *energy* seed to create an incantation that carefully releases and balances the emanation of cold, electricity, and fire, creating specific weather effects for a period of 24 hours. Using the *energy* seed this way has a base Knowledge (arcane lore) check DC of 34. The area extends to a two-mile-radius centered on you. Once the incantation is cast, the weather takes 10 minutes to manifest.

With the base use, you can't directly target a creature or object, though indirect effects are possible. But you can create cold snaps, heat waves, thunderstorms, fogs, blizzards—even a tornado that moves randomly in the affected area. Creating targeted damaging effects requires an additional use of the *energy* seed.

Seed: Foresee (Divination)

Knowledge (arcane lore) DC: 32; **Range:** Personal; **Target:** You; **Duration:** Instantaneous (see text)

You can foretell the immediate future or gain information about specific questions. You are 90% likely to receive a meaningful reading of the future of the next 30 minutes. If successful, you know whether a particular action will bring good results, bad results, or no result. For each additional 30 minutes into the future, multiply the Knowledge (arcane lore) check DC by 2.

For better results, you can pose up to ten specific questions (one per round while you concentrate), but the base Knowledge (arcane lore) check DC for such an attempt is 32.

Your questions reverberate through dimension interstices beyond the veil of Shadow, seeking an answer from some willing entity. The answers return in a language you understand, but use only one-word answers such as "yes," "no," "maybe," "never," "irrelevant," or some other one-word answer. All questions answered are 90% likely to be answered truthfully. However, a specific incantation using the *foresee* seed can only be cast once every five weeks.

The *foresee* seed is also useful for incantations requiring specific information before functioning, such as those that use the *reveal* and *transport* seeds.

You can also use the *foresee* seed to gain one basic piece of information about a living target: location, level, class, alignment, or other special ability (or an object's magical abilities, if any). For knowledge revealed in each additional category, increase the Knowledge (arcane lore) check DC by +2. To obtain information about an object, increase the Knowledge (arcane lore) check DC by +4.

Seed: Fortify (Transmutation)

Knowledge (arcane lore) DC: 30; **Range:** Touch; **Target:** Creature touched; **Duration:** Hours; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

Incantations using the *fortify* seed grant a +1 enhancement bonus to whichever one of the following you choose:

- Any one ability score.
- Any one kind of saving throw.
- Spell resistance.
- Natural armor bonus.

The *fortify* seed can also grant energy resistance 1 for one energy type or 1 temporary hit point. For each additional +1 bonus, point of energy resistance, or hit point, increase the Knowledge (arcane lore) check DC by +2.

The *fortify* seed has a base Knowledge (arcane lore) check DC is 34 if it grants a +1 bonus of a type other than enhancement (such as luck or insight). For each additional +1 bonus of a type other than enhancement, increase the Knowledge (arcane lore) check DC by +4. If you apply a factor to make the duration permanent, the bonus must be an inherent bonus, and the maximum inherent bonus allowed is +5.

The *fortify* seed can also grant spell resistance (SR) 22, and each additional point of spell resistance increases the Knowledge (arcane lore) check DC by +4 (each –1 to spell resistance reduces the Knowledge (arcane lore) check DC by –2). If an incantation with the *fortify* seed grants an inanimate object an ability score it wouldn't normally possess (such as Intelligence), the incantation must also incorporate the *life* seed.

The *fortify* seed can also grant damage reduction 10/magic. For each additional point of damage reduction, increase the Knowledge (arcane lore) check DC by +1. For each additional requirement beyond being a magical weapon (ie. silver, cold iron, adamantine, etc.), increase the Knowledge (arcane lore) check DC by +3.

Seed: Heal (Conjuration [Healing])

Knowledge (arcane lore) DC: 32; **Range:** Touch; **Target:** Creature touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless; see text); **Spell Resistance:** Yes (harmless)

Incantations developed with the *heal* seed channel positive energy into a creature to wipe away disease and injury. Such an incantation completely cures all diseases, blindness, deafness, hit point damage, and temporary ability damage. To restore permanent ability damage, increase the Knowledge (arcane lore) check DC by +4. The *heal* seed neutralizes poisons in the subject's system so that no additional damage or effects are suffered.

It offsets feeble-mindedness and cures mental disorders caused by spells or injury to the brain. It dispels all magical effects penalizing the character's abilities, including effects caused by spells and even incantations developed with the *afflict* seed. Only a single application of the incantation is needed to simultaneously achieve all these effects. It does not restore levels or Constitution points lost due to death.

To dispel all negative energy levels on the target, increase the Knowledge (arcane lore) check DC by +2.

Seed: Life (Conjuration [Healing])

Knowledge (arcane lore) DC: 33; **Range:** Touch; **Target:** Dead creature touched; **Duration:** Instantaneous; **Saving Throw:** Will negates (harmless); **Spell Resistance:** Yes (harmless)

An incantation developed with the *life* seed will restore life and complete vigor to any deceased creature. The condition of the remains is not a factor. So long as some small portion of the creature's body still exists, it can be returned to life, but the portion receiving the incantation must have been part of the creature's body at the time of death.

The creature is immediately restored to full hit points, vigor, and health, with no loss of prepared spells. However, the subject loses 1 level (or 1 point of Constitution if the subject was 1st level). You cannot revive someone who has died of old age.

You can also use the *life* seed to give an animal or plant a soul, personality, and sentience. For each point of Intelligence, Wisdom, or Charisma you give your creation, increase the Knowledge (arcane lore) check DC by +1. You can't create a creature with a higher Intelligence, Wisdom, or Charisma than you have.

The newly sentient animal or plant is friendly toward you. The newly sentient creature understands one language automatically; to give the creature the ability to speak, increase the Knowledge (arcane lore) check DC by +1.

Seed: Reflect (Abjuration)

Knowledge (arcane lore) DC: 32; **Range:** Personal; **Target:** You; **Duration:** Until expended or 12 hours

Attacks targeted against you rebound on the original attacker. Each use of the *reflect* seed in an incantation is effective against one type of attack only: spells (and incantations and spell-like effects), ranged attacks, or melee attacks. To reflect an area spell, where you are not the target but are caught in the vicinity, increase the Knowledge (arcane lore) check DC by +8. A single successful use of *reflect* expends its protection.

Incantations developed with the *reflect* seed against spells and spell-like effects return spell effects of up to 1st level. For each additional level of spells to be reflected, increase the Knowledge (arcane lore) check DC by +6. Other incantations are treated as 6th-level spells for this purpose.

Against 0- to 5th-level spells, the desired effect is automatically reflected. An opposed Knowledge (arcane lore) check is required when the *reflect* seed is used against another incantation. If the enemy caster gets their incantation through by winning the Knowledge (arcane lore) check, the incantation using the *reflect* seed is not expended, just momentarily suppressed.

If the *reflect* seed is used against a melee attack or ranged attack, five such attacks are automatically reflected back on the original attacker. For each additional attack reflected, increase the Knowledge (arcane lore) check DC by +4. The reflected attack rebounds on the attacker using the same attack roll. Once the allotted attacks are reflected, the incantation using the *reflect* seed is expended.

Seed: Reveal (Divination)

Knowledge (arcane lore) DC: 30; **Range:** See text; **Effect:** Magical sensor; **Duration:** Minutes (D); **Saving Throw:** None; **Spell Resistance:** No

You can hear or see some distant location almost as if you were there. To both hear and see, increase the Knowledge (arcane lore) check DC by +2. Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one (such as behind a door, around a corner, or in a grove of trees). The incantation creates an invisible sensor, similar to that created by a *scrying* spell, that can be dispelled. Lead sheeting or magical protection (such as *nondetection*) blocks the incantation, and you sense that the incantation is so blocked.

If you prefer to create a mobile (speed 30 feet) sensor that you control, increase the Knowledge (arcane lore) check DC by +2. To allow magically enhanced senses to work through an incantation built with the *reveal* seed, increase the Knowledge (arcane lore) check DC by +4.

To cast any spell whose range is Touch or greater from the sensor instead of you, increase the Knowledge (arcane lore) check DC by +6; however, you must maintain line of effect to the sensor at all times. If your line of effect is obstructed, the incantation ends.

Increase the Knowledge (arcane lore) check DC by +6 if you use the *reveal* seed to pierce illusions and see things as they really are. You can see through normal and magical darkness, notice secret doors hidden by magic, see the exact locations of creatures or objects under *blur* or *displacement* effects, see invisible creatures or objects normally, see through illusions, and see the true form of polymorphed, changed, or transmuted things. The range of such sight is 120 feet. The *reveal* seed cannot identify creatures or objects within extradimensional spaces, but it may affect creatures in bordering planes (such as the Ethereal Plane or the Plane of Shadow), GM's discretion.

Seed: Slay (Necromancy [Death])

Knowledge (arcane lore) DC: 34; **Range:** Medium; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Fortitude partial; **Spell Resistance:** Yes

An incantation developed using the *slay* seed snuffs out the life force of a living creature, killing it instantly. The *slay* seed kills a creature of up to 20 HD. The subject is entitled to a Fortitude saving throw to survive the attack. If the save is successful, it instead takes 4d6 points of damage. For each additional 20 HD affected (or each additional creature affected), increase the Knowledge (arcane lore) check DC by +8.

Alternatively, you can use the *slay* seed in an incantation to suppress the life force of the target by bestowing 2d4 negative levels on the target (the incantation bestows half as many negative levels on a successful Fortitude save). For each additional 1d4 negative levels bestowed, increase the Knowledge (arcane lore) check DC by +4. If the subject has at least as many negative levels as Hit Dice, it dies. Assuming the subject survives, the negative levels will become permanently drained levels 24 hours later if the subject fails their Fortitude saving throw.

Seed: Summon (Conjuration [Summoning])

Knowledge (arcane lore) DC: 32; **Range:** Close; **Effect:** One summoned creature; **Duration:** Rounds (D); **Saving Throw:** Will negates (see text); **Spell Resistance:** Yes (see text)

You can summon an outsider. It appears where you designate and acts immediately, on your turn, if its spell resistance is overcome and it fails a Will saving throw. It attacks your opponents to the best of its ability. If you can communicate with the outsider, you can direct it not to attack, to attack particular enemies, or to perform other actions.

The incantation conjures an outsider you select of CR 6 or less. For each +1 CR of the summoned outsider, increase the Knowledge (arcane lore) check DC by +2.

If you increase the Knowledge (arcane lore) check DC by +6, you can summon a creature of CR 6 or less from another monster type, such as giant, aberration, or undead.

For each +1 CR of the summoned creature, increase the Knowledge (arcane lore) check DC by +2. The summoned creature is assumed to have been plucked from some faraway place (perhaps somewhere beyond Shadow). The summoned creature attacks your opponents to the best of its ability, or if you can communicate with it, it will perform other actions.

However, the summoning ends if the creature is asked to perform a task inimical to its nature, such as commanding a good creature to attack an innocent or commanding any creature to commit suicide.

Seed: Transform (Transmutation)

Knowledge (arcane lore) DC: 32; **Range:** Close; **Target:** One creature or inanimate, nonmagical object; **Duration:** Hours; **Saving Throw:** Fortitude negates (and see text); **Spell Resistance:** Yes

Incantations using the *transform* seed change the subject into another form of creature or object. The new form can range in size from Diminutive to one size larger than the subject's normal form. If you want to transform a creature into a nonmagical, inanimate object, increase the Knowledge (arcane lore) check DC by +10. If you want to change a creature of one type into another type (for example, undead to outsider), increase the Knowledge (arcane lore) check DC by +5.

Transformations involving nonmagical inanimate substances with hardness are more difficult; for each 2 points of hardness, increase the Knowledge (arcane lore) check DC by +1.

The *transform* seed can also change its target into someone specific. To transform an object or creature into the specific likeness of another individual, increase the Knowledge (arcane lore) check DC by +6. If the transformed creature doesn't have the level or Hit Dice of its new likeness, it can only use the abilities of the creature at its own level or Hit Dice. If slain or destroyed, the transformed creature or object reverts to its original form. The subject's equipment, if any, remains untransformed.

The transformed creature or object acquires the physical and natural abilities of the creature or object it has been changed into while retaining its own mind and mental ability scores. Mental abilities include personality, Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, base saves, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, natural weapons, and similar gross physical qualities (presence or absence of wings, number of extremities, etc.), and possibly hardness. Creatures transformed into inanimate objects do not gain the benefit of their untransformed physical abilities, and may well be blind, deaf, dumb, and unfeeling.

The transformed subject can have no more Hit Dice than you have or that the subject has (whichever is greater). In any case, for each Hit Die the assumed form has above 15 HD, increase the Knowledge (arcane lore) check DC by +2.

Seed: Transport (Conjuration [Teleporting])

Knowledge (arcane lore) DC: 32; **Range:** Touch; **Target:** You and touched objects or other touched willing creatures weighing up to 500 lb.; **Duration:** Instantaneous; **Saving Throw:** None and Will negates (object, subject); **Spell Resistance:** No and Yes (object, subject)

Incantations using the *transport* seed instantly transport you to a designated destination up to 1,000 miles away. For each additional 500 miles you wish to travel, increase the Knowledge (arcane lore) check DC by +2.

For each additional 50 pounds in objects (beyond the base 500 pounds), increase the Knowledge (arcane lore) check DC by +2. To bring along willing creatures, increase the Knowledge (arcane lore) check DC by +2 per three additional creatures.

You need not make a saving throw, nor is spell resistance applicable to you. Only objects worn or carried (attended) by another unwilling creature receive saving throws and spell resistance. For an incantation intended to transport unwilling creatures, increase the Knowledge (arcane lore) check DC by +6.

You must have at least a reliable description of the place to which you are transporting. If you attempt to use the *transport* seed with insufficient or misleading information, you disappear and simply reappear in your original location.

Seed: Ward (Abjuration)

Knowledge (arcane lore) DC: 30; **Range:** Touch; **Target:** Creature or object of 1,000 lbs. or less touched; or 10-ft.-radius spherical emanation, centered on you; **Duration:** Hours (D); **Saving Throw:** None; **Spell Resistance:** Yes

You can grant a creature protection from damage of a specified type. You can protect a creature from standard damage or from energy damage. You can protect a creature or area from magic. Alternatively, you can hedge out a type of creature from a specified area.

A ward against standard damage protects a creature from two of the following damage types: ballistic, bludgeoning, piercing, and slashing. For a ward against all types, increase the Knowledge (arcane lore) check DC by +4. Each round, the incantation created with the *ward* seed absorbs the first 5 points of damage the creature would otherwise take, regardless of whether the source of the damage is natural or magical. For each additional point of protection, increase the Knowledge (arcane lore) check DC by +2.

A ward against energy grants a creature protection from whichever one you select of the five energy types: acid, cold, electricity, fire, or sonic/concussion. Each round, the incantation absorbs the first 5 points of damage the creature would otherwise take from the specified energy type, regardless of whether the source of damage is natural or magical. The incantation protects the recipient's equipment as well. For each additional point of protection, increase the Knowledge (arcane lore) check DC by +1.

A ward against a specific type of creature prevents bodily contact from whichever one of several monster types you select. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection ends if the warded creature makes an attack against or intentionally moves within 5 feet of the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

A ward against magic creates an immobile, faintly shimmering magical sphere (with radius 10 feet) that surrounds you and excludes all spell effects of up to 1st level. Alternatively, you can ward just the target and not create the radius effect. For each additional level of spells to be excluded, increase the Knowledge (arcane lore) check DC by +6. The area or effect of any such spells does not include the area of the ward, and such spells fail to affect any target within the ward. This includes spell-like abilities and spells or spell-like effects from magic items. However, any type of spell can be cast through or out of the ward. You can leave and return to the protected area without penalty (unless the incantation specifically targets a creature and does not provide a radius effect).

Instead of creating an incantation that uses the *ward* seed to nullify all spells of a given and lower level, you can create a ward that nullifies a specific spell (or specific set of spells). For each specific spell so nullified, increase the Knowledge (arcane lore) check DC by only +1 per spell level above 1st. For example, if you want to create an incantation that protects you specifically against *charm person* and *dominate*, the Knowledge (arcane lore) check DC would increase by +0 and +4, respectively.

The ward could be brought down by a targeted *dispel magic & psionics* spell. Incantations using the *dispel* seed may bring down a ward if the enemy spellcaster succeeds at a caster level check.



The Divine Powers

If your scenario is Divine Level 1 or higher, then “higher powers” are known to influence the fates of mortals. Whether it’s an obvious pantheon or a hidden sect, one or more beings exist on another level of existence, possessing powers that make humans look like the equivalent of insects. Maybe at epic levels (i.e., character levels above 20th level) your PCs will attract the direct attention of the gods, but until then such beings tend to work through proxies and avatars when interacting with mortals.

However, there are scales of power even amongst the gods, ranging from heroes with one godly parent to demi-gods, to lesser and intermediate gods, and ultimately the greater gods, who tend to become the leaders of their pantheons. While these divine powers are great, they are not truly omnipotent, and they can be bested, at least in aspects of existence outside their domain(s). Whether it’s a cataclysmic final battle between two or more diametrically-opposed powers, or an epic party presented with the ultimate challenge of defeating or vanquishing a divine power, you as the GM will eventually be confronted by the prospect of quantifying the scale of the divine powers (especially in an epic-level Divine Level 5 or higher scenario).

Divine Ranks

Similar to a character’s effective character level, a divine power’s Divine Rank is the divine power’s relative power level in regard to other divine powers. However, they don’t accumulate experience points to advance; instead, divine powers must accumulate worshippers in order to gain rank amongst the divine powers. Of all the character classes presented in the DxD20 Hero’s Handbook, only the Saint is guaranteed to achieve a Divine Rank of 0 by 20th-level. Otherwise, mortals typically never gain a Divine Rank.

Rank 0: Creatures of this rank are sometimes called quasi-deities or *hero* deities. Creatures that have a mortal and a deity as parents also fall into this category. These entities cannot grant spells, but are immortal and usually have one or more ability scores that are far above the norm for their species. They may have some worshippers. Ordinary mortals do not have a divine rank of 0. They lack a divine rank altogether.

Rank 1–5: These entities, called *demigods*, are the weakest of the deities. A demigod can grant spells and perform a few deeds that are beyond mortal limits. A demigod has anywhere from a few hundred to a few thousand devoted mortal worshippers and may receive veneration or respect from many more. A demigod controls a small godly realm (usually on an Outer Plane) and has minor control over a portfolio that includes one or more aspects of mortal existence. A demigod might be very accomplished in a single skill or a group of related skills, gain combat advantages in special circumstances, or be able to bring about minor changes in reality itself related to the portfolio.

Rank 6–10: Called *lesser deities*, these entities grant spells and can perform more powerful deeds than demigods can. Lesser deities have anywhere from a few thousand to tens of thousands of worshippers and control larger godly realms than demigods. They also have keener senses where their portfolios are concerned.

Rank 11–15: These entities are called *intermediate deities*. They have hundreds of thousands of mortal worshippers and control larger godly realms than demigods or lesser deities.

Rank 16–20: Called *greater deities*, these entities may have millions of mortal worshippers, and they command respect even among other deities. The most powerful of greater deities rule over other deities just as mortal sovereigns rule over commoners.

Rank 21+: These entities are beyond the ken of mortals and care nothing for worshippers. They do not grant spells, do not answer prayers, and do not respond to queries. If they are known at all, it is to a handful of scholars on the Material Plane. They are called *overdeities*. In some pantheistic systems, the consent of an overdeity is required to become a god.

Divine Characteristics

Most deities are creatures of the Outsider type (usually with 20 Outsider Hit Dice, but this is not the case for the Saint; they retain the Hit Dice and other modifiers of their class). All deities that are outsiders have all alignment subtypes that correspond with their alignment. Deities’ physical characteristics vary from deity to deity.

A deity's outsider type, along with its class or classes, determines its weapon proficiencies, feats, and skills. Deities have some or all of the following additional qualities, depending on their divine rank.

Levels: Most deities (rank 1 or higher) are 20 HD outsiders with 30 to 50 character levels as well. These additional character levels beyond an effective character level of 20th follow the rules for epic levels.

Character levels above 20th confer some, but not all, of the benefits of normal levels. Deities gain all the class features for all their levels. The deity also gains the normal Hit Die for that class, plus additional skill points as if the deity had a level in that class normally. The deity gains an ability bonus every four levels, and a feat every three levels.

Beyond character level 20th, deities' attack and saving throw bonuses increase at new rates. Deities gain a +1 epic attack bonus at 21st level and every other level thereafter. No deity can have more than five attacks derived strictly from its base attack bonus. Deities also gain a +1 bonus on saving throws at 22nd level and every other level thereafter.

Hit Points: All deities receive maximum hit points for each Hit Die.

Speed: Deities can move much more quickly than mortals. A deity's base land speed depends on its form (biped or quadruped) and its size, as shown on the following table. Some deities are exceptions, with speeds faster or slower than the norm.

Size	Biped*	Quadruped**
Fine	20 ft.	60 ft.
Diminutive	30 ft.	70 ft.
Tiny	40 ft.	80 ft.
Small	50 ft.	90 ft.
Medium	60 ft.	100 ft.
Large	80 ft.	120 ft.
Huge	100 ft.	140 ft.
Gargantuan	120 ft.	160 ft.
Colossal	140 ft.	180 ft.

*Or any form with two or fewer legs.

**Or any form with three or more legs.

Note: Use the Biped column for burrow and swim speeds for all deities regardless of form. Use half the value in the Biped column for climb speeds for all deities. Use twice the value in the Quadruped column for fly speeds for all deities capable of flying.

Armor Class: A field of divine energy encompasses a deity's body, granting it a divine Armor Class bonus equal to its divine rank. This bonus stacks with all other Armor Class bonuses and is effective against touch attacks and incorporeal touch attacks.

Most deities (all those with 20 outsider Hit Dice) have a natural armor bonus of their divine rank + 13. All deities also have a deflection bonus to their AC equal to their Charisma bonus (if any). Deities who aren't outsiders have their normal natural armor bonus + their divine rank. Many deities have other Armor Class bonuses as noted in their individual descriptions.

Attacks: A deity's Hit Dice and type and character level determine its base attack bonus. In addition to the figures for weapon attacks, this section of the statistics block also includes melee touch attack and ranged touch attack bonuses, to be used when the deity casts a spell or uses a spell-like ability that requires a touch attack to affect its target. A deity gets its divine rank as a divine bonus on all attack rolls. Deities of rank 1 or higher do not automatically fail on a natural attack roll of 1.

Bypassing Damage Reduction: As outsiders with alignment subtypes, the natural attacks of deities, as well as any weapons they wield, are considered aligned the same as the deity for the purposes of bypassing damage reduction.

Always Maximize Roll: Greater deities (rank 16–20) automatically get the best result possible on any check, saving throw, attack roll, or damage roll. Calculate success, failure, or other effects accordingly. When a greater deity makes a check, attack, or save assume a 20 was rolled and calculate success or failure from there. A d20 should still be rolled and used to check for a threat of a critical hit. This quality means that greater deities never need the Maximize Spell feat, because their spells have maximum effect already.

Saving Throws: A deity's outsider Hit Dice and character level determine its base saving throw bonuses. A deity gets its divine rank as a divine bonus on all saving throws. Deities of rank 1 or higher do not automatically fail on a natural saving throw roll of 1.

Checks: A deity gets its divine rank as a divine bonus on all skill checks, ability checks, caster level checks, and turning checks. Lesser deities (rank 6–10) may take 10 on any check, provided they need to make a check at all. Intermediate and greater deities (rank 11–20) always get a result of 20 on any check, provided they need to make a check at all.

Deities and Synergy Bonuses: For every 20 extra ranks a deity has in a skill, the deity's synergy bonus from the skill (if any) increases by +2.

Immunities: Deities have the following immunities. Individual deities may have more immunities. Unless otherwise indicated, these immunities do not apply if the attacker is a deity of equal or higher rank.

Transmutation: A deity is immune to polymorphing, petrification, or any other attack that alters its form. Any shape-altering powers the deity might have work normally on itself.

Energy Drain, Ability Drain, Ability Damage: A deity is not subject to energy drain, ability drain, or ability damage.

Mind-Affecting Effects: A deity is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Energy Immunity: Deities of rank 1 or higher are immune to electricity, cold, and acid, even if the attacker is a deity of higher divine rank. Some deities have additional energy immunities.

Deities of rank 1 or higher are immune to disease and poison, stunning, sleep, paralysis, and death effects, and disintegration.

Deities of rank 6 or higher are immune to effects that imprison or banish them. Such effects include *banishment*, *binding*, *dimensional anchor*, *dismissal*, *imprisonment*, *repulsion*, *soul bind*, *temporal stasis*, *trap the soul*, and turning and rebuking.

Damage Reduction: A deity has damage reduction as shown below:

Divine Rank	Damage Reduction
Quasi-deity (0)	10/epic
Demigod (1-5)	15/epic
Lesser deity (11-15)	20/epic
Intermediate deity (11-15)	25/epic
Greater deity (16-20)	30/epic

If the deity also has damage reduction from another source this damage reduction does not stack with the damage reduction granted by divine ranks. Instead, the deity gets the benefit of the best damage reduction in a given situation. Whenever a deity has a second kind of damage reduction that might apply to an attack, that damage reduction is listed in parentheses after the damage reduction entry in the deity's statistics block.

Resistances: All deities have at least the following resistances. Individual deities may have additional resistances.

Energy Resistance: A deity has fire resistance of 5 + its divine rank.

Spell Resistance: A deity has spell resistance of 32 + its divine rank.

Salient Divine Abilities: Every deity of rank 1 or higher has at least one additional power, called a salient divine ability, per divine rank (see Salient Divine Abilities below).

Domain Powers: A deity of rank 1 or higher can use any domain power it can grant a number of times per day equal to its divine rank (if the power normally can be used more often than that, the deity gets the greater number of uses). If a domain power is based on a cleric's level (or one-half a cleric's level), a deity with no cleric levels has an effective cleric level equal to the deity's divine rank (or one-half the deity's divine rank) for this purpose.

Spell-Like Abilities: A deity can use any domain spell it can grant as a spell-like ability at will. The deity's effective caster level for such abilities is 10 + the deity's divine rank. The saving throw DC for such abilities is 10 + the spell level + the deity's Charisma bonus (if any) + the deity's divine rank.

Immortality: All deities (even those of rank 0) are naturally immortal and cannot die from natural causes. Deities do not age, and they do not need to eat, sleep, or breathe. The only way for a deity to die is through special circumstances, usually by being slain in magical or physical combat. Deities of rank 1 or higher are not subject to death from massive damage.

Senses: Deities of rank 1 or higher have incredibly sensitive perception. Such a deity's senses (including darkvision and low-light vision, if the deity has them) extend out to a radius of one mile per divine rank. Perception is limited to the senses a deity possesses. A deity cannot see through solid objects without using its remote sensing ability or some sort of x-ray vision power.

Remote Sensing: As a standard action, a deity of rank 1 or higher can perceive everything within a radius of one mile per rank around any of its worshipers, holy sites, or other objects or locales sacred to the deity. This supernatural effect can also be centered on any place where someone speaks the deity's name or title for up to 1 hour after the name is spoken, and at any location when an event related to the deity's portfolio occurs. The remote sensing power can cross planes and penetrate any barrier except a divine shield (described in Salient Divine Abilities) or an area otherwise blocked by a deity of equal or higher rank. Remote sensing is not fooled by *misdirection* or *nondetection* or similar spells, and it does not create a magical sensor that other creatures can detect. A deity can extend its senses to two or more remote locations at once (depending on divine rank) and still sense what's going on nearby.

Divine Rank	Remote Locations
1–5	2
6–10	5
11–15	10
16–20	20

Once a deity chooses a remote location to sense, it automatically receives sensory information from that location until it chooses a new location to sense, or until it can't sense the location.

Block Sensing: As a standard action, a deity of rank 1 or higher can block the sensing ability of other deities of its rank or lower. This power extends for a radius of one mile per rank of the deity, or within the same distance around a temple or other locale sacred to the deity, or the same distance around a portfolio-related event. The deity can block two remote locations at once, plus the area within one mile of itself. The blockage lasts 1 hour per divine rank.

Portfolio: Every deity of rank 1 or higher has at least limited knowledge and control over some aspect of mortal existence. A deity's connection to its portfolio gives it a number of powers.

Portfolio Sense: Demigods have a limited ability to sense events involving their portfolios. They automatically sense any event that involves one thousand or more people. The ability is limited to the present. Lesser deities automatically sense any event that involves their portfolios and affects five hundred or more people. Intermediate deities automatically sense any event that involves their portfolios, regardless of the number of people involved. In

addition, their senses extend one week into the past for every divine rank they have. Greater deities automatically sense any event that involves their portfolios, regardless of the number of people involved. In addition, their senses extend one week into the past and one week into the future for every divine rank they have. When a deity senses an event, it merely knows that the event is occurring and where it is. The deity receives no sensory information about the event. Once a deity notices an event, it can use its remote sensing power to perceive the event.

Automatic Actions: When performing an action within its portfolio, a deity can perform any action as a free action, as long as the check DC is equal to or less than the number on the table below. The number of free actions a deity can perform each round is also determined by the deity's divine rank.

Divine Rank	Maximum DC for Automatic Action	Free Actions per Round
1–5	15	2
6–10	20	5
11–15	25	10
16–20	30	20

Create Magic Items: A deity of rank 1 or higher can create magic items related to its portfolio without any requisite item creation feat, provided that the deity possesses all other prerequisites for the item. The maximum item value a deity can create is a function of its divine rank (see the table below). The item's cost and creation time remain unchanged, but the deity is free to undertake any activity when not laboring on the item.

Divine Rank	Maximum Market Price
1–5	4,500 gp
6–10	30,000 gp
11–15	200,000 gp (any nonartifact)
16–20	No maximum (including artifact)

If a deity has the item creation feat pertaining to the item it wishes to create, the cost (in gold and XP) and creation times are halved.

Divine Aura: The mere presence of a deity of rank 1 or higher can deeply affect mortals and beings of lower divine rank. All divine aura effects are mind-affecting, extraordinary abilities. Mortals and other deities of lower rank can resist the aura's effects with successful Will saves; the DC is 10 + the deity's rank + the deity's Charisma modifier. Deities are immune to the auras of deities of equal or lower rank. Any being who makes a successful saving throw against a deity's aura power becomes immune to that deity's aura power for one day. Divine aura is an emanation that extends around the deity in a radius whose size is a function of divine rank. The deity chooses the size of the radius and can change it as a free action. If the deity chooses a radius of 0 feet, its aura power effectively becomes non-functional. When two or more deities' auras cover the same area, only the aura that belongs to the deity with the highest rank functions. If divine ranks are equal, the auras coexist.

Divine Rank	Divine Aura Size
1–5	10 ft./rank
6–10	100 ft./rank
11–15	100 ft./rank
16–20	1 mile/rank

The deity can make its own worshippers, beings of its alignment, or both types of individuals immune to the effect as a free action. The immunity lasts one day or until the deity dismisses it. Once affected by an aura

power, creatures remain affected as long as they remain within the aura's radius. The deity can choose from the following effects each round as a free action.

Daze: Affected beings just stare at the deity in fascination. They can defend themselves normally but can take no actions.

Fright: Affected beings become shaken and suffer a –2 morale penalty on attack rolls, saves, and checks. The merest glance or gesture from the deity makes them frightened, and they flee as quickly as they can, although they can choose the path of their flight.

Resolve: The deity's allies receive a +4 morale bonus on attack rolls, saves, and checks, while the deity's foes receive a –4 morale penalty on attack rolls, saves, and checks.

Grant Spells: A deity automatically grants spells and domain powers to mortal divine spellcasters who pray to it. Most deities can grant spells from the cleric spell list and from three or more domains. Deities with levels in the druid class can grant spells from the druid spell list. A deity can withhold spells from any particular mortal as a free action; once a spell has been granted, it remains in the mortal's mind until expended.

Spontaneous Casting: A deity of rank 1 or higher who has levels in a divine spellcasting class can spontaneously cast any spell it can grant.

Communication: A deity of rank 1 or higher can understand, speak, and read any language, including nonverbal languages. The deity can speak directly to any beings within one mile of itself per divine rank.

Remote Communication: As a standard action, a deity of rank 1 or higher can send a communication to a remote location. The deity can speak to any of its own worshipers, and to anyone within one mile per rank away from a site dedicated to the deity, or within one mile per rank away from a statue or other likeness of the deity. The creature being contacted can receive a telepathic message that only it can hear. Alternatively, the deity's voice can seem to issue from the air, the ground, or from some object of the deity's choosing (but not an object or locale dedicated to another deity of equal or higher rank than the deity who is speaking). In the latter case, anyone within earshot of the sound can hear it. The deity can send a manifestation or omen instead of a spoken or telepathic message. The exact nature of this communication varies with the deity, but it usually is some visible phenomenon. A deity's communication power can cross planes and penetrate any barrier. Once communication is initiated, the deity can continue communicating as a free action until it decides to end the communication. A deity can carry on as many remote communications at one time as it can remote sense at one time (see Remote Sensing, above).

Godly Realm: Each deity of rank 1 or higher has a location that serves as a workplace, personal residence, audience chamber, and sometimes as a retreat or fortress. A deity is at its most powerful within its godly realm. A deity has at least modest control over the environment within its realm, controlling the temperature and minor elements of the environment. The radius of this control is a function of the deity's rank and whether the realm is located on an Outer Plane or some other plane (including the Material Plane), see the section on "Other Planes of Existence" below for more details.

— — — Radius of Control — — —		
Divine Rank	Outer Plane	Material Plane
1–5	100 ft./rank	100 ft./rank
6–10	1 mile	100 ft./rank
11–15	10 miles	100 ft./rank
16–20	100 miles	100 ft./rank

Within this area, the deity can set any temperature that is normal for the plane where the realm is located (for the Material Plane, any temperature from –20°F to 120°F), and fill the area with scents and sounds as the deity sees fit. Sounds can be no louder than one hundred humans could make, but not intelligible speech or harmful sound. The deity's ability to create scents is similar. Deities of rank 6 or higher can create the sounds of

intelligible speech. A demigod or lesser deity can erect buildings and alter the landscape, but must do so through its own labor, through magic, or through its divine powers. A deity of rank 6 or higher not only has control over the environment, but also controls links to the Astral Plane. Manipulating a realm's astral links renders teleportation and similar effects useless within the realm. The deity can designate certain locales within the realm where astral links remain intact. Likewise, the deity can block off the realm from planar portals or designate locations where portals are possible. A deity of rank 11 or higher can also apply the enhanced magic or impeded magic trait to up to four groups of spells (schools, domains, or spells with the same descriptor). The enhanced magic trait enables a metamagic feat to be applied to a group of spells without requiring higher-level spell slots. Many deities apply the enhanced magic trait to their domain spells, making them maximized (as the Maximize Spell feat) within the boundaries of their realm. The impeded magic trait doesn't affect the deity's spells and spell-like abilities.

In addition, a deity of rank 11 or higher can erect buildings as desired and alter terrain within ten miles to become any terrain type found on the Material Plane. These buildings and alterations are manifestations of the deity's control over the realm.

A greater deity (rank 16 or higher) also can perform any one of the following acts:

- Change or apply a gravity trait within the realm.
- Change or apply an elemental or energy trait within the realm.
- Change or apply a time trait within the realm.
- Apply the limited magic trait to a particular school, domain, or spell descriptor within the area, preventing such spells and spell-like abilities from functioning. The greater deity's own spells and spell-like abilities are not limited by these restrictions.

Once a deity sets the conditions in its realm, they are permanent, though the deity can change them. As a standard action, the deity can specify a new environmental condition. The change gradually takes effect over the next 10 minutes. Changing astral links, planar traits, or terrain requires more effort, and the deity must labor for a year and a day to change them. During this time, the deity must spend 8 hours a day on the project. During the remaining 16 hours of each day, the deity can perform any action it desires, so long as it remains within the realm. The astral links, planar traits, and terrain remain unchanged until the labor is complete.

Travel: A deity of rank 1 or higher can use *teleport without error* as a spell-like ability at will, as the spell cast by a 20th-level character, except that the deity can transport only itself and up to 100 pounds of objects per divine rank. A deity of rank 6 or higher also can use *plane shift* as a spell-like ability at will, as the spell cast by a 20th-level character, except that the deity can only transport itself and up to 100 pounds of objects. If the deity has a familiar, personal mount, or personal intelligent weapon, the creature can accompany the deity in any mode of travel if the deity touches it. The creature's weight counts against the deity's weight limit.

Familiar: A deity of rank 1 or higher with levels as a sorcerer or a wizard has the ability to treat any creature of a given kind as a familiar, as long as that creature is within a distance of one mile per divine rank of the deity. This special familiar ability only applies to one creature at a time, but the deity can switch between one creature and another instantaneously, as long as the second creature is within range. This special familiar ability does not replace the deity's ability to have a normal familiar, which could be any kind of eligible creature.

Divine Proxies

A divine proxy speaks and acts on behalf of the divine being. When the demand for a deity's presence is too high, the deity may use proxies.

Proxies are divine minions invested with a small portion of the deity's power, while saints are proven believers who have developed such faith in their deity's name by proselytizing that they are capable of the truly miraculous. A deity may invest 1 rank of its power (reducing its divine rank accordingly) in a single servant to grant it a Divine Rank of 0 for as long as the deity chooses (note that a deity does not have to invest a divine rank of its power into a 20th-level Saint). The minion must be physically present for the deity to perform the investiture. If the proxy so invested is 20th-level Saint with a Divine Rank of 0 already, then the saint-proxy god gains any salient divine abilities held by the patron deity as well as the powers and abilities of a rank 1 demigod. Without the

requisite ability scores or divine ranks, the proxy may not be able to use all those powers and abilities. A deity may have more than one proxy, but it must lose 1 divine rank for each proxy it invests. A deity can retrieve a single divine rank as a standard action, and doing so does not require the physical presence of the proxy.

The Proxy-Saint (Divine Rank 0)

A character with 20 levels in the Saint class, or any character who has been granted a Divine Rank of 0 from their deity as a proxy, gains the following Divine Rank 0 abilities:

- Maximize the character's hit points, and movement speed is increased (see "Speed" above).
- Gain the character's Charisma modifier as a deflection bonus to AC.
- Immunity to transmutation, energy drain, ability drain, ability damage, and mind-affecting effects.
- Gain damage reduction 10/epic, fire resistance 5, and spell resistance 32.
- Gain access to the Exceptional Feats typically reserved for deities! (see Exceptional Feats, below.)
- Become effectively immortal; they cannot die of old age, only by injury, death magic, or the like.

Salient Divine Abilities

A deity's salient divine abilities are those abilities that emphasize the powers of that deity based on their focuses and domains. It's like a feat—it gives a deity a new capability or improves one that the deity already has. A deity has one salient divine ability for each divine rank the deity has, plus additional salient divine abilities reflecting its status: Demigods receive one bonus ability, lesser deities receive two bonus abilities, intermediate deities receive three, and greater deities receive five.

Some salient divine abilities have prerequisites. Usually, the deity must have all the listed prerequisites to have the ability. A divine rank of 1 is a prerequisite for all salient divine abilities. The most common salient divine abilities are described here. A few deities have unique salient divine abilities that are described in the deity's individual entry.

Using Salient Divine Abilities: Using a salient divine ability is a standard action unless otherwise noted in the ability description. Using a salient divine ability does not provoke an attack of opportunity.

Salient Divine Abilities and Antimagic: A salient divine ability functions normally within an *antimagic field*, and such an ability is never subject to spell resistance.

Salient Divine Ability Descriptions

Here is the format for salient divine ability descriptions.

[Ability Name]

Prerequisite: A minimum divine rank, minimum ability score, another salient divine ability, a minimum base attack bonus, a feat, a skill, or some other condition that a deity must have in order to acquire this salient divine ability. This entry is absent if a salient divine ability has no prerequisite. An ability may have more than one prerequisite. All salient divine abilities have a minimum prerequisite of divine rank 1. Quasi-deities such as saints and heroes (rank 0) have no salient divine abilities.

Benefit: What the ability enables the deity to do. If a deity has the same ability more than once, its benefits do not stack unless indicated otherwise in the description. In general, having a salient divine ability twice is the same as having it once.

Notes: Additional facts about the ability that may be helpful when using the ability in play.

Rest: Some abilities require the deity to rest afterward. If no rest is required, the entry is absent. A resting deity can engage in light activities such as talking or walking at half speed. When attempting anything more strenuous than that, the deity can only take partial actions and suffers a –6 penalty on all attack rolls, saves, and checks. The deity cannot use another ability that requires rest until its current rest requirement is fulfilled. Any time the deity spends performing strenuous activities does not count toward the required rest time.

Suggested Portfolio Elements: This entry gives one or more portfolio elements that are associated with the salient divine ability in question. The information is provided as guidance and should not be taken as a rule. Put another way, a deity doesn't have to necessarily have a domain (unless specifically noted as such) in order to access this ability, but they should have a good reason in keeping with the spirit of their domains to justify doing so.

Table: Salient Divine Abilities

Salient Divine Ability Name:	Prerequisites:	Suggested Portfolio Elements:
Alter Form	Alter Size	Nature, secrets, supreme, thieves
Alter Reality	Cha 30	Any
Alter Size	---	Any
Annihilating Strike	Divine Rank 11, BA +20, Str 30	Death, justice, vengeance, war
Arcane Mastery	Spellcaster 1 st , Int 30, Spell Mastery	Knowledge, magic
Area Divine Shield	Divine Rank 6, Cha 30, Divine Shield	Life, mercy, peace, protection
Automatic Metamagic	Spellcaster 1 st , any metamagic feat	Knowledge, magic
Avatar	Divine Rank 6, Cha 30	Any
Awesome Presence	Divine Rank 6, Cha 30	Healing, life, mercy, peace
Banestrike	BA +20	Death, justice, vengeance, war
Battlesense	---	Foresight, war
Call Creatures	---	Any
Clearsight	Divine Rank 6, Wis 30	Knowledge, truth
Command Plants	---	Agriculture, earth, fertility, plants
Control Creatures	---	Any
Craft Artifact	All Enchant feats or all Imbue feats	Artifice, crafts, magic or psionics
Create Object	Divine Rank 6, Int 30	Artifice, crafts, creation
Create Greater Object	Divine Rank 11, Int 30, Create Object	Artifice, crafts, creation
Divine Air Mastery	Air domain	Air, wind
Divine Archery	BA +20, Dex 30, Point Blank Shot, Far Shot	Accuracy, archers, war
Divine Armor Mastery	Light / Medium / Heavy Armor Proficiency	justice, war
Divine Bard	Bard 20 th	Art, beauty, dance, love, music, poetry
Divine Battle Mastery	Fighter 20 th , Dex 20, Int 20, Combat Reflexes, Dodge, Expertise, Mobility, Spring Attack, Whirlwind Attack, War domain	Justice, vengeance, war
Divine Blast	Cha 30	Death, destruction, war
Divine Blessing	Any attribute 40	Any
Divine Celerity	Dex 30	Speed, travel, wind
Divine Creation	Divine Rank 16, Int 30, Create Object, Create Greater Object	Artifice, crafts, creation, supreme
Divine Dodge	Dex 30	Agility, foresight, luck, protection, speed
Divine Druid	Druid 20 th	Nature
Divine Earth Mastery	Earth domain	Earth
Divine Fast Healing	Con 30	Endurance, healing
Divine Fire Mastery	Fire domain	Fire
Divine Glibness	Cha 30, Bluff 40, Trickery domain	Commerce, lies, thieves
Divine Inspiration	---	Any
Divine Monk	Monk 20 th	Law, self-discipline
Divine Paladin	Paladin 20 th	Chivalry, good, justice, law, war
Divine Power Endowment	Divine Rank 6, Power Endowment, Greater Power Endowment	Psionics
Divine Radiance	Good alignment	Good, light, sun
Divine Rage	Berserker 20 th	Destruction, rage, strength, war
Divine Ranger	Ranger 20 th	Archers, hunting, nature
Divine Recall	---	Knowledge
Divine Rogue	Rogue 20 th	Thieves
Divine Shield	Cha 30	Life, mercy, peace, protection
Divine Skill Focus	24 ranks in selected skill	Any
Divine Sneak Attack	Sneak attack +10d6	Thieves
Divine Spell Focus	Divine Rank 6, Spell Focus, Greater Spell Focus	Magic
Divine Manifesting/Spellcasting	Manifester or spellcaster 20 th	Magic, psionics
Divine Splendor	Divine Rank 16, Cha 40	Supreme
Divine Storm	Divine Rank 11	War
Divine Water Mastery	Water domain	Water

Salient Divine Ability Name:	Prerequisites:	Suggested Portfolio Elements:
Divine Weapon Focus	Weapon Focus in favored weapon	Any
Divine Weapon Mastery	Fighter 20 th , War domain	War
Divine Weapon Specialization	BA +20, Divine Weapon Focus	Any
Energy Aura	---	Nature
Energy Storm	Divine Rank 11	Fire, storms
Extra Domain	Divine Rank 6	Any
Extra Energy Immunity	Divine Rank 6, resistance to chosen energy	Any
Extra Sense Enhancement	Wis 30	Any
Footsore	Travel domain	Travel
Free Move	Dex 30, Divine Celerity	Speed, travel
Frightful Presence	Cha 20	Destruction, evil, justice, war
Gift of Life	---	Healing, life
Grow Creature	---	Nature
Hand of Death	---	Death, destruction
Increased Damage Reduction	Con 30	Any
Increased Energy Resistance	---	Any
Increased Power Resistance	---	Magic or psionics
Indomitable Strength	Str 40, Strength domain	Strength
Instant Counterspell	Spellcaster 20 th	Magic
Instant Move	Divine Rank 6, Dex 30	Speed, travel
Irresistible Blows	Divine Weapon Focus, Divine Weapon Mastery, Divine Weapon Specialization	War
Irresistible Performance	Perform 40	Art, beauty, dance, love, music, poetry
Know Death	---	Death, foresight
Know Secrets	---	Knowledge, secrets
Lay Curse	---	Evil
Lay Quest	---	Justice, law
Life and Death	Divine Rank 11, Gift of Life or Hand of Death	Death, supreme
Life Drain	Death domain	Death, evil, undead
Mass Divine Blast	Divine Rank 6, Cha 30, Divine Blast	Death, destruction, war
Mass Life and Death	Divine Rank 16, Life and Death	Death, supreme
Master Crafter	24 ranks in two different Craft skills	Artifice, crafts, creation
Mind of the Beast	---	Nature
Possess Mortal	Cha 30	Psionics, supreme
Power of Luck	Luck domain	Fate, gambling, luck
Power of Nature	---	Nature, sea, weather
Power of Truth	---	Justice, law, psionics, truth
Rejuvenation	Divine Rank 11, Divine Fast Healing	Death, life, supreme, undead
See Magic	Magic domain	Magic
Shapechange	Divine Rank 11, Alter Size, Alter Form	Nature, secrets, supreme, thieves
Shift Form	Divine Rank 6, Alter Size	Any
Speak with Creatures	---	Nature
Spontaneous Wizard Spells	Divine Rank 6, Wizard 1 st , Int 30, Arcane Mastery, Spell Mastery	Knowledge, magic
Stride	Travel domain	Speed, travel
Sunder and Disjoin	---	Destruction, war
Supreme Initiative	Dex 30, Improved Initiative	Agility, speed, thieves, war
True Knowledge	Divine Rank 11, Int 40, Bardic Knowledge / Lore	Knowledge
True Shapechange	Divine Rank 16, Shapechange	Nature, secrets, supreme, thieves
Undead Mastery	Divine Rank 6, Cleric 20 th	Death, life, undead
Undead Qualities	---	Death, undead
Wave of Chaos	Chaotic alignment	Chaos, psionics
Wound Enemy	BA +20	Death, pain, war

Alter Form

This is an extraordinary ability.

Prerequisite: Alter Size salient divine ability.

Benefit: As a move-equivalent action, the deity can alter its form, including clothing and equipment. The assumed form must be corporeal. The deity's body can undergo a limited physical transmutation, including adding or subtracting one or two limbs. If the form selected has wings, the deity can fly. Likewise, the deity can swim if the form has fins, breathe water if the form has gills, and so on. The deity can remain in the altered form indefinitely, but it resumes its own form if slain.

Notes: The deity's attack bonus, Armor Class, and saves do not change. The deity does not gain any of the assumed form's special abilities, attack forms, defenses, ability scores, or mannerisms. The deity can change physical qualities (such as hair color, hair texture, skin color, and gender). The deity can use this ability to create disguises, gaining a bonus of +10 on its Disguise checks. The deity can use its Alter Size ability simultaneously along with this one to become taller, shorter, thinner, or heavier.

Suggested Portfolio Elements: Nature, secrets, supreme, thieves.

Alter Reality

Prerequisite: Cha 30.

Benefit: This ability is similar to the *wish* spell. The deity merely thinks of something and then makes it so. Doing this requires at least a standard action.

Notes: The deity can duplicate any spell of 9th level or lower as a standard action. The duplicated spell has no material or XP component, and the DC of its saving throw (if one is allowed) is 20 + the deity's rank + the deity's Charisma modifier.

The deity also can duplicate a spell with any metamagic feat (so long as the metamagic feat is available to characters of 20th level or lower). This use of the ability requires the deity to rest for 1 round for each level that the feat would normally add to the spell. It still takes a standard action to use this ability, so there is no point in using the ability to duplicate a quickened spell.

The deity can render a magical or supernatural effect permanent. The rest requirement varies with the effect: 10 minutes per level of the effect times the number of subjects affected, 10 minutes per total Hit Dice of creatures affected, or 10 minutes per 10-foot cube affected. Use the highest applicable value.

The deity can create temporary, nonmagical objects. This works like the Create Object ability (including the required rest period), except that the items last one day per rank.

The deity also can create permanent nonmagical objects as if using the Create Object ability except that all rest requirements are doubled and there is no reduction in rest time for being on an Outer Plane or in the deity's own realm.

The deity can create temporary magic items or creatures. This works like the Divine Creation ability (including the required rest period), except that the items or creatures created last 1 hour per rank. This ability cannot create permanent magic items or creatures.

The deity can reshape a landscape, creating any type of terrain the deity can imagine. Each 10-foot cube of material to be reshaped requires 1 round of effort, and the deity must rest for one day per 10-foot cube shaped after the work is completed.

Suggested Portfolio Elements: Any.

Alter Size

Benefit: As a free action, the deity can assume any size from Fine to Colossal. The deity also can change the size of up to 100 pounds of objects it touches. If the deity has a familiar, personal mount, or personal intelligent weapon, the creature can change size with the deity if the deity touches it, but its weight counts against the deity's weight limit. This is a supernatural ability.

Notes: This ability allows the deity to assume any proportions from the size of a grain of sand up or as much as 1,600 feet tall. A radical change in size can have great impact on the deity's combat ability. The deity's Strength,

Armor Class, attack bonus, and damage dealt with weapons changes according to the size the deity assumes. The deity's Strength score can never be reduced to less than 1 through this ability. Also note that use of this divine ability does not affect all the deities' characteristics.

Suggested Portfolio Elements: Any.

Annihilating Strike

Prerequisites: Divine rank 11, base attack bonus +20, Str 30.

Benefit: When the deity strikes with a weapon or natural weapon, the opponent struck might be obliterated. Creatures, attended objects, and magic items must make Fortitude saves (DC 20 + the deity's rank + the damage dealt) or be reduced to $-(\text{Con score})$ hit points and killed outright. Unattended, nonmagical objects are obliterated. The deity can destroy up to 1,000 cubic feet (a 10-foot cube) of nonliving matter per rank, so the ability destroys only part of any very large object or structure targeted.

Notes: Deities with a rank equal to or greater than the attacking deity are not subject to this ability. This ability has no effect on objects or effects that are not subject to physical attacks.

Suggested Portfolio Elements: Death, justice, vengeance, war.

Arcane Mastery

Prerequisites: Spellcaster level 1st, Int 30, Spell Mastery.

Benefit: The deity can prepare any wizard spell that it can cast without using a spellbook.

Notes: This ability gives the deity access to every spell on the sorcerer/wizard spell list, provided that the deity has sufficient wizard levels and a sufficient Intelligence score to cast them. The deity also can invent new sorcerer/wizard spells without researching them.

Suggested Portfolio Elements: Knowledge, magic.

Area Divine Shield

Prerequisites: Divine rank 6, Cha 30, Divine Shield salient divine ability.

Benefit: Except where noted here, this ability works like the Divine Shield ability. The deity produces a transparent barrier whose area is up to two 5-foot hexes per rank. The barrier can be placed anywhere within the deity's line of sight. The deity can place the barrier so that it is mobile with respect to some unattended object or willing creature. The barrier can be adjusted to ignore certain types of damage, just as a divine shield can. If the deity makes the shield mobile with respect to a willing creature, the deity also can make the barrier one-way with respect to the creature and its allies, allowing them to attack through the shield and still use its protection.

Notes: The deity can shape the shield around itself or around a willing creature so that it is skintight, which prevents the subject from being touched. A skintight shield for a Medium-sized creature costs 1 5-foot hex of coverage, a Large creature costs 3 hexes of coverage, a Huge creature costs 6 hexes of coverage, a Gargantuan creature costs 10 hexes of coverage, and a Colossal creature costs 15 hexes of coverage.

Suggested Portfolio Elements: Mercy, protection.

Automatic Metamagic

Prerequisite: Spellcaster level 1st.

Benefit: The deity chooses one metamagic feat. As a free action, the deity can apply the selected feat to the spells from any one spellcasting class the deity has or to its spell-like abilities. A spell altered by the use of this ability does not use up a higher-level slot.

Notes: The deity must obey all the limitations normally associated with the metamagic feat. Any metamagic feat selected cannot have a level requirement of 21st or higher. Feats that depend on making the spell's level higher, such as Heighten Spell, do not work with this ability. A deity can have this ability multiple times, choosing a metamagic feat and either a spellcasting class or spell-like abilities to which the ability will apply each time.

Suggested Portfolio Elements: Knowledge, magic.

Avatar

Prerequisites: Divine rank 6, Cha 30.

Benefit: An avatar serves as a deity's alter ego, effectively allowing the deity to be in two or more places at the same time. An avatar is an extension of a deity. The deity senses and knows everything the avatar senses and knows and vice versa. Each avatar counts as a remote location where the deity is sensing and communicating. A lesser deity can have up to five avatars at once, an intermediate deity can have up to ten, and a greater deity can have up to twenty avatars at once. It takes a deity one year to create an avatar or replace a destroyed avatar. The process does not require any special effort on the deity's part. An avatar must be created in the deity's own realm. If the deity has the Divine Creation salient divine ability, the deity can use it to create a new avatar anywhere. However, the deity must rest afterward as noted in the Divine Creation ability description. An avatar is a less powerful version of a deity, created by modifying the deity's statistics, that has the following characteristics.

Divine Rank: The avatar's divine rank is half that of the deity (round down). This decrease in divine rank affects many of the avatar's statistics and abilities, including bonuses to attack rolls, damage, saves, checks, and Armor Class, damage reduction, resistances, number of salient divine abilities and bonus salient divine abilities, uses per day of domain powers, saving throw DCs against spell-like abilities, range of senses, automatic actions, magic items it can create, and extent of divine aura. The deity's ability scores, speed, class levels, and Hit Dice are unchanged.

Divine Abilities: The avatar has salient divine abilities according to its own divine rank. The deity chooses which of its abilities the avatar has when creating the avatar. The avatar cannot have a salient divine ability that is not available to a deity of its own rank, nor can it use a salient divine ability if it doesn't meet the prerequisites. An avatar cannot have the Avatar or Possess Mortal salient divine abilities. An avatar does not have any remote sensing or remote communication powers.

Suggested Portfolio Elements: Any.

Awesome Presence

Prerequisite: Divine Rank 6, Cha 30.

Benefit: The deity emanates an aura that inspires awe, causing anyone within 10 feet per Divine Rank to make a Will save (DC 10 + deity's Charisma modifier + deity's Divine Rank). Those who fail their Will save are fascinated by the deity's presence and, unless directly attacked or suffering damage, they do nothing except hang on every word and action of the deity while in range of the Awesome Presence.

Those who make the save can still choose their actions normally, except if they attack the deity, they must make a second Will save at the same DC to be able to do so. Failure of this second save means they cannot bring themselves to do so, losing their action in the process. However, an attacking being that differs from the deity on one alignment axis gets a +2 bonus to the second save, while an attacking being with a diametrically opposed alignment (lawful/good to chaotic/evil or lawful/evil to chaotic/good) to the deity receives a +4 bonus to the second save. This is a mind-affecting effect that only deities of Divine Rank 0 or higher can ignore.

Suggested Portfolios: Healing, life, peace.

Banestrike

Prerequisite: Base attack bonus +20.

Benefit: Any weapon the deity wields gains a bonus of +4 on attack rolls, and it deals an extra +4d6 points of damage against the designated foe. The bonus and extra damage stack with any other properties the weapon has.

Notes: The deity selects one kind of enemy from the list below.

Aberrations	Oozes
Animals	Outsiders, chaotic
Beasts	Outsiders, evil
Constructs	Outsiders, good
Dragons	Outsiders, lawful

Elementals	Plants
Fey	Undead
Giants	Vermin
Monstrous humanoids	Humanoids (choose one subtype)

The ability functions only when the deity personally attacks with a melee weapon or ranged weapon. The deity can apply the Banestrike ability to any weapon or natural weapon, but not to a spell, spell-like ability, supernatural ability, or divine ability.

A deity can have this ability multiple times, choosing a different kind of foe each time. The deity can imbue only one bane special ability to a weapon at a time and can change among them once a round as a free action.

Suggested Portfolio Elements: Death, justice, vengeance, war.

Battlesense

Benefit: The deity cannot be surprised or flanked except by a deity of higher rank. The deity retains its Dexterity bonus to Armor Class even if caught flat-footed or attacked by an invisible opponent, and is not subject to sneak attacks except by deities of higher rank.

Notes: If the deity has the uncanny dodge or improved uncanny dodge class feature, this ability replaces it.

Suggested Portfolio Elements: War.

Call Creatures

Benefit: The kind of creature the deity can call is noted in the deity's description. Each creature called can have no more Hit Dice than the deity has divine ranks, and the deity cannot have more creatures serving it at any given time than the deity has ranks. The creatures are transported to the deity's presence through an interdimensional connection similar to that created by a *gate* spell, except that it opens to the Material Plane. The creatures willingly serve to the best of their ability. The calling effect is otherwise similar to the calling property of the *gate* spell.

Notes: A deity can have this ability multiple times, choosing a different kind of creature each time.

Suggested Portfolio Elements: Any.

Clearsight

Prerequisites: Divine rank 6, Wis 30.

Benefit: The deity can see illusions, transmuted creatures and objects, and disguised creatures or objects for what they really are, provided they are within 10 feet per divine rank of the deity. This ability is similar to the *true seeing* spell, except that it does not reveal creatures' alignments but it does foil mundane disguises.

Suggested Portfolio Elements: Knowledge, truth.

Command Plants

Benefit: The deity can make plants grow in a radius of up to one mile per divine rank once per day. The deity can use this ability even in a place where no plants grow, though in this case the plants wither and die after one day. This ability works like the *plant growth* spell, except that it cannot be countered except by a deity of higher rank than the deity using the ability.

Also once per day, the deity can charm plant creatures, animate plants, or make them entangle its foes. This ability functions like the *command plants* spell, except that its maximum duration is one day no matter which option the deity chooses. At any one time, the deity can charm a number of plant creatures equal to its divine rank with this ability, regardless of Hit Dice.

Suggested Portfolio Elements: Agriculture, earth, fertility.

Control Creatures

Benefit: The deity can command some kind of creature as noted in the deity's description. This ability is similar to the *dominate monster* spell, but it is not a mind-affecting ability (the deity seizes direct control over the creature's body). Each day the deity can attempt to control a number of creature equal to its divine rank. The deity can attempt to take control of that number all at once, or in smaller numbers. All creatures to be affected must be within the deity's line of sight when first affected. Once control is established, distance is not a factor and the deity can maintain control remotely, even across planes and through wards or barriers (except divine shields and warding spells cast by deities of higher rank than the deity using the ability). The subject is allowed a Will save (DC 10 + the deity's rank + the deity's Charisma modifier) to resist and is allowed a new save if the deity commands the subject to do something against its nature.

At any given time, the deity cannot have more creatures under its control than 10 times its divine rank. If the deity already has the maximum number of creatures under its control, it can still attempt to take control of other creatures, but the deity must first release one or more creatures already under its control.

Notes: A deity can have this ability multiple times, choosing a different kind of creature each time.

Suggested Portfolio Elements: Any.

Craft Artifact

Prerequisites: Enchant Arms and Armor, Enchant Potion, Enchant Rod, Enchant Staff, Enchant Wand, Enchant Wondrous Item, Enchant Ring, and Enchant Scroll for arcane or divine artifacts, or Imbue Arms and Armor, Imbue Cognizance Crystal, Imbue Dorje, Imbue Power Stone, Imbue Psicrown, Imbue Ring, Imbue Tattoo, and Imbue Universal Item for psionic artifacts.

Benefit: The deity can enchant arms and armor, staves, wands, wondrous items, rings, and scrolls that exceed the normal limits for such items, or the deity can imbue arms and armor, cognizance crystals, dorjes, power stones, psicrowns, rings and universal items that exceed the normal limits for such items.

Suggested Portfolio Elements: Artifice, crafts, magic or psionics.

Create Object



Prerequisites: Divine rank 6, Int 30.

Benefit: As a full-round action, the deity can create one or more simple, nonmagical objects with a total weight of up to 50 pounds per divine rank, or with a total volume of 10 cubic feet per rank. If the deity uses this ability on a divinely morphic plane or within its own godly realm, double the volume and weight the deity can create. If the deity's realm is located on a divinely morphic plane, triple the volume and weight the deity can create there.

Notes: For purposes of this ability, a simple object can have no moving parts more complex than a door hinge and must be composed of a single material. The material can be no more valuable than iron (1 sp per pound). Once created, the objects are permanent and nonmagical. If the deity has the appropriate Craft skill, the deity can make a Craft check when creating the item to make it a masterwork item.

Suggested Portfolio Elements: Artifice, crafts, creation.

Create Greater Object

Prerequisites: Divine rank 11, Int 30, Create Object salient divine ability.

Benefit: As a full-round action, the deity can create objects weighing up to 100 pounds per divine rank, or with a volume of 20 cubic feet per rank. If the deity uses this ability on a divinely morphic plane or within its own godly realm, double the volume and weight the deity can create. If the deity's realm is located on a divinely morphic plane, triple the volume and weight the deity can create there.

Notes: This ability works like the Create Object ability, except as noted below. A deity can use this ability to create any kind of nonmagical object.

Rest: The deity must convert a considerable amount of its own energy into the object, which can leave the deity impaired. The deity can create an object with a value of up to 100 gp without impairment. For every additional 100 gp of value (or fraction of 100 gp), the deity must rest for 10 minutes. If the deity is creating an item on a divinely

morphic plane or within its own godly realm, it can create a 200 gp item without resting. If the deity's realm is located on a divinely morphic plane, it can create a 300 gp item there without having to rest.

Suggested Portfolio Elements: Artifice, crafts, creation.

Divine Air Mastery

Prerequisite: Air domain.

Benefit: The deity gains a competence bonus on attack rolls, damage, and Armor Class equal to its divine rank if both the deity and its foe are airborne. The deity can fly with perfect maneuverability, and for each round that it flies in a straight direction at maximum speed, its speed increases by a factor of one, until in the 10th round of flying straight at maximum speed the deity is traveling at 10x their normal maximum speed. When flying, the deity can automatically know the location of any corporeal creature within 10 feet per divine rank, by sensing the disturbance in the air the creature causes.

Suggested Portfolio Elements: Air, wind.

Divine Archery

Prerequisites: Base attack bonus +20, Dex 30, Point Blank Shot, Far Shot.

Benefit: The deity can fire a ranged weapon at any target within line of sight and within range of the deity's personal senses. No range increment applies to the attack. The deity does not incur any attacks of opportunity for firing a bow when threatened. As a full-round action, the deity may fire an arrow at her full base attack bonus at each opponent within 10 feet per divine rank. The deity must have the Weapon Focus feat with the type of bow she uses to perform this attack. When shooting a ranged weapon, the deity can ignore any cover bonus to the target's AC or any miss chance conferred by the target's concealment.

Suggested Portfolio Elements: Archers, war.

Divine Armor Mastery

Prerequisites: Armor Proficiency (heavy), Armor Proficiency (light), Armor Proficiency (medium).

Benefit: The deity ignores the maximum Dexterity bonus limit for light, medium, and heavy armor.

Suggested Portfolio Elements: War.

Divine Bard

Prerequisite: Bard level 20th.

Benefit: This ability has several benefits:

- For the deity's bardic abilities that have a range (countersong, *fascinate*, inspire competence, inspire greatness), that range is a number of miles equal to the deity's divine rank.
- The deity can use any bardic music inspiration ability as a standard action. The inspiration takes effect immediately after the deity concludes the action.
- The deity's bardic music abilities can affect even those normally immune to mind-affecting effects. However, such creatures gain a +10 bonus on their Will saves to resist such effects.
- The effects of all the deity's bardic music abilities are doubled. Inspire courage grants a +8 morale bonus on saving throws against charm and fear effects and a +8 morale bonus on attack and damage rolls; inspire competence grants a +4 competence bonus on skill checks; inspire greatness grants +4d10 Hit Dice, a +4 competence bonus on attack rolls, and a +2 competence bonus on Fortitude saves, and inspire heroics grants a +8 morale bonus on saving throws and a +8 dodge bonus to AC. The number of allies the deity can affect with inspire competence, inspire greatness, and inspire heroics doubles. When inspiring competence in multiple allies, the deity can choose different skills to inspire for different allies.
- The effects of the deity's bardic music inspiration abilities last for ten times as long as normal after the deity stops singing. This has no effect on inspiration abilities that have no duration after the bard stops singing.

- When any effect that is subject to countersong (any spell, supernatural ability, or spell-like effect that has the sonic or language-dependent descriptor) occurs within the deity's hearing, the deity can attempt a countersong as if it had prepared an action to do so.

Suggested Portfolio Elements: Art, bards, beauty, dance, love, music, poetry.

Divine Battle Mastery

Prerequisites: Fighter level 20th, Dex, 20, Int 20, Combat Reflexes, Dodge, Expertise, Mobility, Spring Attack, Whirlwind Attack, War domain.

Benefit: The deity can make an unlimited number of attacks of opportunity in one round. (The deity still can't make more than one attack of opportunity against a single opponent in a round.) As a full-round action, the deity may make one melee attack at its full base attack bonus against each opponent within reach. The deity does not incur any attacks of opportunity from this action.

Suggested Portfolio Elements: Justice, vengeance, war.

Divine Blast

Prerequisite: Cha 30.

Benefit: The deity can use this ability a number of times per day equal to 3 + its Charisma bonus. The ray created can extend up to one mile per rank (the deity chooses the length). Targets the ray strikes take 1d12 points of damage per rank of the deity, plus 1d12 points of damage per point of Charisma bonus the deity has. There is no saving throw, but the deity must make a ranged touch attack to hit a target. The deity can make the ray look, sound, smell, and feel like anything it desires. Despite the appearance of the ray, the damage it deals results directly from divine power and is therefore not subject to being reduced by *protection from elements* and similar magic.

Notes: The ray destroys a *wall of force*, *prismatic wall*, or *prismatic sphere* it hits (all layers in a prismatic effect are destroyed). The ray itself is unaffected and can strike a target behind the *wall of force* or prismatic effect. A divine shield can stop the ray.

Suggested Portfolio Elements: Death, destruction, war.

Divine Blessing

Prerequisite: Selected ability score 40.

Benefit: Choose one ability: Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma. The deity must have a score of at least 40 in the selected ability. The deity can grant mortals a +6 enhancement bonus to that ability that lasts for one day. In a single day and at one time, the deity can affect a number of creatures equal to its divine rank.

Notes: A deity can have this ability multiple times, choosing a different ability score each time.

Suggested Portfolio Elements: Any.

Divine Celerity

Prerequisite: Dex 30.

Benefit: The deity acts as if *hasted* for a number of minutes per day equal to its divine rank. The duration of the effect need not be consecutive rounds. Activating this ability is a free action.

Suggested Portfolio Elements: Travel, wind.

Divine Creation

Prerequisites: Divine rank 16, Int 30, Create Object salient divine ability, Create Greater Object salient divine ability.

Benefit: As a full-round action, the deity can create mortal creatures or magic items whose total weight is up to 100 pounds per divine rank, or with a total volume of 20 cubic feet per rank. If the deity uses this ability on a

divinely morphic plane or within its own godly realm, double the volume and weight the deity can create. If the deity's realm is located on a divinely morphic plane, triple the volume and weight the deity can create there.

Notes: This ability works like the Create Greater Object ability, except as noted below. A deity can use this ability to create any kind of creature that does not have a divine rank. The deity can create a creature with class levels, but never with more class levels than the deity has itself or the deity's divine rank, whichever is lower. The deity can create any kind of magic item except an artifact.

Rest: The deity must convert a considerable amount of its own energy into a creature, which always leaves the deity impaired. The deity must rest for 10 minutes $\times$ the creature's Hit Dice $\times$ the creature's Challenge Rating for each creature created, with a minimum of 10 minutes per creature. If the creature has class levels, each level counts as an additional Hit Die. The rest requirement for creating magic items is the same as for the Create Greater object ability.

Suggested Portfolio Elements: Crafts, creation, supreme.

Divine Dodge

Prerequisite: Dex 30, Dodge, Improved Dodge, Advanced Dodge.

Benefit: The deity can declare a number of immediate free dodge attempts each round equal to its divine rank. The deity must be aware of the attack to be able to try and dodge it, and it can only try to dodge each attack once, regardless of how many immediate free dodge attempts the deity may have remaining.

Notes: Free Dodge attempts from other sources such as the Dodge feat stack with the free dodge attempts with Divine Dodge.

Suggested Portfolio Elements: Agility, gambling, luck, protection.

Divine Druid

Prerequisites: Druid level 20th.

Benefit: While in a *wildshape*, the deity gains all the extraordinary and supernatural abilities of the creature whose form it adopts. In addition to animal forms, the deity can take the form of magical beasts or plant creatures. Some deities can assume additional forms. These are specified in the deity's description. The deity can assume the form of any animal, magical beast, or plant creature from Fine to Colossal in size.

Suggested Portfolio Elements: Nature.

Divine Earth Mastery

Prerequisites: Earth domain.

Benefit: The deity gains a competence bonus on attack rolls, damage, and Armor Class equal to its divine rank if both the deity and its foe are touching the ground. The deity gains a burrow speed commensurate with its size (see Divine Characteristics), as well as the ability to glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. This burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. The deity has tremorsense, allowing it to automatically sense the location of anything within 10 feet per divine rank that is in contact with the ground. The deity has complete control over all things made of earth (including stone and metal). It can alter the form of any amount of earth as a free action. The deity can duplicate the effects of the *stone shape*, *move earth*, *rusting grasp*, *transmute rock to mud*, *transmute mud to rock*, and *disintegrate* spells, with any earth, stone, or metal object as a target. The deity can also transmute any object made of earth, stone, or metal into a different kind of earth, stone, or metal. The deity can affect any object it can see, but no more than one object per round.

Suggested Portfolio Elements: Earth.

Divine Fast Healing

Prerequisites: Con 30.

Benefit: The deity gains fast healing of 20 + divine rank. Lost limbs or body parts reattach instantly when pressed against the wound on the body.

Notes: This ability does not stack with the fast healing special quality.

Notes: A deity can have this ability multiple times, and its effects stack. A deity with two applications of this ability improves its fast healing by 40 + (divine rank ×2).

Suggested Portfolio Elements: Endurance, healing.

Divine Fire Mastery

Prerequisites: Fire domain.

Benefit: The deity gains a competence bonus on attack rolls, damage, and Armor Class equal to its divine rank if both the deity and its foe are touching fire or using weapons with the flaming or flaming burst special abilities. The deity is immune to the effects of fire and heat.

The deity can automatically know the location of any corporeal creature within 10 feet per divine rank by sensing the disturbance in the ambient temperature that the creature causes.

The deity has complete control over all nonmagical fire and can duplicate the effect of any spell or power with the fire descriptor as a standard action.

Suggested Portfolio Elements: Fire.

Divine Glibness

Prerequisites: Cha 30, Bluff 40 ranks, Trickery domain.

Benefit: As a full-round action, the deity can speak and convince others to take some course of action. This works like a *mass suggestion* spell cast at a level equal to 10 + the deity's divine rank, except that it affects up to (10 + divine rank) creatures, no two of which can be more than (10 ×divine rank) feet apart. The save DC is 10 + the deity's Charisma modifier + the deity's divine rank.

Suggested Portfolio Elements: Commerce, lies, thieves.



Divine Inspiration

Benefit: The deity can enchant creatures to create a specific emotion. The deity can affect one creature per divine rank at once, and up to the same number each day. All must be within the deity's line of sight when first affected. The specific effects depend on the emotional state induced.

Courage: The enchanted creatures become immune to fear effects and receive a +2 morale bonus on attack rolls, weapon damage rolls, skill checks, and Will saves.

Despair: The enchanted creatures are affected as by an improved version of the *crushing despair* spell: affected creatures suffer a –4 penalty on attack rolls, damage rolls, saves, and checks unless they make a successful Will save (DC 10 + deity's Charisma modifier + deity's divine rank). The effect lasts one day.

Dread: The enchanted creatures must make successful Wisdom checks (DC = the deity's divine rank) to attack or fight. If the check fails, the creature flees in panic for 1d4 rounds. If the check succeeds, the creature does not have to check again for 10 minutes. The enchanted creatures also suffer a –2 morale penalty on attack rolls, weapon damage rolls, skill checks, and Will saves.

Frenzy: Frenzied creatures spend themselves in drinking, feasting, and dancing unless provoked or incited to violence. Frenzied creatures turn violent if they are attacked or perceive a threat to their safety. Frenzied creatures receive a +4 morale bonus to Strength and Dexterity, a –4 penalty to Wisdom, and a –2 penalty to AC. Subjects can attempt Will saves (DC 10 + deity's Charisma modifier + deity's divine rank) to resist the effect. This is a mind-affecting compulsion.

Hope: The enchanted creatures gain a +4 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

Rage: The enchanted creatures receive a +4 morale bonus to Strength and Constitution scores, a +2 morale bonus on Will saves, and a –2 penalty to AC. They are compelled to fight heedless of danger. Subjects can attempt Will

saves (DC 10 + deity's Charisma modifier + deity's divine rank) to resist the effect. This is a mind-affecting compulsion.

Love and Desire: A love effect causes the target to fall in love with the specified creature, seeking every opportunity to be near that creature and making every effort to win the creature's affection. A desire effect is similar, but the target seeks any opportunity to become physically intimate with the specified creature. Subjects can attempt Will saves (DC 10 + deity's Charisma modifier + deity's divine rank) to resist the effect. This is a mind-affecting compulsion effect.

Suggested Portfolio Elements: Any.

Divine Monk

Prerequisites: Monk level 20th.

Benefit: The deity's unarmed strikes are treated as a magic slashing weapon with an enhancement bonus of +5 and the keen, lawful, and vorpal qualities. If the deity chooses, a particular attack can be bludgeoning instead of slashing, but the keen and vorpal qualities do not apply to that attack. Any unarmed attack the deity makes has a base damage of 2d12.

The deity can use the Deflect Arrows feat to deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows. The deity can deflect any number of attacks in a single round. When the deity deflects any attack, the attack is reflected upon the attacker, using the deity's base ranged attack bonus. When the deity deflects a spell, the spell's level is added to the DC to deflect the attack. The deity only gains the second benefit of this ability if he or she has the Deflect Arrows feat.

Suggested Portfolio Elements: Law.

Divine Paladin

Prerequisites: Paladin level 20th.

Benefit: The deity's aura of courage grants a +8 morale bonus on saving throws against fear effects and extends to all allies within 100 feet of the deity. The deity's special mount, if any, gains the celestial template. The deity can smite evil ten times per day, and it inflicts an extra 3 points of damage per class level on a successful smite attempt.

Suggested Portfolio Elements: Good, justice, law, nobility, war.

Divine Power Endowment

Prerequisites: Divine Rank 6, Power Endowment, Greater Power Endowment.

Benefit: The deity can expend its psionic focus to increase the save DC for any power manifested by one-half the deity's divine rank. This bonus overlaps (does not stack with) the bonus from Power Endowment or Greater Power Endowment.

Suggested Portfolio Elements: Psionics.

Divine Radiance

Prerequisite: Good alignment.

Benefit: The deity can shed light in a (10 feet × divine rank) emanation from its body. This light counters and dispels all darkness effects (unless created by a deity of higher rank) and causes pain and damage to undead creatures, who take 2d8 points of damage per round with no save. As a full attack action, the deity can generate up to three rays of scorching light that can strike targets up to a number of miles away equal to the deity's divine rank. Each ray deals 1d6 points of damage per 2 divine ranks. Undead take 1d12 points of damage per 2 divine ranks.

Suggested Portfolio Elements: Good, light, sun.

Divine Rage

Prerequisite: Berserker level 20th.

Benefit: This ability is similar to the berserker's rage ability (and it replaces the berserker rage ability for the deity). The deity can activate this ability only after suffering damage from a weapon, and can use it a number of times per day equal to its divine rank. Once used, the ability lasts 1 hour (though the deity can end the rage at will). While raging, the deity gains +10 to Strength, +10 to Constitution, and a +5 morale bonus on Will saves. The deity's spell resistance and energy resistances each increase by +10. The deity also can make one extra attack, at its full attack bonus, whenever it uses the full attack action. While raging, the deity suffers a –5 penalty to Armor Class and cannot perform acts that require patience and concentration, such as moving silently, casting spells, and using salient divine abilities.

Suggested Portfolio Elements: Destruction, rage, strength, war.

Divine Ranger

Prerequisites: Ranger level 20th.

Benefit: Any weapon the deity wields against one of its favored enemies is treated as a bane weapon against that creature type. Thus, its enhancement bonus is increased by +2 and it deals +2d6 points of damage.

The deity can follow tracks at its normal land speed. It treats all normal terrain as very soft ground for purposes of tracking and ignores DC modifiers for time or weather. The deity can track creatures across water, underwater, or through the air by means of the minute disturbances they make and traces of their passage. The table below adds across water, underwater, and air to the list of surfaces found in the Track feat description.

Surface	Survival DC
Across water	60
Underwater	80
Air	120

Suggested Portfolio Elements: Archers, hunting, nature.



Divine Recall

Benefit: The deity remembers every event of a certain type that has ever occurred. The type of event is specified in the deity description.

Notes: A deity can have this ability multiple times, choosing a different type of event each time.

Suggested Portfolio Elements: Knowledge.

Divine Rogue

Prerequisites: Rogue level 20th.

Benefit: Once per round, when struck by an attack from an opponent the deity is aware of, the deity may make a Reflex save (DC 10 + damage dealt) to negate all damage from the attack.

If the deity passes within 5 feet of a trap, the deity is entitled to a Search check to notice it as if the deity were actively looking for it.

The deity can assess the exact value of any treasure it can see. The deity also can immediately determine what any creature is carrying and where each carried item is.

Suggested Portfolio Elements: Thieves.

Divine Shield

Prerequisites: Cha 30.

Benefit: As a free action, the deity can create a shield that lasts 10 minutes and protects the deity's body and equipment from attacks. The shield stops 10 points of damage per rank. Once the shield stops that much damage, it collapses. The damage can be from any source, including a divine blast attack. The deity can use this ability a number of times per day equal to 3 + its Constitution bonus.

Notes: The deity can adjust the shield so that it does not block damage the deity ignores anyway. The effects of multiple divine shields do not stack.

Suggested Portfolio Elements: Life, mercy, peace, protection.

Divine Skill Focus

Prerequisites: 24 ranks in the selected skill.

Benefit: The deity receives a bonus of 10 + its divine rank when using the skill selected.

Notes: This bonus stacks with the divine rank bonus deities normally receive on checks. If the selected skill is related to the deity's portfolio, add the deity's rank to the maximum DC for a free action. A deity can have this ability multiple times, choosing a different skill each time.

Suggested Portfolio Elements: Any.

Divine Sneak Attack

Prerequisites: Sneak attack +10d6.

Benefit: The deity's sneak attacks deal an additional +3d6 points of damage. Any attack of opportunity the deity makes is considered a sneak attack.

The deity can flank or catch flat-footed any opponent whose divine rank does not exceed the deity's and can sneak attack that opponent. The deity cannot deal sneak attack damage to opponents that are immune to critical hits. Any time the deity inflicts damage with a sneak attack, that target suffers damage equal to the deity's sneak attack bonus damage on the deity's next turn as well.

Suggested Portfolio Elements: Thieves.

Divine Spell Focus

Prerequisites: Divine Rank 6, Spell Focus, Greater Spell Focus.

Benefit: The deity chooses one school of magic. The save DC for any spell of that school increases by one-half the deity's divine rank. This bonus overlaps (does not stack with) the bonus from Spell Focus or Greater Spell Focus.

Notes: A deity can have this ability multiple times, choosing a different school of magic each time.

Suggested Portfolio Elements: Magic.

Divine Manifesting / Spellcasting

Prerequisites: Manifester level and/or spellcaster level 20th.

Benefit: The deity can cast spells whose effective level is above 9th and/or manifest powers at levels beyond 20th-level manifesters. The deity adds its Divine Rank to the normal maximum of 9th-level spells and 20th-level manifested powers to determine what the maximum spell level (for metamagic feat purposes) or maximum manifesters level (for power manifestation purposes) is. Furthermore, the deity does not incur attacks of opportunity for casting spells or manifesting powers when threatened.

For example, the Diamond Dragon is a lesser deity with a Divine Rank of 10, and it is a 20th-level Wilder, a 20th-level Sorcerer, and a 10th-level Psychic Theurge. With Divine Manifesting / Spellcasting, the Diamond Dragon can use metamagic feats to cast the equivalent of a 19th-level spell (9th-level spells plus 10 Divine Ranks) and manifests its psionic powers at 40th-level manifesters (20th-level manifesters plus 10 levels of Psychic Theurge plus 10 Divine Ranks).

Suggested Portfolio Elements: Magic or psionics.

Divine Splendor

Prerequisites: Divine rank 16, Cha 40.

Benefit: Any mortal who approaches within 10 feet per divine rank of the deity in its natural form dies immediately, with no saving throw.

Suggested Portfolio Elements: Supreme.

Divine Storm

Prerequisite: Divine rank 11.

Benefit: The deity can surround itself with a vortex of holy or unholy force that manifests in different forms depending on the deity. The vortex extends from the deity in an emanation with a radius of 10 feet per divine rank. The effect stops attacks with thrown weapons and projectiles (they fail if made by creatures inside the area, or targeted at creatures within the area, or if their paths take them through the area).

In addition, the force expels creatures whose alignment on the ethical (lawful-chaotic) axis is opposite the deity's. If the deity's ethical alignment is neutral (neutral good or neutral evil), the force does not expel any creatures. Affected creatures in the area must make Fortitude saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) or be picked up and thrown out, regardless of size. Such creatures suffer 1d6 points of damage for each 10 feet they travel. Creatures that make successful saves are not affected by the vortex for one day, although the vortex still stops their thrown weapons and projectiles. Creatures that fail their saves can attempt to reenter the area, but they must attempt new saves.

The force damages creatures whose alignment on the moral (good-evil) axis is opposite the deity's. If the deity's moral alignment is neutral (lawful neutral or chaotic neutral), the force does not damage any creatures. Affected creatures in the area must make Fortitude saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) each round or suffer 1 point of holy damage per divine rank. A successful save negates the damage, but the creature must save again the next round if it is still within the area.

Creatures whose alignment is diametrically opposed to the deity's are subject to both effects.

Suggested Portfolio Elements: War.

Divine Water Mastery

Prerequisites: Water domain.

Benefit: The deity gains a competence bonus on attack, damage, and Armor Class equal to its divine rank if both the deity and its foe are touching the same body of water. The deity gains a swim speed commensurate with its size (see Divine Characteristics).

At will, as a full-round action, the deity can create a devastating tidal wave of water. On land, the wave has effects similar to a flash flood: Creatures caught in the water must make a Fortitude save (DC 15). Large or smaller creatures that fail the save are swept away, taking 1d6 points of subdual damage per round (1d3 points on a successful Swim check against DC 20). Huge creatures that fail are knocked down, while Gargantuan and Colossal creatures are checked. The wave destroys all wooden buildings and 25% of the stone buildings it comes into contact with. At sea, the tidal wave capsizes ships and crushes them to splinters. The wave affects a number of miles of coastland up to the deity's divine rank.

When touching water, the deity can automatically sense the location of anything within 100 feet per divine rank that is in contact with the same body of water.

Suggested Portfolio Elements: Water.

Divine Weapon Focus

Prerequisites: Weapon Focus in favored weapon.

Benefit: This ability works like the Weapon Focus feat except that the deity receives a bonus of +4 on attacks with the weapon.

Notes: This bonus stacks with the divine rank bonus deities get on attack rolls, and with the Divine Weapon Mastery salient divine ability. It also stacks with the Weapon Focus and Greater Weapon Focus feats. A deity can have this ability multiple times, choosing a different kind of weapon each time.

Suggested Portfolio Elements: Any.

Divine Weapon Mastery

Prerequisites: Fighter level 20th, War domain.

Benefit: The deity receives the benefits of the Weapon Focus, Weapon Specialization, and Improved Critical feats when wielding any simple or martial weapon.

Suggested Portfolio Elements: War.

Divine Weapon Specialization

Prerequisites: Base attack bonus +20, Divine Weapon Focus salient divine ability with the selected weapon.

Benefit: This ability works like the fighter's Weapon Specialization feat, except that the deity receives a bonus on damage with the weapon equal to its divine rank. **Notes:** If the selected weapon is a ranged weapon, the extra damage applies against any target the deity can see.

The damage bonus from this ability stacks with the damage bonus from the Divine Weapon Mastery ability and the Weapon Specialization and Greater Weapon Specialization feats. A deity can have this ability multiple times, choosing a different kind of weapon each time.

Suggested Portfolio Elements: Any.

Energy Aura

Benefit: The deity can emanate a specific type of energy (acid, cold, electricity, fire, or sonic energy, specified in the deity's description) with a radius of 10 feet per divine rank for 1 round as a standard action. Anything in the area takes 1d8 points of the appropriate energy damage per divine rank. Damage is halved for those who make successful saving throws (Fortitude DC 10 + the deity's divine rank + the deity's Constitution modifier).

Notes: A deity can have this ability multiple times, choosing a different type of energy relevant to the deity each time.

Suggested Portfolio Elements: Nature.

Energy Storm

Prerequisite: Divine rank 11.

Benefit: The deity can surround itself with a vortex of energy (acid, cold, electricity, fire, sonic, positive, or negative energy, specified in the deity's description). The vortex extends from the deity in an emanation with a radius of 10 feet per divine rank. The effect stops attacks with thrown weapons and physical projectiles. Such attacks fail if made by creatures inside the area, or are targeted at creatures within the area, or if their trajectories take them through the area.

Energy storms that use acid, cold, electricity, fire, or sonic energy deal 1 point of energy damage and 1 point of holy damage per divine rank each round.

Positive energy deals 1 point of damage per divine rank to undead creatures, and it heals the same amount of damage on living creatures. Negative energy deals 1 point of negative energy per divine rank to living creatures, and it heals the same amount of damage on undead creatures.

Notes: A deity can have this ability multiple times, choosing a different type of energy each time.

Suggested Portfolio Elements: Fire, storms.

Extra Domain

Prerequisite: Divine rank 6.

Benefit: The deity chooses one domain to add to its list of domains. The deity can grant spells and powers from that domain and use those spells and powers personally, just as it can the spells and powers of its other domains.

Notes: A deity can have this ability multiple times, choosing a new domain each time.

Suggested Portfolio Elements: Any.

Extra Energy Immunity

Prerequisites: Divine rank 6, resistance to the energy type selected.

Benefit: The deity gains immunity to acid, cold, electricity, fire, or sonic energy.

Notes: This ability is effective even if the attacker is a deity of higher rank. A deity can have this ability multiple times, choosing a different form of energy each time.

Suggested Portfolio Elements: Any.

Extra Sense Enhancement

Prerequisites: Wis 30.

Benefit: The deity chooses one sense to enhance. The ability can extend a sense's range one mile per divine rank, or it can allow the sense to ignore one type of physical or magical blockage. The enhanced sense can penetrate 10 feet of a physical barrier per rank or 100 feet of a less tangible barrier (such as fog or smoke) per rank.

Notes: Some deities have specific applications of this ability that go beyond the normal senses. A deity can have this ability multiple times, choosing a different sense each time.

Suggested Portfolio Elements: Any.

Footsore

Prerequisites: Travel domain.

Benefit: The deity can sap the energy from living creatures so that they feel tired. It can affect up to one creature per divine rank at once, but no more than one creature per divine rank each day. All must be within the deity's line of sight when first affected. Subjects can attempt Fortitude saves (DC 10 + deity's Charisma modifier + deity's divine rank). Creatures who fail their saves become fatigued and their speed is reduced by half. Furthermore, any mount or vehicle they ride is likewise slowed. The effect lasts one day.

Suggested Portfolio Elements: Travel.

Free Move

Prerequisites: Dex 30, Divine Celerity salient divine ability.

Benefit: The deity can move up to its speed once a round as a free action.

Suggested Portfolio Elements: Travel.

Frightful Presence

Prerequisites: Cha 20.

Benefit: Whenever the deity performs a specific action specified in the deity's description (usually attacking, but sometimes making an intimidating gesture), foes within a 30-foot-radius burst must make Will saves (DC 10 + deity's Charisma modifier + deity's divine rank). Foes within the burst, but not the deity's immediate target, become shaken for 3d6 rounds if they fail their saves. Creatures the deity attacks when it activates the ability become panicked for 3d6 rounds if they fail their saves. Foes who make successful saving throws are unaffected by this ability for one day.

Suggested Portfolio Elements: Destruction, evil, justice, war.

Gift of Life

Benefit: The deity restores the dead creature to life, no matter how long the creature has been dead or what the condition of the body.

Notes: This ability works like the *true resurrection* spell, except that there is no material component and the amount of time the subject has been dead is irrelevant.

This ability can restore a creature to life against its will, but only with the permission of whatever deity rules the underworld or the divine realm where the mortal's soul resides. This ability can resurrect an elemental or outsider and can resurrect a creature whose soul is trapped, provided the soul is not held by a deity of higher rank than the one using this ability.

This ability cannot restore life to a creature that has been slain by the Hand of Death ability or the Life and Death ability of a deity with a higher rank.

Suggested Portfolio Elements: Healing, life.

Grow Creature

Benefit: This ability works like the *animal growth* spell, except that it can affect up to one creature of the specified type per divine rank each day, all of which must be within the deity's line of sight when first affected. The effect lasts one day.

Notes: A deity can have this ability multiple times, choosing a different type of creature each time.

Suggested Portfolio Elements: Nature.

Hand of Death

Benefit: The deity points to any mortal within the deity's sensory range and snuffs out its life. There must be an unbroken line of effect between the deity and the target.

Notes: This ability works like the *destruction* spell, except that there is no material component. The mortal is allowed a Fortitude saving throw with a DC of 20 + the deity's Charisma bonus + the deity's divine rank. Even if the save succeeds, the subject takes 10d6 points of damage, which may kill it anyway. If the attack kills the mortal (either through a failed saving throw or through damage), the mortal cannot be raised or resurrected afterward, except by a deity of equal or higher rank using the Gift of Life, Life and Death, or Mass Life and Death salient divine ability.

Suggested Portfolio Elements: Death.

Increased Damage Reduction

Prerequisites: Con 30.

Benefit: The deity's damage reduction increases 5 and adds an alignment requirement opposed to the deity's alignment to bypass the damage reduction. For example, a lawful good deity with DR25/epic would gain DR 30/epic and evil or DR 30 epic and chaotic.

Notes: A deity cannot choose this ability more than once.

Suggested Portfolio Elements: Any.



Increased Energy Resistance

Benefit: The deity gains resistance equal to its divine rank to acid, cold, electricity, fire, or sonic energy.

Notes: A deity can have this ability multiple times, choosing a different form of energy each time. The deity also can have this ability more than once for a single type of energy. When applied to an energy type that the deity already resists, this ability increases the resistance by 10.

Suggested Portfolio Elements: Any.

Increased Power / Spell Resistance

Benefit: The deity's spell resistance increases by 20.

Notes: A deity can have this ability multiple times, and its effects stack. A deity with two applications of this ability improves its spell resistance by 40.

Suggested Portfolio Elements: Magic or psionics.

Indomitable Strength

Prerequisite: Str 40, Strength domain.

Benefit: If required to make an opposed roll involving Strength (including grapple checks), the deity receives a divine bonus of +20 on its roll. This bonus stacks with the normal divine rank bonus.

Suggested Portfolio Elements: Strength.

Instant Counterspell

Prerequisites: Spellcaster level 20th.

Benefit: Once per round, when any spell is cast within the deity's line of sight, the deity can counterspell it as an immediate free action, provided that the deity is aware of the spell and makes the required Spellcraft check.

Suggested Portfolio Elements: Magic.

Instant Move

Prerequisites: Divine rank 6, Dex 30.

Benefit: As a move action, the deity can travel up to 30 feet per divine rank, as though using the *dimension door* spell, except that the deity never appears within a solid object and can act immediately after teleporting.

Suggested Portfolio Elements: Speed, travel.

Irresistible Blows

Prerequisites: Divine Weapon Focus, Divine Weapon Mastery, and Divine Weapon Specialization with the selected melee weapon.

Benefit: When the deity makes a melee attack with the chosen weapon against a creature, resolve the attack as a melee touch attack (the weapon blow ignores armor and natural armor bonuses). If the weapon hits, the creature struck must make a Fortitude save (DC 10 + the deity's Constitution modifier + the deity's divine rank) or be stunned for 1d10 rounds.

The deity's attacks with the chosen weapons are considered to be adamantine for purposes of bypassing damage reduction and hardness.

Notes: A deity can have this ability multiple times, choosing a different kind of weapon each time.

Suggested Portfolio Elements: War.

Irresistible Performance

Prerequisites: Perform 40 ranks.

Benefit: When the deity sings, plays a musical instrument, tells jokes, recites verse, or engages in any other type of performance as a full-round action, the deity has the option to create any of the following effects. The deity can use this ability a number of times per day equal to its divine rank. It affects up to one creature per divine rank within a burst with a radius of 10 feet per divine rank, centered on the deity.

- Affected creatures become unable to take actions; instead, they dance, observe the performance with rapt attention, laugh, or applaud at the deity's option. The affected creatures also suffer a –4 penalty to Armor Class, cannot succeed at Reflex saves (except on a roll of 20), and cannot use shields. Creatures can resist this mind effect with a successful Will save (DC 10 + the deity's Charisma modifier + the deity's divine rank). The effects last for as long as the deity performs and for up to 1 round per divine rank thereafter.
- Affected creatures become blissfully calm. They are immune to fear and compulsion effects except for those created by deities of higher rank than the performing deity and any such effects already operating on affected creatures are countered and dispelled. This ability also counters and dispels rage effects except for those created by deities of higher rank than the performing deity. Immunity to fear and compulsion last for as long as the deity performs and for up to 1 round per divine rank thereafter.
- Affected creatures fall asleep. This works like the *sleep* spell, except that any living creature can be affected. Creatures can resist this mind effect with Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank). Affected creatures sleep for up to 1 hour per divine rank or until awakened. The deity can end the effect at will.
- Affected creatures are so deeply moved that they simply die. Only living creatures with Hit Dice equal to or less than the deity's divine rank are affected. Creatures can resist the effect with Fortitude saves (DC 10 + the deity's Charisma modifier + the deity's divine rank).

Once a creature makes a successful save against one of the deity's performances, the creature cannot be affected again for one day.

Note: Not all deities with this ability can create all the mentioned effects, as specified in the deity descriptions.

Suggested Portfolio Elements: Art, beauty, dance, love, music, poetry.

Know Death

Benefit: The deity knows the exact moment and circumstances of any mortal creature's death just by looking at the creature.

Suggested Portfolio Elements: Death, foresight.

Know Secrets

No secrets can be kept from the deity.

Benefit: The deity can learn a creature's entire history (including any embarrassing or vital secrets it might know) just by looking at it. This ability is similar to the *legend lore* spell, except that it delivers instant results and the subject is allowed a Will save (DC 10 + the deity's Charisma modifier + the deity's divine rank) to avoid the effect.

Suggested Portfolio Elements: Knowledge, secrets.

Lay Curse

Benefit: This ability works like the *bestow curse* spell, except that mortals get no save. Deities of equal or lesser rank are subject to this ability, but are allowed Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) to resist. The curse can be removed only by a deity of equal or higher rank than the cursing deity.

The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected.

Suggested Portfolio Elements: Evil.

Lay Quest

Benefit: This ability works like the *geas/quest* spell, except that it works only on mortals and it can be removed only by a deity of equal or higher rank than the deity who lays the quest. The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected.

Suggested Portfolio Elements: Justice, law.

Life and Death

Prerequisites: Divine rank 11, Gift of Life or Hand of Death salient divine ability.

Benefit: The deity designates any mortal and snuffs out its life. Or the deity can designate any dead mortal and restore it to life.

Notes: This ability works across planar boundaries and penetrates any barrier except a divine shield. However, the subject must be in a location the deity can sense, either within the deity's sense range or in a location the deity can perceive through its remote sensing ability. If the deity cannot see the subject, the deity must unambiguously identify the subject in some fashion.

If the deity chooses to kill a mortal, the ability works like the *destruction* spell, except that there is no material component or saving throw. The mortal cannot be raised or resurrected afterward, except by a deity of equal or higher rank using the Gift of Life or Life and Death salient divine ability.

If the deity restores life to a mortal, this ability works like the *true resurrection* spell, except that there is no material component and the amount of time the subject has been dead is irrelevant.

This ability cannot restore a creature to life against its will, but it can resurrect an elemental or outsider. It can resurrect a creature whose soul is trapped, provided the soul is not held by a deity of higher rank than the one using this ability.

This ability cannot restore life to a creature that has been slain by the Hand of Death, Life and Death, or Mass Life and Death ability of a deity with a higher rank.

Rest: After using either version of this ability, the deity must rest for 1 minute per level or Hit Die of the creature affected. Deities whose portfolio includes death do not have to rest after using this ability.

Suggested Portfolio Elements: Death, supreme.

Life Drain

Prerequisites: Death domain.

Benefit: As a free action, the deity can generate a cloud of darkness that rises from its body in a spread with a radius of 10 feet per divine rank and 10 feet high. The cloud blocks sight as a *deeper darkness* spell does, except that it cannot be countered by light effects (other than those cast by deities of higher rank). Living creatures must make Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) or die. Even with a successful save, living creatures still gain two negative levels (the save DC to remove the negative levels is the same as the first Will save). A single creature can be drained by the cloud only once per day, but the cloud's darkness remains effective.

Suggested Portfolio Elements: Death, evil, undead.

Mass Divine Blast

Prerequisites: Divine rank 6, Cha 30, Divine Blast salient divine ability.

Benefit: This ability works like the Divine Blast ability, except that the deity can specify up to five targets per rank, no two of which can be more than one mile apart per rank, or an area. The area can be a cone, burst, spread, or cylinder. A cone can be up to 100 feet long per rank. A burst or spread can have a radius of up to 50 feet per rank. A cylinder can have a radius of up to 50 feet per rank and a height of up to 10 feet per rank. The deity chooses the attack's exact form and dimensions. Each use of this ability counts as a use of the deity's Divine Blast ability.

Suggested Portfolio Elements: Death, destruction, war.

Mass Life and Death

Prerequisites: Divine rank 16, Life and Death salient divine ability.

Benefit: The deity can designate any number of mortals and snuffs out their lives. Or the deity can designate any number of dead mortals and restore them to life.

Notes: No two mortals affected by a single use of this ability can be more than one mile apart per rank of the deity. The ability is otherwise identical with the Life and Death salient divine ability.

Rest: After using either version of this ability, the deity must rest for 1 minute per levels or Hit Dice of the creatures affected.

Suggested Portfolio Elements: Death, supreme.

Master Crafter

Prerequisites: 24 ranks in two different Craft skills.

Benefit: Any object the deity creates is treated as a +4 masterwork item. The item also has twice the hit points it would normally have, and its break DC is increased by +10. These benefits apply to walls, doors, and other components of buildings the deity creates, as well as smaller items.

Suggested Portfolio Elements: Artifice, crafts, creation.

Mind of the Beast

The deity can make plants and animals sentient, and it can change sentient creatures into plants or animals.

Benefit: The deity can grant humanlike sentience to trees or animals. This sentience lasts a maximum of one day, and the sentient tree or animal obeys the deity's commands to the best of its ability. The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected.

Also, the deity can transmute any creature into a plant or animal of approximately the same size or up to two size categories smaller. The subject is allowed a Fortitude save (DC 10 + the deity's Charisma modifier + the deity's divine rank) to resist. Subjects turned into plants become objects. Subjects turned into animals have the

same abilities and statistics of the kind of animal the deity chooses. The Alter Reality ability can make either effect permanent.

Suggested Portfolio Elements: Nature.

Possess Mortal

Prerequisites: Cha 30.

Benefit: The deity can possess any mortal in any location the deity can sense. Unwilling mortals can attempt Will saves (DC 10 + the deity's Charisma modifier + the deity's rank).

Notes: Spells that prevent possession block this ability if the mortal is unwilling. Likewise, spells that end possession drive out the deity if the mortal is unwilling. If the mortal is willing, however, the deity cannot be blocked or driven out, except by a divine shield or the use of the Alter Reality salient divine ability by a deity of higher rank.

The possessed mortal effectively becomes an avatar of the deity. The deity can draw on all the possessed mortal's memories, and the deity senses what the mortal senses. Each mortal possessed counts as a remote location where the deity is sensing and communicating. A demigod can possess up to two mortals at a time, a lesser deity can possess up to five mortals at once, an intermediate deity can possess up to ten, and a greater deity can possess up to twenty mortals at once.

While the deity is in possession, the mortal's abilities are unchanged, except as noted below.

Type: Same as the deity.

Hit Points: Same as the mortal, +1 for each rank of the deity.

Armor Class: The mortal gains a divine bonus to Armor Class equal to half the deity's divine rank.

Ability Scores: Strength, Dexterity, and Constitution are unchanged. Intelligence, Wisdom, and Charisma become 5 points lower than the deity's (or remain as the mortal's scores if they are higher).

Saves: Fortitude and Reflex same as the mortal; Will adjusted if necessary for the mortal's new Wisdom score.

Skills: The mortal can use its own skills and the deity's skills. If the mortal and the deity have the same skill, use the skill of whichever has more ranks in the skill. Use the mortal's effective ability scores to determine skill modifiers.

Suggested Portfolio Elements: Psionics, supreme.

Power of Luck

Prerequisites: Luck domain.

Benefit: The deity can give creatures good or bad fortune. The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected. Subjects receive a luck bonus of +1 per divine rank or a luck penalty of –1 per divine rank on attack rolls, saves, and checks for one day. Any creature that attacks the deity automatically suffers the luck penalty, and this does not count against the deity's daily uses of this ability.

Suggested Portfolio Elements: Fate, gambling, luck.

Power of Nature

Benefit: The deity can perform any of the following in a radius of one mile per divine rank around the deity, at will, as a full-round action.

- Create or quell winds to produce anything from still air to tornado force winds.
- Set the temperature anywhere from –50°F to 120°F.
- Shake the earth, as the *earthquake* spell.
- Create rain, sleet, hail, snow, or thunderstorms.

These effects last as long as the deity concentrates and for up to 1 minute per divine rank afterward. The deity can end an effect as a free action.

Suggested Portfolio Elements: Nature, sea, weather.

Power of Truth

Benefit: The deity knows when anyone (other than a deity of equal or higher rank) deliberately lies. This ability works like the *discern lies* spell, except that it works continuously and applies to any creature the deity can perceive. The deity also can enchant creatures so they become truthful. The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected. The enchanted creatures become unable to utter any deliberate falsehoods or evasions of truth for one day. The subject is allowed a Will save (DC 10 + the deity's Charisma modifier + the deity's divine rank) to resist. Subjects who make successful saves become immune to this ability for one day.

Suggested Portfolio Elements: Justice, law, psionics, truth.

Rejuvenation

Prerequisites: Divine rank 11, Divine Fast Healing salient divine ability.

Benefit: When the deity suffers an attack that should destroy it, it simply disperses and reassembles later. Roll 10d10 to determine the number of days before the deity returns.

Notes: If the deity is killed in its own realm, subtract the deity's divine rank from the number of days it takes to return. If the deity's realm is on a divinely morphic Outer Plane, and the deity is killed there, subtract twice the deity's divine rank from the number of days it takes to return. The return always takes at least one day. This ability is ineffective if the deity is killed by another deity of equal or higher rank.

Suggested Portfolio Elements: Death, life, supreme, undead.

See Magic

Prerequisites: Magic domain.

Benefit: This ability is similar to a constant *greater arcane sight* spell, except that it covers the whole area the deity can see, and the deity immediately knows the number of auras present along with their locations and strengths. The deity needs to make a Spellcraft check to identify the school of each aura, but most deities with this ability can use Spellcraft as a free action.

Suggested Portfolio Elements: Magic.



Shapechange

Prerequisites: Divine rank 11, Alter Size salient divine ability, Alter Form salient divine ability.

Benefit: The deity can assume the form of an animal, beast, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or plant. The assumed form must be both living and corporeal. The deity can remain in the assumed form indefinitely, but it resumes its own form if slain. This is an extraordinary ability.

Notes: This ability works like the Shift Form salient divine ability, except that the deity is not limited to a set number of forms and as noted here. The deity can use its Alter Size ability simultaneously with this one to become as small as a grain of sand or as large as 1,600 feet in the assumed form's greatest dimension. The deity can use this ability to create disguises, gaining a bonus of +20 on its Disguise checks.

Suggested Portfolio Elements: Nature, secrets, supreme, thieves.

Shift Form

Prerequisites: Divine rank 6, Alter Size salient divine ability.

Benefit: The deity can assume the form of another creature. The forms a deity can assume are limited and vary with each deity. The forms allowed are listed in the deity's description. The deity can remain in the assumed form indefinitely, but it resumes its own form if slain. This is an extraordinary ability.

Notes: The deity acquires the physical, natural, and extraordinary abilities of the form it has assumed (but not spell-like or supernatural abilities) while retaining its own mind. Physical abilities include natural size and Strength, Dexterity, and Constitution scores. Natural abilities include armor, natural weapons (such as claws, bite, swoop and rake, and constriction; but not petrification, breath weapons, energy drain, energy effect, and the like), and similar gross physical qualities (presence or absence of wings, number of extremities, and so on). A body with extra limbs does not allow the deity to make more attacks (or more advantageous two-weapon attacks) than normal.

Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings. The deity's speed is that of the assumed form or the deity's normal speed, whichever is higher.

In general, any part of the body or piece of equipment that is separated from the whole reverts to its original form. However, if the assumed form has an extraordinary ability that allows it to produce a substance or shed part of its body, then this ability also grants that ability.

The deity retains its Intelligence, Wisdom, and Charisma scores, level and class, hit points (despite any change in its Constitution score), alignment, base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The deity retains its outsider type, extraordinary abilities, spells, and spell-like abilities, but not its supernatural abilities. The deity also retains its divine Armor Class bonus and divine qualities and abilities, provided they are not supernatural.

The deity can cast spells for which it has components. It needs a voice like that of a humanoid for verbal components and hands like those of a humanoid for somatic components. Likewise, the deity needs hands to use many of its powers, such as creating objects related to its portfolio.

When the shape shift occurs, the deity's equipment, if any, transforms to match the new form. If the new form is a creature that does not use equipment (aberration, animal, beast, magical beast, construct, dragon, elemental, ooze, some outsiders, plant, some undead creatures, some shapechangers, or vermin), the equipment melds into the new form and becomes nonfunctional.

Material components and focuses melded in this way cannot be used to cast spells. If the new form uses equipment (fey, giant, humanoid, some outsiders, many shapechangers, many undead creatures), the deity's equipment changes to match the new form and retains its properties.

This ability cannot confer class levels or class abilities. The deity can change physical qualities such as hair color, hair texture, skin color, and gender. The deity can use this ability to create disguises, gaining a bonus of +15 on its Disguise checks.

The deity can use its Alter Size ability simultaneously with this one to become as small as a grain of sand or as large as 1,600 feet in the assumed form's greatest dimension.

Suggested Portfolio Elements: Any.



Speak with Creatures

Benefit: The deity has the supernatural ability to converse with the specified creature. This ability works like a permanent *Speak with Animals* or *Speak with Plants* spell, or like a *Tongues* spell that only allows the deity to converse with the specified type of creature.

Notes: A deity can have this ability multiple times, choosing a different type of creature each time.

Suggested Portfolio Elements: Nature.

Spontaneous Wizard Spells

Prerequisites: Divine rank 6, Wizard level 1st, Int 30, Arcane Mastery salient divine ability, Spell Mastery.

Benefit: This ability works like a cleric's ability to cast *cure* spells spontaneously, except that it applies to wizard spells. The deity must have a sufficient Intelligence score and wizard levels to cast the spell.

Notes: The deity still needs a spellbook for its wizard spells unless it also has the Divine Spellcasting ability.

Suggested Portfolio Elements: Knowledge, magic.

Stride

Prerequisites: Travel domain.

Benefit: The deity's movement is doubled on the local or overland scales. Also, having this ability means that the deity's height does not limit the distance it can jump.

In addition, the deity can impart extra overland speed to living creatures. The deity can affect up to one creature per divine rank at once, but no more than that number each day. All must be within the deity's line of sight when first affected. Creatures who receive this boon double their speeds on the local or overland scales.

Suggested Portfolio Elements: Travel.

Sunder and Disjoin

Benefit: If any weapon or item is used against the deity in combat, the deity can destroy it with a touch. Treat a successful touch as a combination of a *disintegrate* spell and a *disjunction* spell, both targeted exclusively at the touched item. The save DC for both effects is 19 + the deity's Charisma modifier. An item that succeeds at both saving throws remains invulnerable to this ability for up to one day after being used against the deity.

Suggested Portfolio Elements: Destruction, war.

Supreme Initiative

Prerequisites: Dex 30, Improved Initiative.

Benefit: The deity goes first in the initiative order, no matter what its initiative result is or what initiative result anyone else in an encounter or battle has. This is an extraordinary ability.

Notes: Determine initiative normally among any beings who don't have this ability, placing them in order after the deity. The deity can choose to delay or ready an action, just any other being can, and doing so changes the deity's initiative as normal. The deity also can refocus, thereby resuming its position at the beginning of the initiative order.

If two or more deities who have this ability are in the same battle, the deity with the highest divine rank gets the first position in the initiative order, the deity with the second highest rank gets the second position, and so on. Other beings then go in order after the last deity with the Supreme Initiative ability.

If two deities with this ability and the same divine rank are in a battle, make an initiative check for each deity, and the deity with the higher result goes first.

Suggested Portfolio Elements: Agility, speed, thieves, war.

True Knowledge

Prerequisites: Divine rank 11, Int 40, bardic knowledge or lore class feature and 10th level in the class that grants the ability, Knowledge domain.

Benefit: The deity never fails a bardic knowledge or lore check, no matter how obscure the knowledge involved. The deity speaks and understands all languages. The deity can use *legend lore* and *analyze dweomer* as free actions at will. These actions count against the deity's maximum number of free actions per round.

Suggested Portfolio Elements: Knowledge.

True Shapechange

Prerequisites: Divine rank 16, Shapechange salient divine ability.

Benefit: The deity can assume the form of any object or creature. The deity can remain in the assumed form indefinitely, but it resumes its own form if slain.

Notes: This ability works like the Shift Form salient divine ability, except as noted below. This is an extraordinary ability. The deity can take any form, living or unliving, corporal or incorporeal. The deity gains the supernatural abilities of the assumed form. The deity can use this ability to create disguises, gaining a bonus of +20 on its Disguise checks.

The deity can use its Alter Size ability simultaneously with this one to become as small as a grain of sand or as large as 1,600 feet in the assumed form's greatest dimension.

Suggested Portfolio Elements: Nature, secrets, supreme, thieves.

Undead Mastery

Prerequisites: Divine rank 6, Cleric level 20th.

Benefit: The deity can automatically command or destroy any undead creature, as desired, as a free action, though this counts against the normal limit of free actions per round. The deity can do this as often as desired, but it can command no more than one undead creature per divine rank (regardless of the creatures' Hit Dice) at any one time.

Suggested Portfolio Elements: Death, life, undead.

Undead Qualities

Benefit: The deity gains the qualities of the undead type:

- No Constitution score.
- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Cannot heal damage on its own if it has no Intelligence score, although it can be healed. Negative energy can heal undead creatures. The fast healing special quality works regardless of the creature's Intelligence score.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Uses its Charisma modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by *raise dead* and *reincarnate* spells or abilities. *Resurrection* and *true resurrection* can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.
- Undead do not breathe, eat, or sleep.

Suggested Portfolio Elements: Death, undead.

Wave of Chaos

Prerequisites: Chaotic alignment.

Benefit: The deity can create a wave of mental force that extends from the deity in a spread with a radius of 10 feet per divine rank. Creatures within the spread must make Will saves (DC 10 + the deity's Charisma modifier + the deity's divine rank) or be forced to act unpredictably. This ability works like a *confusion* spell cast by a sorcerer of level 10 + the deity's divine rank.

Suggested Portfolio Elements: Chaos, psionics.

Wound Enemy

Prerequisites: Base attack bonus +20.

Benefit: The affected weapon deals damage to a creature such that a wound it causes deals 1d6 points of damage per round thereafter in addition to the normal damage from the weapon. Multiple wounds from the weapon result in cumulative bleeding loss (two wounds for 2d6 points of damage per round, and so on). The bleeding can only be stopped by a successful Heal check (DC 15 + the deity's rank) or the application of any *cure* spell or other healing spell (*heal*, *healing circle*, and so on).

Notes: The ability functions only when the deity personally attacks with a physical weapon. The ability works with a ranged weapon, but not if someone else uses the weapon. The deity can apply the ability to any weapon or natural weapon, but not to a spell, spell-like ability, supernatural ability, or divine ability. A deity can have this ability multiple times, and its effects stack.

Suggested Portfolio Elements: Death, pain, war.

Exceptional Feats

Quasi-deities (divine rank 0) and greater can obtain these feats, in addition to any standard feats.

Advanced Energy Substitution [Magic]

Prerequisites: All four instances of Energy Substitution, Improved Energy Substitution, Knowledge (arcana) 20 ranks, Spellcraft 20 ranks

Benefit: When employing a spell with any energy descriptor (acid, cold, electricity, fire, or sonic), you can modify the spell to inflict disintegration damage instead. A disintegration-substituted spell targeted on a force effect of equal or lower level suppresses the force effect for one round. The altered spell costs six (6) points more than the spell's normal cost. The altered spell works normally in all respects except the type of damage dealt.

Blindsight, 5-foot radius [General]

Prerequisites: Defense bonus +4, Wis 20, Blind-Fight.

Benefit: Using senses such as acute hearing and sensitivity to vibrations, you detect the location of opponents who are no more than 5 feet away from you. *Invisibility* and *darkness* are irrelevant, though it cannot help you discern incorporeal beings.

Disguise Spell [Magic]

Prerequisites: Bardic music, Perform 10 ranks, Spellcraft 10 ranks.

Benefit: You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components into its music and performances so that others rarely catch you in the act of casting a spell. Like a silent, stilled spell, a disguised spell can't be identified through Spellcraft. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell costs two (2) points more than the spell's normal cost.

Divine Might [Magic]

Prerequisites: Str 13 or Cha 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

Divine Vengeance [Magic]



Prerequisites: Ability to turn undead, Extra Turning.

Benefit: You can spend one of your turn undead attempts to add 2d6 points of sacred energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability.

Energy Substitution [Magic]

Prerequisites: Any other magic feat, Knowledge (arcana) 10 ranks, Spellcraft 10 ranks.

Benefit: You choose one type of energy: acid, cold, electricity, or fire. When employing a spell with the acid, cold, electricity, or fire designator, you can modify the spell to use your chosen type of energy instead. The altered spell cost two (2) points more than the spell's normal cost. The altered spell works normally in all respects except the type of damage dealt.

Special: You can gain this feat up to four times. Each time the feat applies to a different type of energy.

Extravagant Music [General]

Prerequisite: Bardic music.

Benefit: You have the option of spending an additional instance of bardic music when using your bardic music ability to give an additional +/-1 to any d20 rolls of the bardic music effect being played, as appropriate. You can also use your bardic music four extra times per day.

Normal: Bards without the Extra Music feat can use bardic music once per day per level. Bardic music typically cannot be used more than one instance at a time.

Special: You can gain this feat multiple times, adding another four uses of bardic music each time. However, the possible modifier of +/-1 does not increase.

Eyes in the Back of Your Head [General]

Prerequisites: Defense bonus +4, Wis 20.

Benefit: Attackers do not gain the usual +2 attack bonus when flanking you. This feat grants no effect whenever you are attacked without benefit of your Dexterity modifier to AC, such as when you are flat-footed or when you are the target of a rogue's sneak attack.

Hold the Line [Fighter]

Prerequisites: Base attack bonus +2, Combat Reflexes.

Benefit: You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity happens immediately before the charge attack is resolved. For every 5 points of damage inflicted, the charging attacker has a -1 circumstance modifier to the attack on you.

Normal: You only get an attack of opportunity against a character that exits a hex you threaten.

Special: A fighter may select Hold the Line as one of their bonus feats, regardless of their Divine Rank.

Improved Energy Substitution [Magic]

Prerequisites: Two different types of Energy Substitution, Knowledge (arcana) 15 ranks, Spellcraft 15 ranks.

Benefit: When employing a spell with an energy designator of any of your chosen Energy Substitution types, you may choose to inflict either sonic or concussion (nonlethal sonic) damage instead. The altered spell costs (4) points more than the spell's normal cost. The altered spell works normally in all respects except the type of damage dealt.

Knock-Down [Fighter]

Prerequisites: Base attack bonus +2, Str 15, Improved Trip.

Benefit: Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip attack as a free action against the same target, except the opponent cannot trip you back.

Special: A fighter may select Knock-Down as one of their bonus feats, regardless of their Divine Rank.

Persistent Power / Spell [Magic / Power]

Prerequisite: Extend Power or Extend Spell.

Benefit: A persistent power or spell has a duration of 24 hours. The persistent power or spell must have a personal range or a fixed range. Powers and spells of instantaneous duration cannot be affected by this feat, nor can powers or spells whose effects are discharged. You need not concentrate on powers or spells such as *detect magic & psionics* or *detect thoughts* to be aware of the mere presence or absence of the things detected, but you must still concentrate to gain additional information as normal. Concentration on such a power or spell is a standard action that does not provoke an attack of opportunity. A persistent power or spell costs 12 power points more than the power's / spell's normal cost.

Plant Control [Magic]

Prerequisites: Plant Defiance, ability to cast *speak with plants*.

Benefit: You can rebuke or command plant creatures as an evil cleric rebukes undead. To command a plant, you must be able to speak with it via a *speak with plants* effect, though it may do so mentally if desired. This ability is usable a total number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you rebuke plants.

Plant Defiance [Magic]

Prerequisite: Ability to cast *detect animals or plants*.

Benefit: You can turn (but not destroy) plant creatures as a good cleric turns undead. When determining the result of a turning attempt, treat all destruction results as normal turning. Treat immobile plant creatures as creatures unable to flee. This ability is usable a total number of times per day equal to 3 + your Charisma modifier. You use your highest caster level to determine the level at which you turn plants.

Probable Critical [Fighter]

Prerequisites: Base attack bonus +5, Weapon focus (chosen weapon).

Benefit: When using the weapon you selected, you gain a +4 bonus on the roll to confirm a threat.

Special: A fighter may select Probable Critical as one of their fighter bonus feats, regardless of their Divine Rank. You can gain Probable Critical multiple times. Each time you take the feat, it may be with a different weapon or the same weapon. If you take it with the same weapon, the effects of the feats stack.

Repeat Spell [Magic]

Prerequisites: Any other magic feat.

Benefit: A repeated spell is automatically cast again at the beginning of your next round of actions. No matter where you are, the secondary spell originates from the same location and affects the same area as the primary spell. If the repeated spell designates a target, the secondary spell retargets the same target if the target is within 30 feet of its original position; otherwise the secondary spell fails to go off. A repeated spell six (6) points more than the spell's normal cost. Repeat Spell cannot be used on spells with a range of touch.

Sharpshooting [Fighter]

Prerequisites: Base attack bonus +5, Point Blank Shot, Precise Shot.

Benefit: As a full-round action you can line up your target, negating any bonus to Armor Class due to cover. This feat has no effect against foes with no cover or total cover. You also reduce the penalty by half for shooting at specific locations, suffering only a -2 per each additional size category the target location is smaller than the whole target when taking a shot as a full-round action.

Normal: Cover normally gives a +4 bonus to AC. Shooting at specific locations / objects on a target incur a -4 penalty for each size category smaller than the whole target.

Special: A fighter may select Sharpshooting as one of their bonus feats, regardless of their Divine Rank.

Subdual Substitution [Magic / Power]

Prerequisites: Any other magic or power feat, Knowledge (arcana) or Knowledge (psionics) 5 ranks, Psicraft or Spellcraft 5 ranks.

Benefit: When employing a spell or power with the acid, cold, electricity, fire, or sonic designator, you can modify the spell or power to deal subdual damage instead of the indicated type of energy damage. The altered spell or power costs the same amount of power points. The altered spell or power works normally in all respects except the type of damage dealt.

Superior Expertise [Fighter]

Prerequisites: Base attack bonus +6, Int 15, Combat Expertise.

Benefit: When you use the Combat Expertise feat to improve your Defense bonus, the number you subtract from your attack and add to your Defense can be any number that does not exceed your base attack bonus. The bonus to your Defense affects your AC (both touch and total), dodge modifier, and parry modifier. This feat eliminates the +5 maximum for the Combat Expertise feat.

Special: A fighter may select Superior Expertise as one of their bonus feats, regardless of their Divine Rank.

Other Planes of Existence

The planes of existence are different realities with interwoven connections. Except for rare linking points, each plane is effectively its own universe with its own natural laws. The planes break down into a number of general types: the Material Plane(s, with the one that the PCs are from typically being the "Prime" Material Plane), the Transitive Planes, the Inner Planes, the Outer Planes, and the demiplanes.

Material Plane: The Material Plane tends to be the most Earthlike of all planes and operates under the same set of natural laws that our own real world does. This is the default plane for most adventures. Depending on how you

wish to run your scenario, there can be one Material Plane or an infinite number of Material Planes (usually the case with scenarios involving time travel, but not always).

Transitive Planes: These three planes have one important common characteristic: Each is used to get from one place to another. The Astral Plane is a conduit to all other planes, while the Ethereal Plane and the Plane of Shadow both serve as means of transportation within the Material Plane they're connected to. These planes have the strongest regular interaction with the Material Plane and are often accessed by using various spells. They have native inhabitants as well.

Inner Planes: These six planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner Plane are made of the same energy or element as the plane itself.

Outer Planes: The deities live on the Outer Planes, as do creatures such as celestials, demons, and devils. Each of the Outer Planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The Outer Planes are also the final resting place of souls from the Material Plane, whether that final rest takes the form of calm introspection or eternal damnation.

Demiplanes: This catch-all category covers all extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across.

Planar Traits

Each plane of existence has its own properties—the natural laws of its universe. Planar traits are broken down into a number of general areas. All planes have the following kinds of traits.

Physical Traits: These traits determine the laws of physics and nature on the plane, including how gravity and time function.

Elemental and Energy Traits: These traits determine the dominance of particular elemental or energy forces.

Alignment Traits: Just as characters may be lawful neutral or chaotic good, many planes are tied to a particular moral or ethical outlook.

Magic Traits: Magic works differently from plane to plane, and magic traits set the boundaries for what it can and can't do.

Physical Traits

The two most important natural laws set by physical traits are how gravity works and how time passes. Other physical traits pertain to the size and shape of a plane and how easily a plane's nature can be altered.

Gravity: The direction of gravity's pull may be unusual, and it might even change directions within the plane itself.

Normal Gravity: Most planes have gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply. Unless otherwise noted in a description, it is assumed every plane has the normal gravity trait.

Heavy Gravity: The gravity on a plane with this trait is much more intense than on the Material Plane. As a result, Balance, Ride, and Tumble checks incur a –2 circumstance penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved, and characters take a -10 circumstance penalty on Strength-based skill checks, including Climb, Jump, and Swim checks. A character's Strength and Dexterity scores are not affected. Characters who fall on a heavy gravity plane take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

Light Gravity: The gravity on a plane with this trait is less intense than on the Material Plane. As a result, creatures find that they can lift more, but their movements tend to be ungainly. Characters on a plane with the light gravity trait take a –2 circumstance penalty on attack rolls and Balance, Ride, and Tumble checks. All items weigh half as much. Weapon ranges double, and characters gain a +10 circumstance bonus on Strength-based skill checks,

including Climb, Jump, and Swim checks. Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. These advantages apply to travelers from other planes as well as natives. Falling characters on a light gravity plane take 1d3 points of damage for each 10 feet of the fall (maximum 20d3).

No Gravity: Individuals on a plane with this trait merely float in space, unless other resources are available to provide a direction for gravity's pull. All characters gain a fly speed equal to their land speed, or they retain their natural fly speed (whichever is greater). However, movement with zero-g flight is limited to straight lines only; a creature can only change course by pushing away from larger objects (creatures with natural fly speeds do not suffer this penalty). Climb and Jump checks no longer apply, and characters who do not have the Zero-G Training feat take a -4 penalty to attack rolls and Dexterity-based skill checks.

Objective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but the direction is not the traditional "down" toward the ground. It may be down toward any solid object, at an angle to the surface of the plane itself, or even upward. In addition, objective directional gravity may change from place to place. The direction of "down" may vary.

Subjective Directional Gravity: The strength of gravity on a plane with this trait is the same as on the Material Plane, but each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and nonsentient creatures. This sort of environment can be very disorienting to the newcomer, but it is common on "weightless" planes.

Characters on a plane with subjective directional gravity can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until they succeed.

Time: The rate of time's passage can vary on different planes, though it remains constant within any particular plane. Time is always subjective for the viewer. The same subjectivity applies to various planes. Travelers may discover that they'll pick up or lose time while moving among the planes, but from their point of view, time always passes naturally.

Normal Time: This trait describes the way time passes on the Material Plane. One hour on a plane with normal time equals one hour on the Material Plane. Unless otherwise noted in a description, every plane has the normal time trait.

Timeless: On planes with this trait, time still passes, but the effects of time are diminished. How the timeless trait can affect certain activities or conditions such as hunger, thirst, aging, the effects of poison, and healing varies from plane to plane. The danger of a timeless plane is that once one leaves such a plane for one where time flows normally, conditions such as hunger and aging do occur retroactively.

Flowing Time: On some planes, time can flow faster or slower. One may travel to another plane, spend a year there, then return to the Material Plane to find that only six seconds have elapsed. Everything on the plane returned to is only a few seconds older. But for that traveler and the items, spells, and effects working on him, that year away was entirely real. When designating how time works on planes with flowing time, put the Material Plane's flow of time first, followed by the same flow in the other plane.

Erratic Time: Some planes have time that slows down and speeds up, so an individual may lose or gain time as he moves between the two planes. The following is provided as an example.

d% (d20)	Time on	Time on Erratic
	Material Plane	Time Plane
01–10 (1–2)	1 day	1 round

11–40 (3-8)	1 day	1 hour
41–60 (9-12)	1 day	1 day
61–90 (13-16)	1 hour	1 day
91–100 (17-20)	1 round	1 day

To the denizens of such a plane, time flows naturally and the shift is unnoticed.

If a plane is timeless with respect to magic, any spell cast with a noninstantaneous duration is permanent until dispelled.

Shape and Size: Planes come in a variety of sizes and shapes. Most planes are infinite, or at least so large that they may as well be infinite.

Infinite: Planes with this trait go on forever, though they may have finite components within them. Or they may consist of ongoing expanses in two directions, like a map that stretches out infinitely.

Finite Shape: A plane with this trait has defined edges or borders. These borders may adjoin other planes or hard, finite borders such as the edge of the world or a great wall. Demiplanes are often finite.

Self-Contained Shape: On planes with this trait, the borders wrap in on themselves, depositing the traveler on the other side of the map. A spherical plane is an example of a self-contained, finite plane, but there can be cubes, toruses, and flat planes with magical edges that teleport the traveler to an opposite edge when he crosses them. Some demiplanes are self-contained.

Morphic Traits: This trait measures how easily the basic nature of a plane can be changed. Some planes are responsive to sentient thought, while others can be manipulated only by extremely powerful creatures. And some planes respond to physical or magical efforts.

Alterable Morphic: On a plane with this trait, objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Highly Morphic: On a plane with this trait, features of the plane change so frequently that it's difficult to keep a particular area stable. Such planes may react dramatically to specific spells, sentient thought, or the force of will. Others change for no reason.

Magically Morphic: Specific spells can alter the basic material of a plane with this trait.

Divinely Morphic: Specific unique beings (deities or similar great powers) have the ability to alter objects, creatures, and the landscape on planes with this trait. Ordinary characters find these planes similar to alterable planes in that they may be affected by spells and physical effort. But the deities may cause these areas to change instantly and dramatically, creating great kingdoms for themselves.

Static: These planes are unchanging. Visitors cannot affect living residents of the plane, nor objects that the denizens possess. Any spells that would affect those on the plane have no effect unless the plane's static trait is somehow removed or suppressed. Spells cast before entering a plane with the static trait remain in effect, however. Even moving an unattended object within a static plane requires a DC 16 Strength check. Particularly heavy objects may be impossible to move.

Sentient: These planes are ones that respond to a single thought— that of the plane itself. Travelers would find the plane's landscape changing as a result of what the plane thought of the travelers, either becoming more or less hospitable depending on its reaction.

Elemental and Energy Traits

Four basic elements and two types of energy together make up everything. The elements are earth, air, fire, and water. The types of energy are positive and negative.

The Material Plane reflects a balancing of those elements and energies; all are found there. Each of the Inner Planes is dominated by one element or type of energy. Other planes may show off various aspects of these elemental traits. Many planes have no elemental or energy traits; these traits are noted in a plane's description only when they are present.

Air-Dominant: Mostly open space, planes with this trait have just a few bits of floating stone or other elements. They usually have a breathable atmosphere, though such a plane may include clouds of acidic or toxic gas. Creatures of the earth subtype are uncomfortable on air-dominant planes because they have little or no natural earth to connect with. They take no actual damage, however.

Earth-Dominant: Planes with this trait are mostly solid. Travelers who arrive run the risk of suffocation if they don't reach a cavern or other pocket within the earth. Worse yet, individuals without the ability to burrow are entombed in the earth and must dig their way out (5 feet per turn). Creatures of the air subtype are uncomfortable on earth dominant planes because these planes are tight and claustrophobic to them. But they suffer no inconvenience beyond having difficulty moving.

Fire-Dominant: Planes with this trait are composed of flames that continually burn without consuming their fuel source. Fire-dominant planes are extremely hostile to Material Plane creatures, and those without resistance or immunity to fire are soon immolated. Unprotected wood, paper, cloth, and other flammable materials catch fire almost immediately, and those wearing unprotected flammable clothing catch on fire. In addition, individuals take 3d10 points of fire damage every round they are on a fire-dominant plane. Creatures of the water subtype are extremely uncomfortable on fire-dominant planes. Those that are made of water take double damage each round.

Water-Dominant: Planes with this trait are mostly liquid. Visitors who can't breathe water or reach a pocket of air will likely drown. Creatures of the fire subtype are extremely uncomfortable on water-dominant planes. Those made of fire take 1d10 points of damage each round.

Positive-Dominant: An abundance of life characterizes planes with this trait. The two kinds of positive-dominant traits are minor positive-dominant and major positive-dominant. A minor positive-dominant plane is a riotous explosion of life in all its forms. Colors are brighter, fires are hotter, noises are louder, and sensations are more intense as a result of the positive energy swirling through the plane. All individuals in a positive-dominant plane gain fast healing 2 as an extraordinary ability.

Major positive-dominant planes go even further. A creature on a major positive-dominant plane must make a DC 15 Fortitude save to avoid being blinded for 10 rounds by the brilliance of the surroundings. Simply being on the plane grants fast healing 5 as an extraordinary ability. In addition, those at full hit points gain 5 additional temporary hit points per round. These temporary hit points fade 1d20 rounds after the creature leaves the major positive-dominant plane. However, a creature must make a DC 20 Fortitude save each round that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

Negative-Dominant: Planes with this trait are vast, empty reaches that suck the life out of travelers who cross them. They tend to be lonely, haunted planes, drained of color and filled with winds bearing the soft moans of those who died within them. As with positive-dominant planes, negative-dominant planes can be either minor or major. On minor negative-dominant planes, living creatures take 1d6 points of damage per round. At 0 hit points or lower, they crumble into ash.

Major negative-dominant planes are even more severe. Each round, those within must make a DC 25 Fortitude save or gain a negative level. A creature whose negative levels equal its current levels or Hit Dice is slain, becoming a wraith. The *death ward* spell protects a traveler from the damage and energy drain of a negative-dominant plane.

Alignment Traits

Some planes have a predisposition to a certain alignment. Most of the inhabitants of these planes also have the plane's particular alignment, even powerful creatures such as deities. In addition, creatures of alignments contrary to the plane have a tougher time dealing with its natives and situations.

The alignment trait of a plane affects social interactions there. Characters who follow other alignments than most of the inhabitants do may find life more difficult.

Alignment traits have multiple components. First are the moral (good or evil) and ethical (lawful or chaotic) components; a plane can have either a moral component, an ethical component, or one of each. Second, the specific alignment trait indicates whether each moral or ethical component is mildly or strongly evident. *Good-Aligned/Evil-Aligned*: These planes have chosen a side in the battle of good versus evil. No plane can be both good-aligned and evil-aligned.

Law-Aligned/Chaos-Aligned: Law versus chaos is the key struggle for these planes and their residents. No plane can be both law-aligned and chaos-aligned.

Each part of the moral/ethical alignment trait has a descriptor, either “mildly” or “strongly,” to show how powerful the influence of alignment is on the plane.

Mildly Aligned: Creatures who have an alignment opposite that of a mildly aligned plane take a –2 circumstance penalty on all Charisma-based checks.

Strongly Aligned: On planes that are strongly aligned, a –2 circumstance penalty applies on all Charisma-based checks made by all creatures not of the plane’s alignment. In addition, the –2 penalty affects all Intelligence-based and Wisdom-based checks, too.

The penalties for the moral and ethical components of the alignment trait do stack.

Neutral-Aligned: A mildly neutral-aligned plane does not apply a circumstance penalty to anyone.

The Material Plane is considered mildly neutral-aligned, though it may contain high concentrations of evil or good, law or chaos in places.

A strongly neutral-aligned plane would stand in opposition to all other moral and ethical principles: good, evil, law, and chaos. Such a plane may be more concerned with the balance of the alignments than with accommodating and accepting alternate points of view. In the same fashion as for other strongly aligned planes, strongly neutral-aligned planes apply a –2 circumstance penalty to Intelligence-, Wisdom-, or Charisma-based checks by any creature that isn’t neutral. The penalty is applied twice (once for law/chaos, and once for good/evil), so neutral good, neutral evil, lawful neutral, and chaotic neutral creatures take a –2 penalty and lawful good, chaotic good, chaotic evil, and lawful evil creatures take a –4 penalty.

Magic Traits

A plane’s magic trait describes how magic works on the plane compared to how it works on the Material Plane. Particular locations on a plane (such as those under the direct control of deities) may be pockets where a different magic trait applies.

Note that psionics and supernatural abilities such as super-powers do not enjoy planar bonuses nor suffer planar penalties. This is because they operate on different principles than magic; psionics and psi-like abilities are powers of the mind generated by the creature’s psyche, while supernatural abilities are innate abilities as natural as breathing (for creatures that breathe at least).

Normal Magic: This magic trait means that all spells and spell-like abilities function as written. Unless otherwise noted in a description, every plane has the normal magic trait.

Wild Magic: On a plane with the wild magic trait spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must make a level check (DC 15 + the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster level check and the level of the spell-like ability to set the DC for the caster level check. Failure on this check means that something strange happens; roll d% and consult the following table.

d%	Effect
01–19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
20–23	A circular pit 15 feet wide opens under the caster’s feet; it is 10 feet deep per level of the caster.
24–27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round.

During this time the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells.

28–31	The spell affects a random target or area. Randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium range spells, or 80 feet for long range spells.
32–35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
36–39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a <i>heal</i> spell.
40–43	The spell does not function. Instead, a <i>deeper darkness</i> and a <i>silence</i> effect cover a 30-foot radius around the caster for 2d4 rounds.
44–47	The spell does not function. Instead, a <i>reverse gravity</i> effect covers a 30-foot radius around the caster for 1 round.
48–51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this a <i>glitterdust</i> effect with a save DC of 10 + the level of the spell that generated this result.
52–59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
60–71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
72–98	The spell functions normally.
99–100	The spell functions strongly. Saving throws against the spell incur a –2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.

Impeded Magic: Particular spells and spell-like abilities are more difficult to cast on planes with this trait, often because the nature of the plane interferes with the spell. To cast an impeded spell, the caster must make a Spellcraft check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Enhanced Magic: Particular spells and spell-like abilities are easier to use or more powerful in effect on planes with this trait than they are on the Material Plane. Natives of a plane with the enhanced magic trait are aware of which spells and spell-like abilities are enhanced, but planar travelers may have to discover this on their own.

If a spell is enhanced, certain metamagic feats can be applied to it without changing the spell slot required or the casting time. Spellcasters on the plane are considered to have that feat or feats for the purpose of applying them to that spell. Spellcasters native to the plane must gain the feat or feats normally if they want to use them on other planes as well.

Limited Magic: Planes with this trait permit only the use of spells and spell-like abilities that meet particular qualifications. Magic can be limited to effects from certain schools or subschools, to effects with certain descriptors, or to effects of a certain level (or any combination of these qualities). Spells and spell-like abilities that don't meet the qualifications simply don't work.

Dead Magic: These planes have no magic at all. A plane with the dead magic trait functions in all respects like an *antimagic field* spell. Divination spells cannot detect subjects within a dead magic plane, nor can a spellcaster use *teleport* or another spell to move in or out. Unlike other planar magic traits, this trait does affect psionics, psi-like abilities, and supernatural powers. The only exception to the "no magic" rule is permanent planar portals, which still function normally.

How Planes Interact

The separate infinities that are the many planes of the omniverse are divided by dimensional barriers that prevent them from spilling into one another. However, the dimensional barriers are near-impenetrable in some cases (such as the inner layers of some planes) while other barriers can be passed with the right capabilities (such as *etherealness* or *astral projection*). Here is a breakdown of the different ways in which the planes can and cannot be traversed.

Separate Planes: Two planes that are separate do not overlap or directly connect to each other. They are like planets in different orbits. The only way to get from one separate plane to the other is to go through a third plane. For example, the Ethereal Plane and the Outer Planes are separate planes, requiring passage through the Astral Plane. The Inner Planes and the Outer Planes are also completely separate, but both are coterminous with the Astral Plane (see below).

Coterminous Planes: Planes that touch at specific points are coterminous. Where they touch, a connection exists such as a portal or a gate, and travelers can leave one reality behind and enter the other. The most popular coterminous plane is the Astral Plane, which is coterminous with most other planes (but not the inner layers of layered planes; see below). Similarly but to a lesser degree, the Ethereal Plane is coterminous with the Inner Planes. Both the Outer Planes and the Inner Planes have layered planes (see below) that are coterminous with neighboring layer planes.

Coexistent Planes: If a link between two planes can be created at any point, the two planes are coexistent. These planes overlap each other completely. A coexistent plane can be reached from anywhere on the plane it overlaps. When moving on a coexistent plane, it is often possible to see into or interact with the plane it coexists with. While rare with most other planes, it is the Prime Material Plane that is coexistent with the Ethereal Plane and with the Plane of Shadow. However, the Ethereal Plane and the Plane of Shadow are separate from each other; a creature would have to go through either the Prime Material Plane (which is coexistent with both) or the Astral Plane (which is coterminous with both) to get from one to the other.

Layered Planes: Infinities may be broken into smaller infinities, and planes into smaller, related planes. These layers are effectively separate planes of existence, and each layer can have its own planar traits. Layers are connected to each other through a variety of planar gates, natural vortices, paths, and shifting borders.

Access to a layered plane from elsewhere usually happens on a specific layer: the first layer of the plane, which can be either the top layer (in the case of the lower Outer Planes) or the bottom layer (in the case of the upper Outer Planes), depending on the specific plane. Most fixed access points (such as portals and natural vortices) reach this layer, which makes it the gateway for other layers of the plane. The *plane shift* spell also deposits the spellcaster on the first layer of the plane.

Plane Descriptions

The descriptions given below are only the most common planes used in different scenarios. Not every plane needs to be part of your scenario, but most scenarios at least entertain the possibility of different planes of existence. The most common one is the Material Plane, usually referred to as one's "universe" or "the real world". From there a scenario could be as simple as the Material Plane and its connection to the Astral Plane (or the Ethereal Plane, or the Plane of Shadow, referred to simply as "the Shadow") or the use of alchemical magic may make the Elemental Planes and/or the Energy Planes a part of your scenario.

Most scenarios offering a Divine Level 1 or higher have *deities*, powerful beings with 1 or more Divine Ranks, who live upon various Outer Planes where their power is at its greatest. For that reason Divine Level 1 or higher scenarios typically have more complex planar arrangements than "the real world" and "the Shadow", with the Outer Planes codified according to morality (good vs. evil) and ethos (law vs. chaos). At the very least, there is some conception of a "heaven" (an upper Outer Plane dedicated to the idea of Good) and a "hell" (a lower Outer Plane dedicated to the idea of Evil). Nonetheless, almost every scenario starts with the Material Plane.

The Material Plane

The Material Plane is the center of most cosmologies and defines what is considered normal. In most instances, the plane that is home to the “normal” world of the PCs is referred to as the Prime Material Plane.

The Material Plane has the following traits:

- Normal gravity.
- Normal Time.
- Alterable morphic.
- No Elemental or Energy Traits (specific locations within the plane may have these traits, however)
- Mildly neutral-aligned.
- Normal magic.

Especially when allowing time travel, a scenario can have multiple instances of a Material Plane, as divergent versions of the Prime Material Plane are discovered. Other theories about the nature of reality would likewise be proven true if alternate versions of the Prime Material Plane could be discovered. In most cases, other instances of the Prime Material Plane would likely have the same planar traits.

The Transitive Planes

So named for the ways in which they accommodate planar travel to and from the Material Plane, the Transitive Planes are the most-commonly used planes. The way in which these planes overlap one another allows the learned traveler to move very quickly by sidestepping into one of the Transitive Planes, covering hundreds of miles or more on the Material Plane in mere moments.

Many creatures exist partially and simultaneously in both the Material Plane and one of the Transitive Planes, making them difficult or impossible to face directly. Magical weapons are considered a necessity in facing some of the trans-dimensional threats to be found in the Transitive Planes, and force magic is considered likewise indispensable when traveling the Transitive Planes. Being capable of stepping back into the Material Plane or another neighboring plane can help one escape some threats, but not all of them, so be forewarned.

The Ethereal Plane

The Ethereal Plane is coexistent with the Material Plane and coterminous with the Astral Plane and the Inner Planes. The Material Plane itself is visible from the Ethereal Plane, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy.

While it is possible to see into the Material Plane from the Ethereal Plane, the Ethereal Plane is usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, incorporeal, and utterly silent to someone on the Material Plane.

The Ethereal Plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog. It has the following traits:

- No gravity.
- Alterable morphic. The plane contains little to alter, however.
- Mildly neutral-aligned.
- Normal magic. Spells function normally on the Ethereal Plane, though they do not cross into the Material Plane.

The only exceptions are spells and spell-like abilities that have the force descriptor and abjuration spells that affect ethereal beings. Spellcasters on the Material Plane must have some way to detect foes on the Ethereal Plane before targeting them with force-based spells, of course. While it's possible to hit ethereal enemies with a force spell cast on the Material Plane, the reverse isn't possible. No magical attacks cross from the Ethereal Plane to the Material Plane, including force attacks.

The Plane of Shadow

The Plane of Shadow is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly.

The Plane of Shadow is also coterminous to other planes. With the right spell, a character can use the Plane of Shadow to visit other realities (exactly which ones are up to the GM).

The Plane of Shadow is a world of black, white, and shades of grey; color itself has been bleached from the environment. It otherwise appears similar to the Material Plane. Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

The Plane of Shadow is magically morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks. The Plane of Shadow has the following traits:

- Magically morphic. Certain spells modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.
- Mildly neutral-aligned.
- Enhanced magic. Spells with the shadow descriptor are enhanced on the Plane of Shadow. Such spells are cast as though they were prepared with the Maximize Spell feat, though they don't require the higher spell slots.

Furthermore, specific spells become more powerful on the Plane of Shadow. *Shadow conjuration* and *shadow evocation* spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). *Greater shadow conjuration* and *greater shadow evocation* are 70% as powerful (not 60%), and a *shades* spell conjures at 90% of the power of the original (not 80%).

- Impeded magic. Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed on a Spellcraft check (DC 20 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow.

Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

The Astral Plane

The Astral Plane is the space between the planes. When a character moves through an interplanar portal or projects their spirit to a different plane of existence, they travel through the Astral Plane. Even spells that allow instantaneous movement across a plane briefly touch the Astral Plane.

The Astral Plane is a great, endless sphere of clear silvery sky, both above and below. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain. Both planar travelers and refugees from other planes call the Astral Plane home. The Astral Plane has the following traits:

- Subjective directional gravity.
- Timeless. Age, hunger, thirst, poison, and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.
- Mildly neutral-aligned.
- Enhanced magic. All spells and spell-like abilities used within the Astral Plane may be employed as if they were improved by the Quicken Spell feat. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still prepared and cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round.

The Inner Planes

Composed of six planes, the Inner Planes consist of the four Elemental Planes (Air, Earth, Fire, and Water) and the two Energy Planes (Positive Energy and Negative Energy). They are considered the "Inner" Planes because everything in the Material Plane is made up of some combination of these six fundamental elements and forces, so

they are “in” everything. As such, they are considered generally neutral in alignment, their universality making them impartial when it comes to alignments and allegiances. However, lawful/neutral, chaotic/neutral, neutral/good, and neutral/evil beings can be found throughout the Inner Planes.

The Inner Planes can be accessed by coterminous points in the Astral Plane and the Ethereal Plane. The Elemental Planes (but not the Energy Planes) have coterminous points with the Material Plane as well.

The Elemental Plane of Air

The Elemental Plane of Air is an empty plane, consisting of sky above and sky below. The Elemental Plane of Air is the most comfortable and survivable of the Inner Planes, and it is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage. The Elemental Plane of Air has the following traits:

- Subjective directional gravity. Inhabitants of the plane determine their own “down” direction. Objects not under the motive force of others do not move.
- Air-dominant.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create air (including spells of the Air domain) are both empowered and enlarged (as if the Empower Spell and Enlarge Spell metamagic feats had been used on them, but the spells don’t require higher-level slots).
- Impeded magic. Spells and spell-like abilities that use or create earth (including spells of the Earth domain and spells that summon earth elementals or outsiders with the earth subtype) are impeded.

The Elemental Plane of Earth

The Elemental Plane of Earth is a solid place made of rock, soil, and stone. An unwary and unprepared traveler may find themselves entombed within this vast solidity of material and have the life crushed from them, their powdered remains a warning to any foolish enough to follow.

Despite its solid, unyielding nature, the Elemental Plane of Earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal. The Elemental Plane of Earth has the following traits:

- Earth-dominant.
- Mildly neutral-aligned.
- Enhanced magic. Spells and spell-like abilities that use, manipulate, or create earth or stone (including those of the Earth domain) are both empowered and extended (as if the Empower Spell and Extend Spell metamagic feats had been used on them, but the spells don’t require higher-level slots). Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities that use or create air (including spells of the Air domain and spells that summon air elementals or outsiders with the air subtype) are impeded.

The Elemental Plane of Fire

Everything is alight on the Elemental Plane of Fire. The ground is nothing more than great, evershifting plates of compressed flame. The air ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. Fire survives here without need for fuel or air, but flammables brought onto the plane are consumed readily. The Elemental Plane of Fire has the following traits:

- Fire-dominant.
- Mildly neutral-aligned.
- Enhanced magic. Spells and spell-like abilities with the fire descriptor are both maximized and enlarged (as if the Maximize Spell and Enlarge Spell had been used on them, but the spells don’t require higher-level slots). Spells and spell-like abilities that are already maximized or enlarged are unaffected by this benefit.

- Impeded magic. Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

The Elemental Plane of Water

The Elemental Plane of Water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing the local medium.

The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the Elemental Plane of Water. The Elemental Plane of Water has the following traits:

- Subjective directional gravity. The gravity here works similar to that of the Elemental Plane of Air. But sinking or rising on the Elemental Plane of Water is slower (and less dangerous) than on the Elemental Plane of Air.
- Water-dominant.
- Mildly neutral-aligned.
- Enhanced magic. Spells and spell-like abilities that use or create water are both extended and enlarged (as if the Extend Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already extended or enlarged are unaffected by this benefit.
- Impeded magic. Spells and spell-like abilities with the fire descriptor (including spells of the Fire domain) are impeded.

The Negative Energy Plane

To an observer, there's little to see on the Negative Energy Plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. The Negative Energy Plane is the most hostile of the Inner Planes, and the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there. The Negative Energy Plane has the following traits:

- Subjective directional gravity.
- Mildly neutral-aligned.
- Major negative-dominant. Some areas within the plane have only the minor negative-dominant trait, and these islands tend to be inhabited.
- Enhanced magic. Spells and spell-like abilities that use negative energy are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling undead, gain a +10 bonus on the roll to determine Hit Dice affected.
- Impeded magic. Spells and spell-like abilities that use positive energy, including *cure* spells, are impeded.

Characters on this plane take a –10 penalty on Fortitude saving throws made to remove negative levels bestowed by an energy drain attack.

Random Encounters: Because the Negative Energy Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

The Positive Energy Plane

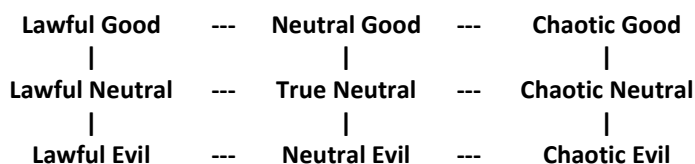
The Positive Energy Plane has no surface and is akin to the Elemental Plane of Air with its wide-open nature. However, every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not made to handle it. Despite the beneficial effects of the plane, it is one of the most hostile of the Inner Planes. An unprotected character on this plane swells with power as positive energy is force-fed into them. Then, their mortal frame unable to contain that power, they immolate as if they were a small planet caught at the edge of a supernova. Visits to the Positive Energy Plane are brief, and even then, travelers must be heavily protected. The Positive Energy Plane has the following traits:

- Subjective directional gravity.
 - Mildly neutral-aligned.
 - Major positive-dominant. Some regions of the plane have the minor positive-dominant trait instead, and those islands tend to be inhabited.
 - Enhanced magic. Spells and spell-like abilities that use positive energy, including *cure* spells, are maximized (as if the Maximize Spell metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit Dice affected. (Undead are almost impossible to find on this plane, however.)
 - Impeded magic. Spells and spell-like abilities that use negative energy (including *inflict* spells) are impeded.
- Random Encounters: Because the Positive Energy Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

The Outer Planes

Similar to how the Inner Planes represent all the constituents of the physical aspects of the Material Plane, the Outer Planes represent all the constituents of the metaphysical aspects of existence. The Outer Planes are the incarnated embodiments of the intangible concepts of life; from the concept of what is "good" in life comes the idea of "heaven", while what is "evil" in life is found in the idea of "hell". And so it goes for the other aspects of life, planes where these concepts have physical form, concepts beyond good and evil such as law, chaos, life, death, war, peace, love, hate, honor, treachery, and likely and infinity more. If an idea is revered by enough worshipers, it will take some sort of form on the appropriate Outer Plane. For that reason, the most universally-recognized concepts are usually the ones that have greater deities (Divine Rank 16-20), and some few are even more powerful.

As per the DxD20 system, when using alignments, the good-vs.-evil and law-vs.-chaos axis cross one another at the neutral intersection, creating a relationship between the nine alignments, and at the same time an interdimensional map of the Outer Planes; see below.



The lines on this representation show which Outer Planes are coterminous with one another; while the Great Fulcrum (true neutral) has the most coterminous neighboring Outer Planes, it does not have any coterminous points with the extreme alignment-based Outer Planes (lawful/good, chaotic/good, lawful/evil, or chaotic/evil). Thus, a planar traveler starting in the Great Fulcrum would have to enter either the Astral Plane or the Outer Plane that shares coterminous planar access to be able to enter an extreme alignment-based Outer Plane, a total of two planes being traversed.

The Great Planes (the Lawful / Neutral / Chaotic Planes)

So named for the greater number of coterminous planar access points these planes have, as well as how the neutral planes connect to one another, the Great Planes represent a stark contrast in the manifestations of law and chaos. With no interest in "good" or "evil", these planes are the embodiment of how the universe operates, as opposed to why.

The fundamental statement that each side claims wins the argument on their behalf is thus; "change is constant." Proponents of law argue that the statement is a fundamental law, irrefutable evidence that the universe is governed by laws. Proponents of chaos scoff at that reasoning, countering that just because it is a truth

does not make it a law. Rather, every being's lived experience is irrefutable proof that change-as-chaos is the nature of existence. However, no matter how much evidence each side presents to the other, the eternal debate rages on. The concept of law is exemplified by the Great Plane of Magna Machina, usually referred to as the Great Clockwork, while the concept of chaos has manifested as the Great Plane of Magna Mutatis, more commonly known as the Great Tempest.

True neutrality takes neither position, instead humbly submitting to the seeming truth of the statement. If anything, true neutral beings take it a step further in suspending their judgment of the self-proclaimed primacy of law-vs.-chaos or good-vs.-evil, retreating to the most fundamental truth they know; "I am". Thus, they tend to reserve judgment, maintaining a passive stance until something that threatens their being (their continued "I am"-ness) forces them into action. The native beings of the Great Plane of Magna Trutina, known by most as the Great Fulcrum, actively work to make sure balance is maintained throughout the omniverse, watching for potential world- and universe-destroying events to prevent them from ending (significant portions of) existence.

Magna Machina, The Great Clockwork (Lawful / Neutral)

An infinite array of massive cogs of indiscernible origin makes up the Great Clockwork. Many attempts have been made to sabotage the workings of Magna Machina to see what might happen, and although massive damage has been wrought on more than one instance, the self-repairing Great Clockwork carries on unabated. With some cogs as big as planets, entire lawful civilizations exist in amongst the workings of Magna Machina, including hive-based creatures such as the formian ant-people and others. Sapphire dragons like to find obscure and hard-to-reach cogs to inhabit, while amethyst dragons prefer to burrow out cavernous chambers within the depths of the largest cogs.

Representing and protecting the seemingly-immutable laws of the universe, the Great Clockwork uses an army of single-minded Inevitables in this regard. If any being is found to be risking the fundamental laws of space and/or time, an Inevitable is sent to intercede. If it does not report back in a timely fashion (depending on the urgency of the alleged law-breaking), then two more are sent, and if nothing is heard from them then four more powerful models are sent, and so on, and so on, until the accused are held to account for their transgression(s).

Such transgressors are captured, when possible, and brought to the capital city of Panopticus for judgement. The city is built upon a massive spherical cog composed of three rings, one spinning on the x-axis, one on the y-axis, and one on the z-axis. It is constantly spinning between other equally-massive cogs, and its core is composed of buildings jutting out in all directions, crisscrossing into and through each other giving the appearance of a very linear hive. Courtrooms and holding cells comprise only a small part of the city's function; most of its resources are dedicated to Watchers, inevitables tasked with the purpose of watching the working of reality. These beings guard against flagrant violations of time and/or space, informing the higher inevitables for further action. It is said that only the most powerful beings can rebuff the view of the Watchers (*mind blank* hides one from their view).

Magna Machina has the following planar traits:

- Objective directional gravity. "Down" is relative to the cog one is standing on. Walking between cogs can be disorienting (Balance check DC 10 or fall prone stepping onto the next cog). If a creature or object finds itself caught between cogs, it must make a Reflex save (DC 15 negates) or take 20d6 crushing damage.
- Divinely morphic. Deities can control the plane with a thought, lesser beings only according to their abilities.
- Strongly law-aligned.

Magna Mutatis, the Great Tempest (Chaotic / Neutral)

True to its namesake, the Great Tempest is a never-ending storm of roiling grey clouds. Actually wisps of ectoplasm, the grey mists are waiting for the nearest mind to give them form and structure. Otherwise, the insubstantial strands are whipped to and fro by the unconscious minds of all those who dream, which is why it is also known as the Dreamscape. A trained mind can spawn almost anything out of the Great Tempest, but an unchecked imagination can spell doom for the unwary traveler. Unique creatures and impossible scenes coalesce

out of and melt back into the perpetual storm that is Magna Mutatis, home to both one's greatest desire and one's greatest fear.

As one might expect from a plane of chaos incarnate, there are almost no indigenous species in the Great Tempest, save one race; the dreaded chaos beast. Where they arose from is not certain, but they are one of the most dangerous creatures one can encounter, with the slightest touch threatening to destabilize one's corporeal body. When creatures encounter anything native to the Great Tempest, if it is not a chaos beast, it is an astral construct, born of somebody's unconscious imagination, or a vivilor, created by a *summon vivilor* spell. The vivilor must have survived its tenure as a summoned creature and ended up returning to the Great Tempest as a free-willed being (its alignment is chaotic neutral).

One structure that has maintained a long-standing existence within the roil of the Great Tempest is the Karmic Crucible of the wizard's guild. A typical castle-sized keep floating on a 100-mile radius of grey earth, the Karmic Crucible is used by the wizard's guild to screen wizards who achieve 7th-level spellcasting ability, effectively gaining access to *limited wish*. Wizards seeking the power of *limited wish* or *wish* means withstanding the Karmic Crucible, where the wizard is forced to confront their worst fear, as well as reveal their greatest desire. Any who are found to be easily panicked or megalomaniacal are typically prevented from acquiring such power (assuming they survive the Crucible's tests).

Magna Mutatis has the following planar traits:

- Subjective directional gravity.
- Highly morphic. The Great Tempest is continually changing, bent to the will of the most powerful mind in its proximity. With a Concentration skill check (DC 20), a creature can exert control over the ectoplasmic mists within a 50-foot radius. The radius of control increases by a factor of 10 for every 5 points of DC, so a Concentration skill check result of 25-29 grants one control over a 500-foot radius, a result of 30-34 grants one control over a one mile-radius area, a result of 35-39 grants one control over a ten-mile radius, a result of 40-44 grants one control over a 100-mile radius, etc.

Such control gives the creature the equivalent of *major creation* as a spell-like ability, usable at will. If two creatures attempt to exert control over the same area, an opposed Concentration check with at least one of the results being DC 20 or higher determines who has control. Once control has been established, it can be maintained without further concentration until given up or overcome by another.

- Strongly chaos-aligned.
- Wild magic. Spells and spell-like effects manifested while in an uncontrolled area of the Great Tempest suffer the effects of wild magic (see above under Magic Traits).

Magna Trutina, the Great Fulcrum (True Neutral)

Considered by some to be the center of the omniverse, the Great Fulcrum is the home of True Neutrality. Unbiased towards good or evil, law or chaos, in all matters save one; the perseverance of existence. In those instances where the predominance of one of the axis poles threatens to imbalance everything, then the denizens of Magna Trutina move to maintain the balance.

The plane itself is largely featureless, with seemingly endless plains of dull earth extending in all directions from the base of the great fortress-city Equilibria. Over a hundred miles in diameter at its base, Equilibria towers into the sky of Magna Trutina seemingly as far as the plains go wide, with an underground portion of equal girth and depth plunging into the grey ground.

At its top is said to be a coterminous point to the Positive Energy Plane, and the perpetual midday white "sun" perched over the top of the fortress-city seems to confirm that. Similarly, at the bottom of Equilibria's underground bunker is a gate to the Negative Energy Plane. Go far enough in any one of the cardinal compass directions (north, east, south, west) long enough and one will eventually arrive at a coterminous point with the Outer Plane associated with that compass direction (north is Bonumundus, east is Magna Mutatis, south is Malumdolor, and west is Magna Machina).

The massive-yet-featureless nature of the outlands beyond Equilibria is another reason why it is referred to as "the Great Planes" (Plains). Technically anyone can set up shop in the vastness of the outlands, but they

would have to have everything imported, as the plane's grey earth has no resources to offer (it's actually a form of ectoplasm that dissipates into nothing if removed from the plane). Therefore, while featureless, the outlands of Magna Trutina may harbor certain beings not dependent on resources for survival (errant constructs, wandering undead, traveling celestials or fiends, etc.).

The city of Equilibria is populated by all manner of denizens, but the rules (or lack of rules) are different for each part of the city, based on the predominant alignment there. In some areas the predominantly-lawful denizens maintain order, while the laws are rarely enforced in chaotic sections. In some areas the good citizens form militias to protect against threats, while in other areas might makes right and no one can expect help if things go sour. The Trutin Arbiters are automatons of unknown origin, silently and dutifully going about their business in maintaining balance in the city, from cleaning up to throwing down (Use the Astral Construct rules to create an Arbiter as you deem necessary).

There is talk of a "Final Arbiter", but no direct evidence of its existence can be provided; it is said that any who do see this being do not continue existing to confirm the dire fact. Whether the Final Arbiter exists is still a debate amongst sages and theologians.

Magna Trutina has the following planar traits:

- Divinely morphic. Deities can control the plane with a thought, lesser beings only according to their abilities.
- Mildly neutral-aligned.
- Normal magic.

The Heavens (the Good Planes)

The Heavens are the home of the beings who revere the concepts of good. Such concepts include life, love, peace, healing, generosity, chivalry, honor, freedom, and others that are generally considered to be conducive to living the morally good life. These beings manifest as Archons (lawful/good), Angels (neutral/good), and Celestials (chaotic/good), amongst many others, all dedicated to promoting good in the omniverse. Perhaps because it was a "good" being who wrote the first book on the Outer Planes, but for whatever reason the good planes are often referred to as the "Upper Planes".

Utopia, the Ideal Society (Lawful / Good)

Imagine the perfect society, where the highest ideals of good are codified and enforced, and you may have an idea of Utopia. The home of the lawful/good deities, it is a magnificent cosmopolis of virtue and order, with finely-sculpted buildings and statues composing the cities, and massive fields of orderly grains and orchards in between the cities. As one might expect, the lawful/good deities live in harmony, with any differences being sorted out through diplomacy and compromise. The archons ensure that order is maintained in those few instances where discord may arise, but otherwise the city-states of Utopia co-exist peacefully, each home to a sovereign deity. The greater deities have layer planes of their own, accessed through coterminous planar points within one or more cities of Utopia.

The Ivory Terminals are an organization spread throughout Utopia dedicated to facilitating travel across and beyond the plane. There is an Ivory Terminal in most cities, capable of teleporting beings across the plane or opening gates to the coterminous planes beyond. For travel through Utopia or into a coterminous good plane, security credentials must be approved before transportation is provided (but for travel to the Great Fulcrum, no such security is required, only payment). The security involves a *detect evil* spell; those who are protected from such detection abilities are considered a security concern and will have to prove they are not evil to travel via the Ivory Terminals.

Utopia has the following planar traits:

- Divinely morphic. Deities can control the plane with a thought, lesser beings only according to their abilities.
- Mildly good-aligned and mildly law-aligned.
- Normal magic.

Bonumundus, the Best of All Worlds (Neutral / Good)

The gateway to the layer planes of pure Good, Bonumundus is a plane of bigger-than-life versions of the creatures and cities of the Prime Material Plane. Everything and every being seems to glow with an inner light, and there is no predation. The lamb literally does rest with the lion on Bonumundus, and the widespread happiness and tranquility are powerful lures to beings from other planes to remain on the plane forevermore. The generous nature of the beings there ensures no one goes for want of anything, and for the most part the cities do not need policing forces (although the angels keep a watchful eye nonetheless). It is through Bonumundus that travelers seeking greater deities of good must pass to reach the layer planes beyond. The “sun” in Bonumundus is actually a gate to the Positive Energy Plane; for any who might be able to tolerate a visit to such a place, they need simply fly the 1,000 miles to the coterminous point.

The Plains of Equality will be found by traveling far enough south from anywhere in Bonumundus. Starting out as lush grasslands and vibrant fields, the landscape will eventually give way to the grey earth of Magna Trutina, but between Bonumundus and the Great Fulcrum are the Fields of Equality. From east to west these fields experience varying climates, resulting in great patches of every flower known in the omniverse. Even predatory and poisonous flowers can be found here, although they never hunt or kill the local (celestial) flora and fauna. These flowers can be harvested, but any who harvest will face the judgment of the angels, who will often use a *quest* to exact fair payment from those taking advantage of the plain’s resources. The calculation of such payment always involves the intent for the use of the harvested flower; components intended for inflicting harm through spells or poison will be met with fierce resistance instead.

Bonumundus has the following planar traits:

- Divinely morphic. Deities can control the plane with a thought, lesser beings only according to their abilities.
- Minor positive-dominant.
- Strongly good-aligned.
- Normal magic.

Primisius, the Happy Hunting Grounds (Chaotic / Good)

Known to many as the “Happy Hunting Grounds” for the primal-yet-freely-chosen nature of the plane, Primisius is a vast realm of every imaginable climate, each of them teeming with life. Unlike the other good planes, creatures do hunt and kill one another here, but they do so of their own free will, accepting their fates as part of the great cycle of life. However, animals are merciful to one another, in terms of both delivering the killing blow and surrendering gracefully to the verdict of the hunt.

Sentient beings are capable of even more mercy, but the freedom to do what one wants sometimes brings one into conflict with others. Where communication is possible, so is negotiation and a peaceful resolution. Where it is not possible, it is understood that both parties are doing what they are doing with the best of (good) intentions, and the conflict is blameless, as both parties choose freely to try to communicate through force. If a being is under the influence of compulsion or possession, the native beings of Primisius will sense it, and rather than attack to possibly kill the being, they will instead subdue the being by inflicting non-lethal damage. Once subdued, the creature will coordinate with other celestial creatures to take the compelled / possessed being to Tyranny Falls to be released from their captivity.

Tyranny Falls is a waterfall hidden at the end of the rainbow within the rainforests of Primisius. Anyone who bathes in the waters is immediately freed of any compulsion or possession effect, whether magical or psionic in nature. Anyone of chaotic alignment who bathes in the water gains *freedom of movement* for 24 hours, while anyone of good alignment who bathes in the water gains *mind blank* for 24 hours. However, anyone of lawful alignment who touches the waters of Tyranny Falls must make a Will save (DC 20) or be *confused* for 24 hours, while anyone of evil alignment who touches the waters must make a Will save (DC 20) or change the evil component of their alignment to neutral.

Primisius has the following planar traits:

- Divinely morphic. Deities can control the plane with a thought, lesser beings only according to their abilities.

- Mildly chaos-aligned and mildly good-aligned.
- Normal magic.

The Hells (the Evil Planes)

Existence seems to be a realm of polarities; light and darkness, right and wrong, good and evil, to name but a few. Just as there are planes dedicated to the virtues of good, so too there are planes dedicated to the vices of evil, known collectively as “the Hells” or “the Lower Planes”. As the ultimate consequences of vice are considered “evil” to their victims, negative ideals like hate, war, greed, murder, pain, revenge, and others manifest as incarnate beings upon the Lower Planes, the planes that represent evil in the omniverse. Devils (lawful/evil) prefer to use bureaucracy and cunning to implement their evil machinations, while Demons (chaotic/evil) and Fiends (neutral/evil) prefer using more direct methods in carrying out their loathsome whims.

Abyssus, the Infinite Abyss (Chaotic / Evil)

Just as the depths of chaos-as-madness and evil know no bounds, so too does Abyssus, more commonly referred to simply as “the Abyss”, have many planes. There have been over 665 separate planes identified within the Abyss, but as each deeper plane is more evil and crazier than the last, trying (or even wanting) to find more layer planes within becomes increasingly difficult (and undesirable). Typically these planes consists of landscapes inimical to life from the Material Plane, with fields of active volcanoes, toxic swamps, blasted fens, and frozen barrens. The Abyss is only home to the demons inured to the local conditions and those unfortunate souls forced to suffer them.

While there are many hidden and guarded coterminous points of Abyssus with its neighboring planes, the most famous one is known as the River Styx, a sickly-grey opaque river of unknown fluid flowing through each of Lower Planes as well as the layer planes of the Abyss. Any creature that touches the waters of the River Styx must make a Will save (DC 30) or completely lose their memory. If a creature with no memory touches the waters a second time, they must make another Will save (DC 25) or die. Undead and constructs are not immune to the memory-erasing effect, but they are immune to the instant death effect. Also, *mind blank* does not protect against the effects of the River Styx.

The River Styx starts in Abyssus, in a city known as Terminus. Ruled by a balor named Retzamevalz who is ancient even by demonic standards, the city is the receiving area for all the souls destined for the Abyss. It is in Terminus that these souls are “processed” for the continuation of their journey into the Abyss via the River Styx. Those wretched souls who do not fall (or are pushed) into the River Styx are tortured for the testimony of their vices before being sent to their appropriate deity’s plane. The souls that forget their past from falling into the Styx are converted into the lowliest demons and released into the wild. Almost always and immediately, the poor wretch is caught and eaten or enslaved by a more powerful demon, and thus their torment ends or begins.

Terminus is the only city where seeming mortals might be tolerated, considered to be there as petitioners, at the behest of some demon lord, or otherwise powerful enough to hold their own. However, if a creature demonstrates weakness in the streets of Terminus, it will quickly be enslaved or eaten like the demonic wretches spawned here. Besides the throngs of demons and mindless undead, plane-spanning red dragons and black dragons can be found in Terminus, as well as powerful intelligent undead such as liches and vampire lords.

Otherwise, Abyssus only houses the hordes of souls slowly being tortured into demons and the fortresses of the deities dedicated to chaos and evil. Most lesser deities and higher have their own layer plane somewhere within the depths of the Abyss, but generally speaking, the more powerful the deity, the deeper its plane resides.

Abyssus has the following planar traits:

- Normal gravity on Abyssus, varying gravity planar traits throughout the other planes of the Abyss.
- Divinely morphic. Deities can control their plane as well as Abyssus with a thought, lesser beings only according to their abilities. However, on other planes of the Abyss that are not their own plane or Abyssus, the plane is considered alterable morphic, only changeable by whatever powers the deity normally possesses.
- Mildly chaos-aligned and mildly evil-aligned.

- Normal magic on Abyssus, but other planes of the Abyss can have wildly varying magic planar traits.

Malumdolor, the Neverending Battlefield (Neutral / Evil)

A plane of perpetual pain, war, and death, Malumdolor is an eternal warzone, where unending waves of demons fall upon and fell phalanxes of devils, while the fiends of the Lower Planes play both sides. The devils are ruthlessly efficient in how they conduct war, using tactics such as hit-and-run, rope-a-dope, and decapitation strikes, whereas the demons use simpler tactics, sacrificing numbers in overwhelming offensives and brute force. Fiends are open to either tactic if it will win the day, and greed-for-power is often a sufficient motivator for a fiend to cast their lot one way or the other.

For the most part, Malumdolor is a battlefield wasteland, blasted and littered with the detritus of war. Paradoxically, a black sun dominates the greasy red-grey sky, leaving the land in a near-perfect darkness. In fact, the “black sun” is a coterminous point with the Negative Energy Plane, and it can be reached by flying the 1,000 miles up to it, if so desired. Without darkvision, one is limited to a sight range of 30 feet (60 feet for low-light vision). With darkvision, one can see twice as far as they could in complete darkness.

There are a few fortress-cities to be found throughout the expanse, either the home of a lesser deity or the base of an independently-powerful evil being capable of holding their ground on the massive battlefield. Most commonly, such evil beings are powerful fiends running mercenary armies available to the highest bidder.

The Fellfiend Fields are always the most active portion of the battlefield, where Malumdolor borders Magna Trutina. As the devils use contracts and proxies to recruit beings from other planes to help them fight their blood war against the demons, the battle is always fiercest near the planar border. Whenever one enters the Fellfiend Fields from the Great Fulcrum, they will always encounter a battle in progress. Roll 2d6+8 for a Challenge Rating ranging from CR 10-20 for the force(s) of the devils, and roll a 2d6+8 for the CR of the force(s) from the demons. In the case of the devils, you can decide that the creatures fighting on their behalf are mercenaries, possibly either fiends or other non-chaotic, non-good creatures. You can decide what stage of the fight (just beginning, middle, near the end) the PCs have just walked in on, based on the difference in the Challenge Ratings. Unless the PCs are concealed, each side will assume the PCs are reinforcements for the other side; roll for initiative!

Malumdolor has the following planar traits:

- Divinely morphic. Deities can control the plane with a thought, lesser beings only according to their abilities.
- Minor negative-dominant.
- Strongly evil-aligned.
- Normal magic.

Dystopia, the Capitol of Hell (Lawful / Evil)

Where bureaucracy trumps intent, and it is the letter of the word and not the spirit that matters, Dystopia is the home of tyranny and slavery. The rigid hierarchy of the devils makes for labor-hardened cities that are little more than prison camps and torture chambers. The architecture greatly favors function over form, although some artistic pieces of the most grotesque nature are (un)worthy enough for public display. For the most part security is strictly enforced, but the laws can be bent or broken when the price is right or the name gives fright. Contracts in souls and blood are most common in Dystopia, but some still deal in gold and items.

As the plane is one massive sprawling cityscape, Dystopia consists mainly of cramped disease-infested housing for the enslaved and expansive poison-belching factories for weapons and engines of war. That includes feeding the war machine, with many factories dedicated to recycling the bodies of the dead as a slurry to be served back to the still-living slaves. All slaves and devils are marked with the sign of the more powerful devil or archdevil that they serve, and this helps prevent unnecessary bloodshed. From the archdevils down to the lowliest slaves, a pecking order is understood, established by the markings (in Infernal), and they rarely practice open war against one another. Instead, the archdevils and devils of Dystopia deal in treachery and subterfuge to achieve their objectives where internal strife is concerned (after all, one has a business reputation to maintain!).

Besides the slaves and devils that largely populate Dystopia, some enterprising blue dragons and green dragons keep domiciles in the city. Also, some duergar gifted with fiendish blood work in Dystopia, ranking amongst the greatest weaponsmiths in the hells. However, most of Dystopia's population are the devils maintaining order and the souls of the damned enslaved to their hellish system.

Although there are many powerful devils and lawful/evil deities, Dystopia is overseen by a tribunal of the nine most powerful archdevils, known as the Nonagrammaton. Dystopia proper, the "center" of the urbanized plane, is a rearing monolith of a capitol building, stretching miles upward into the sooty clouds over the city. The seat of the Nonagrammaton, Dystopia proper has a massive military presence, as each of the nine archdevils maintains a "royal cohort" of military personnel to guard against treachery. The politics of hell are rampant in Dystopia, and an archdevil must work constantly to stay abreast of the latest machinations of their rivals, or else they may find themselves outmaneuvered by a cadre of temporarily-allied archdevil enemies!

Through the collective power of the Nonagrammaton, an archdevil's plane can be moved upward or downward in the hierarchy of Dystopia, making it easier or harder to reach (some say it is an incantation that gives the most powerful archdevil a temporary Divine Rank of 21 or higher). The most powerful archdevil's plane is always the lowest plane of Dystopia, the ninth plane. The Nonagrammaton claims hegemony over all of the hells, and it is the principal reason why the neverending war between the devils and the demons has always raged, because the demons refuse to accept the devils' rule.

Dystopia has the following planar traits:

- Divinely morphic. Deities can control the plane with a thought, lesser beings only according to their abilities.
- Mildly evil-aligned and mildly law-aligned.
- Normal magic.



Chapter VI: Weaponized Technology

Like enchanted and imbued items, technological items can swing the pendulum significantly for or against a party of characters. Tech Levels are provided to give a general idea as to which technologies are roughly equal based on some of the science (fiction) used to create them. Whenever a higher TL item ends up in a lower TL scenario, it can appear akin to magic, bringing an edge into the scenario for whomever is wielding it. As such, you will want to make sure any items you permit are properly accounted for when it comes to maintaining the balance of power in your scenario. Firearms, Mecha, Power Armor, and Starships all threaten to tip the scales one way or the other if not used judiciously. As GM you should familiarize yourself with the different types of weaponized technology, and whether or not you're going to permit them in your scenario, and if so, how will such tech be accessible by the PCs?

The Evolution of Weaponized Technology

The ability to attack one's quarry from a safe distance is one of the most effective strategies one can utilize in combat and warfare. Having greater-ranged weapons than one's opponent, or more powerful ranged weapons than one's opponent (preferably both!) is a key difference between various Tech Level firearms.

Tech Level	Example of Firearms and Military Development
0	Rocks, stone knives, wooden spears
1	Bows, javelins, lit torches and other incendiaries
2	Crossbows, repeating crossbows, siege machinery
3	Cannons, flintlocks, muskets
4	Artillery, machineguns, pistols, rifles
5	Assault rifles, cybernetic replacements, machine pistols, missiles, satellites
6	Cyborgs, gene therapy, laser weapons, power armor, huge mecha, medium starships
7	Advanced cybernetics, plasma weapons, railguns, gargantuan mecha, heavy starships
8	Disintegration weapons, gene coding, singularity grenades, colossal mecha, superheavy starships
9	Wildly advanced military technology, capable of emulating almost any arcane or psionic effect

As the Tech Levels progress, firearms gain range and power. Weapons powered by chemical propellants typically inflict 2 dice of ballistic damage, while the magnetically propelled ballistic railguns and energy weapons of Tech Levels 6 and higher typically inflict 4 or more dice of their respective type of damage. Semi-automatic weapons give their user the possibility of doing 50% more damage with each attack thanks to the Double Tap feat, while automatic weapons give their user the option of doing 100% more damage with each attack thanks to the Burst Fire feat. Add in mastercrafting modifiers and potential gadgets, and you can easily make tech weapons that approach if not exceed their magical and psionic equivalents.

In general terms, this means that competent characters with the right feats at TL 4-5 will be doing roughly 3d6 to 4d8 ballistic damage per attack when using feats like Double Tap and Burst Fire with pistols and rifles. At TL 6-8 the damage per ranged attack is roughly 6d6 to 8d8 damage when considering Double Tap and Burst Fire, and of various damage types ranging from ballistic damage to laser and plasma damage to disintegration beams!

Whether it was better armor that forced the creation of better arms or vice versa, the fact remains that each Tech Level sees an increase in both offensive and defensive capabilities. The greater firepower available during TL 4 and beyond forces defenses to adapt, leading to the development of armored vehicles. Tanks begin dominating the battlefield, which in turn leads to the creation of anti-tank weapons.

The weakness of the tank (in this case, its lack of mobility against well-armed infantry or missile strikes) is reduced by converting the tank into personnel-sized armor, and the power armor is born. Such infantry requires bigger guns to counter, and the mecha is developed to bear the arms necessary to bring down power infantry

quickly. The armor-piercing qualities of plasma make most armors ablative at best, and so the mobile force field generator becomes necessary. This reiterative escalation of firearms ultimately leads to the development of the Colossal mecha, and to the development of the Superheavy-Colossal dreadnought starship.

Vehicles

For simply traveling from point to point, the vehicle used is largely a matter of personal style and finances. Skill checks are only required in extraordinary circumstances. These rules are primarily focused on ground vehicles—cars, motorcycles, trucks, and light military vehicles. The rules would be an amalgamation of these rules and the starship rules for boats, larger armored vehicles, and aircraft.

Characters in Vehicles

A character in a vehicle fills one of several possible roles, which determines what the character can do.

Driver: The driver of the vehicle controls its movement. Most vehicles have only one position from where the vehicle can be driven, so the person seated there is the driver. Driving a vehicle is, at a minimum, a move action, which means that the driver may be able to do something else with their attack action. There can be only one driver in a vehicle at one time.

Copilot: A copilot can help the driver by taking an aid another action. The copilot must be seated in a location where they can see the road and advise the driver (in a car, this generally means the front passenger seat). Aiding the driver is a move action, leaving the copilot with an attack action each round to do something else. A vehicle can have only one copilot at a time. A copilot can also drive the vehicle if the driver cannot or chooses not to, provided there is a second set of controls at the copilot's seat (usually true in aircraft, but not ground vehicles).

Gunner: Some vehicles have built-in weapons. If such a weapon is controlled from a location other than the driver's position, a character can occupy that position and become the gunner. A vehicle can have as many gunners as it has gunner positions.

Passenger: All other personnel aboard the vehicle are considered passengers. Passengers have no specific role in the vehicle's operation, but they may be able to fire weapons from the vehicle or take other actions.

Character Scale vs. Vehicular Scale

These rules use two scales. If the encounter involves both vehicles and characters on foot, use character scale. If the scene involves only vehicles, and they're likely to move at much higher speeds than characters or creatures on foot, use vehicular (also known as "chase") scale.

Character Scale: Character scale, also known as the "personal" scale, is identical to the standard movement scale: It's carried out on a grid in which each hex equals 5 feet. In character scale, most vehicles are large enough to occupy multiple hexes on the map grid. How many hexes a vehicle occupies is specified in the vehicle's description.

When moving a vehicle, its [terrestrial maneuverability class](#) determines how much it costs in hexes of movement to turn. When turning, the pilot needs to consider how quickly they wish to turn. Depending on a vehicle's maneuverability class, it may be more effective to turn while moving forward rather than pivoting on the spot. When firing weapons, count hexes from the location of the weapon. In character scale, more than one ground vehicle cannot occupy the same hex (unlike vehicular scale; see below).

Vehicular Scale: In vehicular scale, also known as the "chase" scale, each hex of the grid represents 50 feet. On this scale, commonly encountered vehicles occupy only one hex. (Some especially large vehicles, such as ships or jumbo jets, might occupy more than one hex.) In most cases, more than one vehicle can occupy the same hex. Vehicles in the same hex are considered to be 5-20 feet apart for the purposes of determining range for attacks (GM's discretion based on the circumstances).

Vehicle Sizes

Vehicles use the same size categories as characters and creatures, as shown on Table: Vehicle Sizes. The vehicle's size modifier applies to its initiative modifier, maneuver modifier, and touch AC. (The size modifier is already included in the vehicle statistics on Table: Vehicles)

Table: Vehicle Sizes

Vehicle Size	Size Modifier	Examples
Colossal	−8	Yacht, semi with trailer
Gargantuan	−4	Tank, limousine
Huge	−2	Luxury car, SUV, armored car
Large	−1	Economy car, Harley
Medium-size	+0	Racing bike, dirt bike
Small	+1	Hoverboard, unicycle

Facing and Firing Arcs

Unlike with characters, when dealing with vehicles, the vehicle's facing (the direction it's pointing) is important. Facing indicates the direction in which the vehicle is traveling (assuming it's not moving in reverse). It can also determine which weapons aboard the vehicle can be brought to bear on a target.

A weapon built into a vehicle can be mounted to fire in one of four directions—forward, aft (rear), right (starboard), or left (port)—or be built into a partial or full turret. A partial turret lets a weapon fire into three adjacent fire arcs (such as forward, port, and starboard), while a full turret lets it fire in any direction. For vehicles with weapons, a weapon's arc of fire is given in the vehicle's description. If no arc is given, then it is assumed to be mounted on a full turret and can fire in any direction. See the [Hex Grid with Associated Flanks and Firing Arcs](#) above for more details on how facing and firing arcs work.

Getting Started



Most vehicles can be entered with a move action and started with a second move action. An exception is noted in a vehicle's description when it applies. For example, it doesn't cost a move action to hop on a motorcycle, but it still costs a move action to start the motorcycle. Similarly, it doesn't cost a move action to hop on a bicycle, nor does it cost a move action to start the bicycle. Conversely, some vehicles can be especially difficult to enter, such as boat or submarine, such that it may take several rounds to get into a position to start the vehicle.

Initiative

There are two options for determining initiative in vehicle combat. First, is individual initiative just as in normal combat, where each character rolls separately. This is probably the best method if most or all characters are aboard the same vehicle, but it can result in a lot of delayed or readied actions as passengers wait for drivers to perform maneuvers. An alternative is to have the pilot roll initiative for each vehicle, using the vehicle's initiative modifier, which is the skill modifier given with the vehicle's maneuverability class. Just remember that a vehicle never gives a bonus to initiative, it will only give penalties for being cumbersome or unwieldy; any vehicle that gives a positive bonus to the skill check gives a +0 to initiative. This is particularly appropriate when characters are in separate vehicles, since it allows everyone aboard the same vehicle to act more or less simultaneously.

Vehicle Speed

Vehicle speed is expressed in five categories: stationary, alley speed, street speed, highway speed, and all-out. Each of these speed categories represents a range of possible movement (see Table: Vehicle Speeds and Modifiers). Each round, a vehicle moves according to its current speed category.

Declaring Speed

At the beginning of their initiative, a driver must declare their speed category for the round. The driver can choose to go one category faster or slower than the vehicle's speed category at the end of the previous round.

A stationary vehicle can change to alley speed in either forward or reverse. Most vehicles cannot go faster than alley speed in reverse.

Table: Vehicle Speeds and Modifiers

Speed Category	Character Scale		Chase Scale		Touch AC Modifier	Check/Roll Modifier
	Movement ¹	Turn Number ²	Movement ¹	Turn Number ²		
Stationary ³	0	—	0	—	+0	—
Alley speed	1–20	1	1–2	1	+0	+0
Street speed	21–50	2	3–5	1	+1	–1
Highway speed	51–150	4	6–15	2	+2	–2
All-out	151+	8	16+	2	+4	–4

¹The number of hexes a vehicle can move at this speed. This can also be considered the vehicle's speed in km/h (divide by 1.6 to get mph).

²The number of hexes a vehicle must move at this speed before making a turn.

³A stationary vehicle cannot move or maneuver (no modifiers to AC from Dex and no ability to Dodge).

Stationary: The vehicle is motionless.

Alley Speed: This speed is used for safely maneuvering a vehicle in tight spaces, such as alleys and parking garages. It tops out at about the speed a typical person can run, up to 12 miles (20 km) per hour.

Street Speed: The vehicle is traveling at a moderate speed, up to about 30 miles (50 km) per hour.

Highway Speed: The vehicle is moving at a typical highway speed, from about 30 miles (50 km) to 95 miles (150 km) per hour.

All-Out: The vehicle is traveling extremely fast, more than 95 miles (150 km) per hour.

Moving in a Vehicle

On their initiative, the driver has the option of using their standard action, but they must move their vehicle a number of hexes equal to half the speed declared for that round. Halfway through their move (not unlike the Shot on the Run feat or the Spring Attack feat for personal scale combat), the driver has another opportunity to use their standard action, if they haven't done so already, before they must move their vehicle a number of hexes equal to half the speed declared for that round (see the "[Chase Scale Combat Sequence](#)" below). Unlike characters, a vehicle cannot double move, run, or otherwise extend its movement (except by changing to a higher speed category).

Every vehicle has a top speed, included in its statistics. A vehicle cannot move more hexes than its top speed. This means that some vehicles cannot move at all-out speed, or even highway speed.

Count hexes for vehicles just as for characters. Like personal-scale combat, a vehicle's facing is important; unless it changes direction, a vehicle always moves in the direction of its forward facing (or in the opposite direction, if it's moving in reverse).

The Effects of Speed

A fast-moving vehicle is harder to hit than a stationary one—but it's also harder to control, and to attack from. As shown on Table: Vehicle Speeds and Modifiers, when a vehicle travels at street speed or faster, it gains a bonus to its touch AC. However, that speed brings along with it a penalty on all skill checks and attack rolls made by characters aboard the vehicle—including skill checks to control the vehicle and attacks made from it.

Driving a Vehicle

Driving a vehicle is a move action split into two halves, each taken by the vehicle's driver. During their first move action, the driver declares how many hexes they intend to move within their vehicle's current speed category, and they move their vehicle half that number of hexes (rounded down if accelerating, rounded up if decelerating). The driver can attempt maneuvers to change the vehicle's course or speed. These maneuvers can be

attempted at any point along the vehicle's route. The driver can choose to use their standard action to attempt additional maneuvers. The two kinds of vehicle movement are simple maneuvers and stunts.

Simple Maneuvers: A simple maneuver, such as a 60-degree turn while in motion, is easy to perform. Each is a free action and can be taken as many times as the driver likes while they move the vehicle. Simple maneuvers do not require the driver to make skill checks.

Stunts: Stunts are difficult and sometimes daring maneuvers that enable a driver to change their vehicle's speed or heading more radically than a simple maneuver allows. A pilot is entitled to attempt one stunt as part of a move action each round. One stunt can be taken as part of a move action to control the vehicle each round, and a second stunt can be attempted each round in lieu of the driver's standard action. Stunts always require appropriate skill checks (i.e., Balance, Drive, Ride, or Pilot).

Simple Maneuvers

During a vehicle's movement, the driver can perform any one of the following maneuvers.

60-Degree Turn: Any vehicle can make up-to-a 60-degree turn as part of its movement. The vehicle must move forward at least a number of hexes equal to the turn number (shown on Table: Vehicle Speeds and Modifiers) before it can turn. Making a 60-degree turn in such a scenario costs no movement.

Ram: At character scale, a driver does not have to perform a maneuver to ram another vehicle—they only need to drive their vehicle into the other vehicle's hex, then spend 1 hex of movement to line up the target within the same hex, and a collision occurs (see Collisions and Ramming).

At chase scale, however, more than one vehicle can occupy the same hex and not collide—so ramming another vehicle requires a simple maneuver and 1 hex of movement. If not already in the same hex, the driver moves their vehicle into the other vehicle's hex and state that they are attempting to ram, which costs 1 hex of movement above and beyond the movement cost to enter the same hex as the target. Resolve the ram as a collision, except that the driver of the target vehicle can make a Reflex save (DC 15 + the speed modifier of the faster vehicle) to reduce the damage to both vehicles by half if they have 5 or more ranks in the appropriate Dex-based skill (i.e., Balance for bicycles, Ride for motorcycles and mounts, Drive for ground-based vehicles, and Pilot for flight-based vehicles). Characters without 5 or more ranks in the appropriate skill must first make a base DC 15 skill check of the appropriate skill to have a chance at reducing the damage with the Reflex save.

Sideslip: A driver might wish to move to the side without changing the vehicle's facing, for instance to change lanes. This simple maneuver, called a sideslip, allows a vehicle to avoid obstacles or weave in and out of traffic without changing facing. A sideslip moves a vehicle 1 hex forward and 1 hex to the right or left while keeping the same facing, and it costs no additional movement.

Stunts

Stunts are maneuvers that require a Drive check to perform successfully. Unsuccessful stunts often result in the vehicle ending up someplace other than where the driver intended. When this happens, the vehicle collides with any objects in its path. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers affects all Drive checks made by the driver and attack rolls made by all occupants of the vehicle.

Avoid Hazard: Vehicle combat rarely occurs on a perfectly flat, featureless plain. When a vehicle tries to move through a hex occupied by a hazard, the driver must succeed on a Drive check to avoid the hazard and continue.

Structures simply cannot be avoided. Also, if a driver cannot make a check (if they have used all their actions for the round in performing other stunts), they automatically fail to avoid the hazard. In such cases, a collision occurs. The DC to avoid a hazard varies with the nature of the hazard.

On a failed check, the vehicle hits the obstacle. For caltrops, this means the caltrops make an attack against the vehicle (see Caltrops). An oil slick forces the driver to make a Drive check (DC 15) to retain control of the vehicle (see [Losing Control](#)). Failing to avoid an object results in a collision with the object (see Collisions and Ramming).

Hazard	Drive DC
Caltrops	15
Oil slick	15
Object	Drive DC (additional obstacle modifier)
Small (tire, light debris)	5 (+1 per each additional Small object)
Medium-size (adult humanoid, crate)	10 (+2 per each additional Medium object)
Large (person with a shopping cart, pile of wreckage)	15 (+3 per each additional Large object)
Huge (a dump truck, a tank)	20 (+4 per each additional Huge object)
Gargantuan (a bus, a truck with tractor-trailer)	25 (+5 per each additional Gargantuan object)
Structure	Cannot be avoided

The base DC is always determined by the largest object, with modifiers for any additional objects in the same hex. The maximum DC for any such check is DC 40, unless the GM deems that it is impossible to traverse the hex without colliding with something; then treat it as a structure. In such an instance, the GM may rule that the skill check is to try and hit the smallest / least damaging object, which would have its own DC.

Bootleg Turn: By making a bootleg turn, a driver can radically change direction without turning in a loop. However, in so doing, the vehicle comes to a stop.

Before a vehicle can make a bootleg turn, it must move in a straight line at least a number of hexes equal to its turn number. To make a bootleg turn, simply change the vehicle's facing to the desired direction. The vehicle ends its movement in that location, at stationary speed.

The DC for a bootleg turn depends on the change in facing. On a failed check, instead of facing the desired direction, the vehicle only changes facing by 60 degrees before coming to a stop; make another Drive check to retain control against a DC equal to the DC for the bootleg turn attempted (see Losing Control).

Facing Change	DC
90-120 degrees	15
150-180 degrees	20



Dash: With a dash stunt, a driver can increase the vehicle's speed by one category. (This increase is in addition to any speed change made at the beginning of the driver's action; if the driver increased speed at that time, then they can accelerate a total of two categories in the same round.) The vehicle's total movement for the round cannot exceed the maximum number of hexes for its new speed category. (The hexes it has already moved before attempting the dash count against this total.)

The base DC for a dash is 15. The driver can only succeed at one dash per round. On a failed check, the vehicle does not change speed categories.

Evasive Maneuvers: If a driver wishes, they can spend their standard action to be especially vigilant for other vehicles attempting to ram or sideswipe them. As such, when a driver is ready with evasive maneuvers, they are permitted an opposed skill check appropriate to the vehicle they're driving to try and dodge the ramming or sideswiping maneuver. Success indicates that the attempted ram or sideswipe missed, and instead the attacker moves into the hex opposite the one they were in before entering their target's hex, driving straight through the hex on the missed ram / sideswipe attempt where they were expecting to hit their target.

Hard Brake: With a hard brake stunt, a driver can reduce the vehicle's speed by up to two categories. (This is in addition to any speed change made at the beginning of their action; if the driver reduced speed at that time, then they can hope to drop a total of three categories in the same round.) The vehicle's movement for the round ends as soon as it has moved the minimum number of hexes for its new speed category. (If it has already moved that far before attempting the hard brake, it ends its movement for that round immediately.)

The base DC for a hard brake is 15. The driver can only succeed at one hard break per round. On a failed check, the vehicle does not change speed categories. Make a Drive check (DC 15 + the speed modifier) to retain control (see Losing Control).

Hard Turn: A hard turn allows a vehicle to make a turn in a short distance without losing speed. A hard turn functions like a 60-degree turn simple maneuver, except that the vehicle only needs to move forward a number of hexes equal to half its turn number (rounded down).

The base DC for a hard turn is 15. On a failed check, the vehicle continues to move forward a number of hexes equal to its turn number before turning, just as with a simple 60-degree turn. Make a Drive check (DC 15 + the speed modifier) to retain control (see Losing Control).

Jump: A driver can attempt to jump their vehicle across a gap in their trajectory. To make a jump, the vehicle must move in a straight line a number of hexes equal to its turn number. If the vehicle doesn't have enough movement left to clear the gap, it must complete the jump at the start of its next turn.

The DC for a jump depends on the width of the gap, modified by the vehicle's speed category. On a failed check, the vehicle fails to clear the gap, and instead falls into it (or collides with the far side). Determine damage as for a collision (see [Collisions and Ramming](#)).

Gap Width	Drive DC
1–3 ft. (ditch)	15
4–8 ft. (culvert)	20
8–15 ft. (creek, small ravine)	25
16–25 ft. (narrow road, small pond)	35
26–40 ft. (wide road, small river)	45

Vehicle Speed Category	DC Modifier
Alley speed	+10
Street speed	+5
Highway speed	+0
All-out	–5

A shallow gap (1 to 3 feet deep) is equivalent to a Medium-size object; the vehicle may be able to avoid taking collision damage from the failed jump by treating the far side as a hazard and then continue moving (see Avoid Hazard, above).

A moderately deep gap (4 to 10 feet deep) is equivalent to a Huge object. The vehicle can only drive out of the gap if the walls are not too steep.

A deeper gap (11 feet or deeper) is equivalent to a Colossal object. The vehicle can only drive out of the gap if the walls are not too steep.

If the gap is filled with water, the vehicle takes only half damage from the collision with the ground. However, if the water is too deep or the bottom is too soft (GM's discretion), the vehicle might not be able to move.

Sideswipe: During a vehicle's movement, a driver can attempt to sideswipe a vehicle or other target, either to deal damage without fully ramming it or to cause another driver to lose control of their vehicle.

At character scale, a vehicle must be side by side with its target (that is, occupying the hex or hexes directly to its side) and moving in the same direction. At vehicular scale, the vehicle must be in the same hex as its target and moving in the same direction. Attempting a sideswipe costs 1 hex of movement.

If the stunt is successful, the sideswiping vehicle and the target both take damage as if they had collided (see Collisions and Ramming), except that the collision multiplier is one-quarter ($\frac{1}{4}$) and the target (or driver of the

target vehicle) can make a Reflex save (DC 15) to reduce the damage to both bodies involved in the sideswipe by half. If the target of the sideswipe is another vehicle the driver must succeed at a Drive check (DC 15 + the speed modifier) at the beginning of their next action or lose control of the vehicle.

The base DC for a sideswipe is 15. It's modified by the relative size and speed of the target. On a failed check, both vehicles take damage as though the sideswipe attempt was a success. However, both drivers must make a Drive skill check to retain control of their respective vehicles.

Target Condition	DC Modifier
Each size category larger	-5
Each size category smaller	+5
Each speed category of difference	-2

Driver Options

Here is what a vehicle driver can do in a single round:

Choose the Vehicle's Speed: The driver may increase or decrease their vehicle's speed category by one (or keep it the same).

Optional Standard Action: If the driver wants, they can use their standard action before the first half of their vehicle's movement, before the second half of their vehicle's movement, or after both halves of their movement have been completed. If the driver does so, however, they will be limited to a single stunt for the duration of their movement. The driver does not have the option of spending their standard action for another move action, but they can use the Dash stunt to accelerate.

Movement: Move the vehicle half the number of hexes declared within the vehicle's speed category. Along the way, perform any number of simple maneuvers (limited only by their movement cost). After every vehicle involved in the chase has had an opportunity to complete the first half of their move, each vehicle must complete the second half of their movement. Either during the first half or during the second half of the vehicle's movement, the driver may also attempt a single stunt as part of their movement.

The Vehicular-Scale Combat Sequence

As with character-scale combat, each round of vehicular chase-style combat represents about 6 seconds in the game world. Each round's activity begins with the vehicle with the highest initiative result and then proceeds, in order, from there. Each round of a given combat uses the same initiative order. When a vehicle's turn comes up in the initiative sequence, that vehicle performs a portion of its round's worth of actions, as detailed below.

Step 1: Every vehicle starts the battle flat-footed. Once a vehicle acts, it is no longer flat-footed.

Step 2: The GM determines which vehicles are aware of each other at the start of the chase. If some but not all of the vehicles are aware of their enemies, a surprise round happens before regular rounds begin. Vehicles that are aware of the enemies can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), vehicles that started the battle aware of their enemies and thus have surprise on them each take one standard action. Vehicles that were unaware don't get to act in the surprise round. If no vehicle or every vehicle begins the battle aware, there is no surprise round.

Step 3: Vehicle pilots that have not yet rolled initiative do so. All vehicles are now ready to begin their first regular round.

Step 4: Vehicles act in initiative order. All crew (but not passengers) aboard a vehicle act during the pilot's initiative for the vehicle's turn. The pilot can choose to use their standard action now, or wait to use it later in the round, but they must declare their first move action.

Step 5: In turn, each vehicle's pilot has the option to use their standard action now, but they must declare their first move action.

Step 6: Once every vehicle has completed their first move action, the vehicle's pilot with the highest initiative acts again, with the option to use their standard action now if they haven't already done so or save it for after their second move action, but they must declare their second move action.

Step 7: In turn, each vehicle's pilot has the option to use their standard action now if they have not already done so, but they must declare their second move action.

Step 8: Once every vehicle has completed their second move action, the vehicle's pilot with the highest initiative that has not yet used its standard action has one final chance this round to do so.

Step 9: In turn, each vehicle's pilot that has not yet used their standard action has one final chance this round to do so.

Step 10: Repeat steps 4 to 9 until combat ends.

Collisions and Ramming

A collision occurs when an object like a vehicle strikes another solid object. Generally, when a vehicle collides with a creature or other moving vehicle, the target can attempt a Reflex save (DC 15) to reduce the damage by half. Collision damage is considered bludgeoning damage for purposes of damage reduction.

Resolving Collisions

The base damage dealt by a collision depends on the speed and size of the objects involved. Use the highest speed and the smallest size of the two colliding objects and refer to Table: Collision Damage.

Table: Collision Damage

Highest Speed	Add. Damage Dice from Speed
Alley speed (0-25 km/h)	0-2
Street speed (26-50 km/h)	3-5
Highway speed (51-150 km/h)	6-15
All-out (151-300 km/h)	16-20
Hoverbike all-out (301-600 km/h)	20, x2
Jet (601-1,000 km/h)	20, x3
Supersonic (1,000+ km/h)	20, x4

Object or Creature Size	Damage based on Size (damage die from Speed)
Colossal	5d20 (d20, max 20d20)
Gargantuan	4d12 (d12, max 20d12)
Huge	3d10 (d10, max 20d10)
Large	2d8 (d8, max 20d8)
Medium-size	1d6 (d6, max 20d6)
Small	1d4 (d4, max 20d4)
Tiny	1d3 (d3, max 15d3)
Diminutive	1d2 (d2, max 10d2)
Fine	---

Highest Speed: This is the speed of the fastest object involved in the collision. An easy conversion is for every 10 km (6 miles) per hour of speed, another die of damage is added to the base damage of the smaller object, as determined by its size (see “Damage based on Size”, below).

Additional Damage Dice from Speed: This gives the range of additional damage dice to be added to the smaller object’s base damage. The type of damage die is determined by the size of the smaller object (see “Damage based on Size”, below).

Object or Creature Size: The size of the smaller of the two objects colliding, for purposes of determining the base damage by size as well as any additional damage by speed.

Damage based on Size (damage die from Speed): This shows the base amount of damage the smaller object suffers and inflicts upon whatever is colliding with it based on size, while the number in parentheses is the damage die used for additional dice of damage based on speed. The maximum given includes the initial damage based on size. For example, a starfighter (Gargantuan size) collides with a Cruiser (Medium-Colossal size) at supersonic speed (x4 damage) for a total of 20d12x4 damage (4d12D in capital dice of damage).

After finding the base damage based on size and speed, determine the collision’s damage multiplier based on how the colliding vehicle struck the other vehicle or object. (For vehicles moving in reverse, consider the back end to be the vehicle’s “front” for determining the collision multiplier.) Consult Table: Collision Direction for a multiplier. Keep in mind that multipliers do not multiply one another, but rather are added together, accounting for the x1 multiplier as the base amount of damage from the collision only once. Using the example above, the starfighter traveling at supersonic speed (x4 damage) hitting a cruiser starship head-on (x2 damage) causes and suffers x5 damage, thus inflicting 20d12x5 (5d12D) damage in total, not x8 damage (4x2) or x6 damage (4+2).

Once the damage has been determined, apply it to both vehicles (or objects or creatures) involved in the collision. Both vehicles reduce their speed by two speed categories. If the colliding vehicle moved the minimum number of hexes for its new speed category before the collision, it ends its movement immediately. If not, it pushes the other vehicle or object aside, if possible, and continues until it has moved the minimum number of hexes for its new speed category.

Table: Collision Direction

Colliding Vehicle’s Target	Multiplier
A stationary object	x 1
A moving vehicle, striking head-on or up to 60 degrees from head-on	x 2
A moving vehicle, striking perpendicular (60 degrees or more from head-on)	x 1
A moving vehicle, striking from the rear or up to 60 degrees from the rear	x ½
A vehicle being sideswiped (see Sideswipe)	x ¼

The driver of the vehicle that caused the collision must immediately make a Drive check (DC 15 + 1 for each damage die of the collision, maximum DC 35 for 20 dice of damage) or lose control of the vehicle (see Losing Control, below). The driver of the other vehicle must succeed on a Drive check (at the same DC) at the beginning of their next action or lose control of their vehicle.

Damage to Vehicle Occupants

When a vehicle takes damage from a collision, its occupants may take damage as well. The base amount of damage depends on the cover offered by the vehicle. Each of the occupants may make a Reflex save (DC 15) to take half damage and a Fortitude save (DC 15) to convert half of the damage into nonlethal damage.

Cover	Damage
None (a bicycle or motorcycle)	Same as damage taken by vehicle
One-quarter (a chariot or spyder 3-wheeler)	One-half damage taken by vehicle
One-half (an open turret or leaning out a window)	One-quarter damage taken by vehicle
Three-quarters or more (buckled into an interior seat)	None

Damage Reduction and Collision Damage: A creature with damage reduction reduces the damage from a collision as normal. Note that damage reduction and hardness stack for purposes of modifying collision damage taken.

Hardness and Collision Damage: Natural and artificial hardness reduce the damage from a collision as normal. A creature with natural hardness wearing armor only applies the better hardness rating to the collision damage. Up to half of the damage suffered in a collision may be applied to a wearer's armor. Note that damage reduction and hardness stack for purposes of modifying collision damage taken.

Losing Control

A collision or a failed stunt can cause a driver to lose control of their vehicle. In these cases, the driver must make a Drive check to retain control of the vehicle. If this check is successful, the driver maintains control of the vehicle. If it fails, the vehicle goes into a spin. If it fails by 10 or more, the vehicle rolls. Remember that the check/roll modifier from Table: Vehicle Speeds and Modifiers applies to all Drive checks.

An out-of-control vehicle may strike an object or other vehicle. When that happens, a collision occurs (see Collisions and Ramming, above).

Spin: The vehicle skids, spinning wildly.

At character scale, the vehicle moves in its current direction a number of hexes equal to the turn number for its speed, then ends its movement. Once it stops, roll 1d12 to determine its new facing: 1, no change; 2, right 30 degrees; 3, right 60 degrees; 4, right 90 degrees; 5, right 120 degrees; 6, right 150 degrees; 7, 180 degrees; 8, left 150 degrees; 9, left 120 degrees; 10, left 90 degrees; 11, left 60 degrees; 12, left 30 degrees. Reorient the vehicle accordingly. At chase scale, the vehicle moves 1 hex and ends its movement. Roll to determine its new facing as indicated above.

Roll: The vehicle tumbles, taking damage.

At character scale, the vehicle rolls in a straight line in its current direction for a number of hexes equal to the turn number for its speed, then ends its movement. At the end of the vehicle's roll, reorient the vehicle perpendicular to its original direction of travel (determine left or right randomly). At chase scale, the vehicle rolls one hex before stopping and reorienting.

At either scale, a vehicle takes damage equal to $2d6 \times$ the character scale turn number for its speed (use the turn number from character scale even at chase scale). The vehicle's occupants take damage equal to $2d4 \times$ the character scale turn number for its speed (Reflex save DC 15 for half damage).

Hide and Seek

When being pursued, a driver can attempt a Hide check to lose the pursuer in heavy traffic, or a Bluff check to misdirect the pursuer before turning onto an off-ramp or a side street.

To make a Hide check, use the normal rules for hiding (see the Hide skill description). The normal size modifiers apply, but because the driver is hiding among other vehicles, most of which are size Large or Huge, they gain a +8 bonus on the check (distinctive vehicles or nondescript vehicles may have circumstance modifiers, GM's discretion). This use of the Hide skill can only be attempted in fairly heavy traffic; in lighter traffic, the GM might not allow it or might apply a penalty to the check.

A driver can use Bluff to make a pursuer think they are going a different direction from what the driver intends. Just before making a turn onto an off-ramp or side street, make a Bluff check opposed by the pursuer's Sense Motive check. If the driver is successful, the pursuer takes a -5 penalty on any Drive check needed to make the turn to follow the driver. If the other driver can make the turn using only simple maneuvers and does not have to make a Drive check, the Bluff attempt has no effect.

Fighting from Vehicles

The following rules provide a further framework for combat involving vehicles. While the pilot needs to make decisions regarding how to maneuver the vehicle, passengers still have their actions to do whatever they may in the meantime.

Vehicle Combat Actions

Actions during vehicle combat are handled the same way as actions during personal combat. In general, a character can take two move actions, one move action and one attack action, or one full-round action in a round. Free actions can be performed normally, in conjunction with another action.

Free Actions: Communicating orders is a free action. Characters can perform as many free actions as the GM permits in a single round.

Swift Actions: As normal, characters can perform one swift action per round.

Move Actions: Changing position within a vehicle is usually a move action, especially if the character has to trade places with another character. If the character's movement is short and unobstructed, the character can do it as the equivalent of a 5-foot step. Otherwise, it requires a move action.

Standard Actions: Anyone aboard a vehicle can make an attack with a personal weapon, and drivers and gunners can make attacks with any vehicle-mounted weapons controlled from their positions.

Full-Round Actions: Since the driver must use (both parts of) their move action to control the vehicle, they can't take a full-round action.

Attack Options While Aboard a Vehicle

Firing a vehicle's weapon requires a standard action and uses the driver's or gunner's ranged attack modifier. A driver with 5 or more ranks in the Drive skill gains a +2 synergy bonus when firing vehicle-mounted weapons while driving.

Some military vehicles are equipped with fire-control computers. These systems grant equipment bonuses on attack rolls with the vehicle-mounted weapons to which they apply.

Driving Defensively: Just as in melee combat, one can fight defensively while driving a vehicle, which grants a +2 dodge bonus to the vehicle's touch AC and applies a -4 penalty on attack rolls made by occupants of the vehicle.

Total Defense: A driver can choose the total defense, action which grants a +4 dodge bonus to touch AC but does not allow the driver to attack (gunners or passengers take a -8 penalty on attack rolls). These modifiers last until the driver's next round of actions.

Full Attack Action: A driver cannot normally make a full attack, since controlling the vehicle requires a move action. Gunners or passengers, however, can take full attack actions, since they don't have to use a move action (except, perhaps, to change positions in the vehicle). In general, taking a full attack action is useful only if a character has a base attack bonus high enough to get multiple attacks. A passenger can make multiple attacks with their own weapon. A gunner can make multiple attacks with one or more weapons controlled from their position.

Targeting Occupants of a Vehicle

An attack made against a vehicle uses the vehicle's touch AC, modified by its speed category. Attackers can choose instead to target specific vehicle occupants.

An attack against a vehicle occupant is made like any other attack. Remember, however, that a character in a vehicle gains bonuses to AC from both the vehicle's speed and any cover it provides.

Cover and Concealment in Vehicle Combat

When a character fires from a vehicle, objects or other vehicles in the way can provide cover for the target. Similarly, a smoke-filled environment would offer concealment modifiers, whether driving through the smoke or the crew compartment being flooded with smoke.

Damaging Vehicles

All vehicles have hit points, which are roughly equivalent to a character's hit points. Like most inanimate objects, vehicles also have hardness. Whenever a vehicle takes damage, subtract the vehicle's hardness from the damage dealt.

When a vehicle is reduced to 0 hit points, it is disabled. Although it might be repairable, it ceases functioning. A vehicle that is disabled while moving drops one speed category each round until it comes to a stop.

The driver cannot attempt any maneuvers except a 30-degree turn. A vehicle is destroyed when it loses hit points equal to one-half its full normal total. A destroyed vehicle cannot be repaired.

Energy Attacks: Vehicles are treated as objects when subjected to energy attacks.

Exploding Vehicles (Massive Damage Threshold for Vehicles): If the attack that disables a vehicle deals damage equal to half its full normal hit points or more, the vehicle explodes after 1d6 rounds. This explosion deals 10d6 points of fire damage to everyone within the vehicle (Reflex save DC 20 for half damage), and half that much to everyone and everything within 30 feet of the explosion (Reflex save DC 15 for half damage).

Repairing Vehicle Damage

Repairing damage to a vehicle takes a full hour of work, a mechanical tool kit, and a garage or some other suitable facility. (Without the tool kit, a character takes a –4 penalty on his or her Repair check.) At the end of the hour, make a Repair check (DC 20). Success restores 2d6 hit points. If damage remains, the character may continue to make repairs for as many hours as it takes to restore all of the vehicle's hit points.

Vehicle Crew Quality

Rather than force the GM to create, or remember, statistics for everyone aboard a vehicle, vehicle statistics include a general "crew quality" descriptor. This indicates a typical crew's aptitude with the vehicle's systems. Table: Vehicle Crew Quality shows the five levels of crew quality for GM-controlled vehicle crews, along with the appropriate check modifier. Use the check modifier for all skill checks related to the operation of the vehicle (including Drive and Repair checks). Use the attack bonus for all attack rolls performed by the crew. For quick reference, Table: Crewed Vehicles shows the typical crew quality, and the crew's total initiative and maneuver modifiers, for the vehicles covered in this book.

This by no means restricts the GM from creating unique vehicles where the crew's statistics are included, or from using GM characters' abilities when they drive or attack from vehicles. It's merely a shortcut to save time if the GM doesn't have particular characters behind the wheel.

Table: Vehicle Crew Quality

Crew Quality	Check Modifier	Attack Bonus
Untrained	–4	–2
Normal	+2	+0
Skilled	+5	+2
Expert	+10	+4
Ace	+15	+8/+3

Cybernetics

Although crude prosthetics have been used throughout human history, it isn't until Tech Level 5 with the Age of Information's ability to create true organic replacements that cybernetics begins to gain eminence. Even then, the technology is in its infancy, and only the most vital and basic replacements are available at first. It's not until Tech Level 6 and beyond when cybernetics evolve from replacements into enhancements. From extending lifespans to building super-soldiers, cybernetics offer a vast array of possibilities to advanced societies.

Cybernetics are like Gadgets for living beings; a living being can accommodate one cybernetic implant, plus an additional cybernetic implant for each point of Constitution modifier (so a character with Con 12 could have 2 cybernetic implants, a character with Con 14 could have 3 cybernetic implants, etc.) without any negative consequences. It is possible to receive more implants than that, but each additional implant imposes a -1 negative level modifier that cannot be alleviated by any means except having the extra implant(s) removed. For each negative level modifier, a character receives a -1 to all d20 checks (attacks, ability and skill checks, saving throws) and loses the equivalent of one hit die (5 hit points plus the character's Con modifier), amongst other penalties (see the description for Negative Levels on pg. 525 of the DxD20 FoE Folio).

Characters who wish to build heavy-conversion cyborgs (aka a "Heavy") can increase the number of cybernetics they can receive through two methods: by taking the Cybertaker feat, or by taking levels in the Heavy prestige class. Check out the Cybernetics section of the DxD20 Hero's Handbook for more details (pg. 332). Unless otherwise noted, cybernetics (and nanocolonies) can only be used on the following creature types; Aberrations, Animals, Giants, Humanoids, Monstrous Humanoids, Plants, and Vermin.

Genetic Biotechnology

Genetic biotechnology becomes possible at Tech Level 5 when advances in technology allow for the creation of electron microscopes, computer-aided imagery, and the tools to delicately examine and manipulate the tiniest building blocks of life—genes. At this point, scientists can experiment with DNA, gene splicing, and other activities that eventually lead to more advanced techniques.

Performing Genetic Experiments

Science is not a process that happens quickly, although key developments often happen accidentally, reshaping the knowledge base overnight. Performing basic experiments in genetic manipulation realistically would take a researcher months (and more likely years) of effort. However, once the scientific groundwork is laid, tests and procedures can be attempted more rapidly.

In general, testing any single hypothesis about a procedure, or discovering the effects of performing a specific genetic modification, requires 3d10 days and a successful Research check. The DC for this check should be no lower than 20 and can be as high as the GM prefers. A basic rule of thumb; the more drastic the change to the base creature's physiology, the higher the Research check DC. Scientific research is painstaking and even experiments based on solid theories must often be attempted several times before providing a conclusive result.

If you as the GM are running a more cinematic campaign where scientists develop theories and produce solutions in quick succession, you may opt to change the time required to 3d10 hours and the Research DC to a minimum of 15.

Designer Diseases

One of the most basic implementations of genetic manipulation is modifying existing microscopic organisms such as bacteria and viruses. At TL 5, scientists can alter existing diseases to be resistant to medicines and resilient enough to survive in conditions that would kill their naturally occurring relatives.

At a later stage of TL 5, researchers learn to splice together the DNA of two or more different diseases to create super viruses. At this point, they can tailor such characteristics as the disease's incubation period and primary, secondary, and tertiary symptoms. They can even make it resistant to all known treatments and, at the

same time, create a wholly effective remedy—putting them in the position of being able to infect the entire world and only providing the cure to those they deem worthy.

The flip side of this, naturally, is that scientists can create synthetic medicines—antibiotics and other drugs—that combat diseases that were previously uncontrollable. Unfortunately, nature is at least as inventive and resourceful as science. Whenever a new cure is developed, it is not long before scientists discover one or more diseases that have natural immunity to it.

Gene Therapy

It is possible in the closing stages of TL 5 for scientists to develop effective forms of gene therapy. These treatments can be used on mature creatures to replace defective genes, or genes that are linked to diseases, with a more benign gene. Usually this is done using modified retroviruses (viruses that can create DNA copies of their own RNA), however, several other methods exist, all of which can target specific cells—lung or liver cells, for example—within a living organism. No gene therapy regimens are approved for use on humans in the U.S., but scientists are currently working toward that end.

Gene Screening

Using advanced TL 5 techniques, it is possible for scientists to learn a great deal about an organism even while it is gestating. By taking a sample of a developing creature's DNA, they can tell what physical and mental qualities it is liable to possess, what diseases or conditions it is predisposed toward, and even what its emotional temperament is likely to be.

What If It Escapes?

Specimens for use in laboratory experiments are generally bred to be short-lived, require specific temperatures and conditions to thrive, and often are sterilized. If a sample escapes or is accidentally released, it is nearly impossible for it to survive outside the laboratory, and even more unlikely that it would be able to reproduce. A virus that has a life cycle of 12 hours and can only live in a pH3 solution of 30% saline between 60°F and 70°F (16°C and 21°C) is extremely unlikely to survive long enough in the wild to affect anyone or anything.

When scientists are working with a hardier organism, they often genetically manipulate it so that the creature has one of the following flaws.

Dependent: The organism requires a particular item or condition to survive. For example, it may need to consume a particular chemical. The frequency with which the organism requires its dependent condition varies widely.

Creature Size	Frequency
Fine	Once every round
Diminutive	Once every minute
Tiny	Once every hour
Small	Once every 4 hours
Medium-size	Once every 6 hours
Large	Once every 8 hours
Huge	Once every 12 hours
Gargantuan	Once every 24 hours

If the organism's dependent need is not met, it suffers 1d4 points of Constitution damage each time the specified period passes.

Particular: The organism has an extreme preference (or an extreme dislike) for a certain condition. Examples include darkness or bright light, wetness, heat or cold.

When faced with the condition it is particular about, the organism must make a successful Will save (DC 20) to resist the urge to remain where it is (or flee, as appropriate).

Susceptible: The organism is damaged by a specific condition or material. Examples include environments above or below a certain acidity or temperature, or the presence of a particular gas or liquid.

When the organism encounters the substance or condition to which it is susceptible, it takes damage. The amount of damage is equal to the creature's Hit Die plus its Constitution modifier, if the modifier is a positive number (having a low Constitution score does not allow the organism to lessen the damage rolled). Damage is suffered each round the creature is exposed to the substance or condition in question.

This damage is in addition to any other damage caused by the contact. If, for example, the organism was susceptible to steel and it was struck in melee by a steel weapon, the creature would take the normal melee damage plus the damage for being susceptible.

More Human Than Human

Beginning early in TL 6, scientists discover ways to not only replace abnormal or defective genes, but also how to improve on otherwise healthy genes. Even more importantly, they discover ways to create retroviruses that target all of an organism's cells, thus allowing them to change various aspects of a creature. In short, it becomes possible to upgrade a living being genetically.

At first, these processes only modify existing traits—increasing (or decreasing) one of the subject's innate abilities or sharpening their senses. But as the technology is perfected and scientists map and catalog the genetic structure of various other creatures, it is possible to alter a subject so that they have traits that humans have never possessed.

Genetic manipulation can endow a creature with any special quality. Developing the appropriate therapy is no different than any other genetic experiment (see Performing Genetic Experiments, above). Once the therapy begins, the subject must make a Fortitude saving throw (DC varies) once per day until such time as he achieves a specific number of successes linked to the genetic modification being attempted (at which point he permanently gains that special quality). Every time a save fails, the subject suffers 2 points of Constitution damage.

Type of Special Quality	Fort Save DC	# of Successes
+1 to one ability score	15	10
Extraordinary ability (Ex)	15	15
Psi-like ability (Ps)	20	25
Supernatural ability (Su)	20	50

During therapy, the ability remains latent, so the patient receives no benefits from the intended manipulation. Immediately upon completing the required number of Fortitude saves, the ability activates and becomes a permanent special quality of the patient. Alternatively, there may be treatments with short-term durations. (According to most scientific authorities, these are not realistically feasible, but they can be found in many places in fiction.) A short-term treatment automatically takes effect in 1d4 minutes and lasts for 1d3 hours. At the end of that time, the character reverts to their normal state, is fatigued, and suffers 4 points of Constitution damage. A successful Fortitude saving throw (DC 15) reduces this to only 2 points of Constitution damage.

The main idea to remember is that according to our best understanding of genetics, each gene tends to affect only a single trait (or a small set of closely linked traits). At TL 6 it is only possible to modify one gene at a time. To create more drastic changes, the patient must undergo several gene therapy treatments, each one requiring a separate set of Fortitude saving throws.

At TL 7 mastery of this process is such that multiple modifications may be combined into one treatment. Have the patient make Fortitude saves as if the regimen was for a single Supernatural ability. However, each additional modification adds +1 to the Fortitude save DC.

Adding abilities and super-powers to character's increases their power level, and accordingly their Effective Character Level (ECL). Every attribute increase, extraordinary ability, psi-like ability, and supernatural ability has a Mutation Point (MP) cost; for every 10 MP a character gains via gene therapy, they also gain a +1 to their ECL, representing their increased capabilities.

Gene Therapy Template Examples

The potential uses of gene therapy are not limited to special abilities. GMs can simulate just about any simple modification by creating templates that characters can acquire by undergoing the proper program of gene therapy. This is identical to the process described above, except that the GM must set the value for the DC and the number of successful saves required. Use the table above as a guide.

Below are several example gene therapy templates.

Aquan (Template): “Aquan” is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character’s stats and special abilities except as noted here.

The aquan template allows the character to survive on both land and under water. A character acquires the aquan template by undergoing a course of gene therapy (see More Human than Human). The regimen requires 25 successful Fortitude saving throws (DC 20).

Special Qualities: An aquan retains all the special qualities of the character and gains the additional special qualities listed below.

Amphibious (Ex): Aquans can breathe equally well in air and water.

Blindsight (Ex): Aquans have blindsight with a range of 60 feet when under water only.

Low-Light Vision (Ex): Aquans have low-light vision with a range of 60 feet on land and in water.

Skills: Same as the character, with a +2 species bonus on Listen checks while under water, a +2 species bonus on Move Silently checks while in the water, a +2 species bonus on Navigate checks while under water, and a +4 species bonus on all Swim checks.

Feats: An aquan gains Athletic as a bonus feat.

Advancement: By character class.

Healer (Template): “Healer” is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character’s stats and special abilities except as noted here.

The healer template allows the character to heal wounds more rapidly. A character acquires the healer template by undergoing a course of gene therapy (see More Human than Human). The regimen requires 25 successful Fortitude saving throws (DC 30).

Special Qualities: A healer retains all the special qualities of the character and gains the additional special qualities listed below.

Fast Healing 3 (Ex): A healer heals 3 points of damage each round. Fast healing stops working when the healer is reduced to –(Con score) hp or fewer.

Lowered Damage Threshold (Ex): A healer’s massive damage threshold is equal to Con –3.

Skills: Same as the character, with a +2 species bonus on any Treat Injury checks made to treat themselves.

Advancement: By character class.

Morphean (Template): “Morphean” is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character’s stats and special abilities except as noted here.

The morphean template allows the character to go for long periods without sleep and still function normally. It also allows the character to enter into a sleeplike trance that lasts for many days without suffering the effects of dehydration or starvation. A character acquires the morphean template by undergoing a course of gene therapy (see More Human than Human). The regimen requires 25 successful Fortitude saving throws (DC 20).

Special Qualities: A morphean retains all the special qualities of the character and gains the additional special qualities listed below.

Hibernate (Ex): A morphean can enter into a sleeplike state that lasts for an extended period. While in this state, the morphean does not suffer the effects of dehydration or starvation. Hibernation can last up to a number of days equal to twice the character’s Constitution. The morphean decides how long the hibernation will last before

entering into the sleeplike state. If outside forces disturb or try to awaken the character, the morphean must succeed at a Will saving throw (DC 15) to end the hibernation prematurely.

Sleepless (Ex): The morphean does not suffer the detrimental effects of sleep deprivation. Once per day, the morphean can spend 10 minutes meditating and receive all the benefits of a full 8 hours of sleep. However, morpheans cannot go indefinitely without sleep. Once every 30 days, the character must get 2 full days of uninterrupted sleep or hibernation. Failure to do so makes the morphean fatigued.

Saving Throws: A morphean gains a +2 species bonus on all Will saving throws.

Advancement: By character class.

Nocturnal (Template): “Nocturnal” is an acquired template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the character). It uses all the character’s stats and special abilities except as noted here.

The nocturnal template allows the character to function in darkness the way normal humans do in the light. A character acquires the nocturnal template by undergoing a course of gene therapy (see More Human than Human). The regimen requires 25 successful Fortitude saving throws (DC 20).

Special Qualities: A nocturnal retains all the special qualities of the character and gains the additional special qualities listed below.

Darkvision (Ex): Nocturnals have darkvision with a range of 60 feet.

Light Sensitivity (Ex): Nocturnals are blinded by sunlight, flashlights, fluorescent lights, halogen lamps, and other sources of bright illumination. They can counter the blindness and see normally by wearing dark-tinted sunglasses or tinted visors.

Skills: Same as the character, with a +2 species bonus on Listen and Move Silently checks.

Feats: Nocturnals gain Blind-Fight as a bonus feat.

Advancement: By character class.

Unnatural Selection



Gene therapy as practiced at TL 5—targeting specific cells for localized modification—affects only the patient directly receiving the treatment. The patient is unable to pass the modifications on to their offspring. However, once the technology reaches the point in TL 6 that it can imbue the subject with new special qualities, the subject has been changed at a basic genetic level and the traits may be passed along to children.

This process has the potential to create an entirely new race—winged humans, for example. And if the genetic manipulation is extensive enough that the subject’s DNA is no longer compatible with naturally occurring DNA—if they can no longer mate with normal members their own kind—the subject has actually been transformed into a new species. Such manipulation generally is not possible until TL 7.

The most common use for such extensive genetic manipulation is to create humans or other creatures who are capable of surviving in conditions that would normally be deadly.

Cloning

Another type of genetic engineering found in many futuristic settings is cloning. A sample of one creature’s DNA is used to make an exact physical duplicate of the creature. A clone is identical to the original creature in every genetic way—blood type, birth defects, fingerprints, and retinal pattern. However, the clone does not have any scars, tattoos, or other identifying marks gained during the original creature’s life. If, for example, the original creature was born with only one kidney, the clone has only one kidney. However, if the original creature has had a kidney removed, any clone made of them will have two kidneys (as the original creature did at birth).

Cloning is a very difficult process. Although the number of successful experiments has increased, creating and bringing a clone to full term is a high-risk endeavor and scientists generally have to make several attempts before an experiment reaches a satisfactory conclusion. Any single attempt to create a clone has roughly a 90%

chance of failure. What's more, clones tend to be prone to a host of developmental problems including accelerated decrepitude, unexplained organ failure, immune system failure, and a generally weak constitution.

Mini-Me

Some time toward the end of TL 5 or the beginning of TL 6, researchers find the solution for the developmental problems to which clones are prone. At this point, it is possible for scientists to successfully clone any living organism with an acceptably low failure ratio. (In most cases, a ratio equal to or lower than the general infant mortality rate is sufficient.)

Each clone, though, must still go through the same gestation period and developmental processes as a child conceived through ordinary procreation. In fact, without a detailed genetic examination, it is difficult (if not impossible) to tell the difference between a naturally conceived baby and a clone.

Provided the clone is given the same nutritional and physical environment the original person had, they develop physically in exactly the same way as the original person. The two may be completely different in terms of personality and temperament, much the same way as any parent and offspring. The clone may be a physical recreation of a person, but it is not an emotional or intellectual duplicate.

A good deal of debate centers around potential medical uses for this technology—creating clones but not allowing them to come to full gestation so that research and experimentation can be performed on the fetuses. In most settings, cloning is illegal for any reason other than reproduction. This fact changes only when scientists discover a way to create viable organs without first creating a viable life form.

Replacement Parts

If the scientific community is allowed to work through the technical problems of viability and the moral issues surrounding the creation of living tissues, it eventually (usually in prototype stages by late TL 6) becomes possible for them to use cloning technology to grow specific organs without first creating a viable embryo. They can stimulate cells in the lab so that they spontaneously develop into a liver, lung, or kidney. This eliminates the need for organ donation and make possible huge advances in the science of organ transplantation.

In the modern world, people whose major organs are dysfunctional must wait in hopes that an appropriate donor (one with the right blood type and other specific traits) can be found. With advances in science, cloned replacement organs are available whenever they are needed and match the recipient exactly, down to the last chromosome. (This has the bonus of practically eliminating the chance of the body rejecting the new organ.) Cloning can also replace much of the need for blood banks since doctors can clone as much replacement blood as necessary. Some stores of donated blood are still required, though, for use in times of emergency.

At TL 6, cloning a replacement organ requires a state-of-the-art research laboratory and has base cost of 50,000 cr (Purchase DC 31). The process takes 2d10+10 days. Cloning blood is a much easier process, requiring only a standard hospital or university laboratory, 1d3 hours, and a cost of 200 cr (Purchase DC 12) to create 1d6 pints.

At TL 7, improvements make these processes quicker and cheaper to perform. All experiments can be performed in any hospital or university laboratory, and some may even be successfully accomplished in well-stocked home labs. Cloning a replacement organ takes 1 d6+4 days and costs 2,000 cr (Purchase DC 20). Cloning blood takes 1 hour and costs about 50 cr (Purchase DC 7) to produce 1d6 pints.

At TL 8, cloning a replacement organ takes 1d4+4 hours and costs about 1,000 cr (Purchase DC 10). Cloning blood can be done in the operating room and does not have a significant cost associated with the process.

My, How You've Grown

The advent of cloning allows scientists to create genetically identical embryos that age normally. Unless a clone is created during the first year or two of a person's life, such a significant age difference exists between the original person and the clone that they are more akin to parent and offspring than to identical siblings. The next quantum leap in cloning technology comes when scientists develop the ability to artificially age the clone. Rather than wait for the embryo to age normally, this advance allows the clone to mature at an accelerated rate until it is an exact replica of the donor (minus scars, tattoos, and other acquired physical modifications).

Artificial aging is an important part of clone fiction, but it is such a hypothetical process that it is difficult to place it at a particular Tech Level. Perhaps this ability would be linked to developments in battling the aging process. Or there might be a relatively simple way to stimulate embryonic clone cells so they continue to grow at the same advanced rate even after the fetus becomes a viable infant. This allows the clone to grow to full maturity in a matter of weeks or perhaps even days.

In a setting where the GM wishes to be as scientifically realistic as possible, artificial aging is not developed until TL 9. However, in campaigns where individuals can have a cadre of clones to serve as organ donors, replacement bodies, and heirs, the GM may rule that artificial aging is developed as soon as TL 6, at the same time that cloning technology overcomes the viability problem.

An Army of One

In a setting where cloning and artificial aging are commonplace, it is possible for an individual to have dozens of replicas of themselves at any one time. Of course, if a new clone can be grown and artificially aged within a matter of days or hours, the question arises as to why one would need to keep active clones at all.

Body Double: In the modern world, celebrities and VIPs often hire look-alike actors to take their places for brief public appearances, dangerous situations, and other situations where they do not have the inclination or time to appear themselves. The illusion is complete if the look-alike actor is a clone whose purpose in life is to stand in for their genetic original from time to time.

Disposable Workers: In societies where clones are not afforded the rights and protections given those born through procreation, genetic duplicates might be used as a disposable work force. Clones could be sent into the most dangerous situations, used to fill the ranks of the armed forces, and made to perform all manner of unpleasant activities. Depending on the setting, this might be an accepted fact of life or there could be a group or political party that opposes clone repression. (In this regard a clones' rights need to be considered closely.)

Workload Efficiency: In a society that places a higher value on clone life, the world's rich and powerful might still create cadres of clones. In this case, though, they would clone those people who are especially good at a particular job or activity. They could fill entire companies with people ideally suited for their jobs and who work well together. This scenario, however, requires the addition of one more advance in clone technology—identity transfer.

A Question of Identity

If a person is the sum of all their experiences, a clone is no more the person whose genetic structure they share than they are a photograph or sculpture of that person. To transform a clone into that person, a way needs to be found to make the clone's mind identical to the person's mind.

In many campaign worlds, the person involved makes a recording of his brain pattern and transfers the pattern to the clone while it is still in a formative stage. Exactly how this is accomplished varies widely from setting to setting; for example, a setting with the appropriate magic or psionic capabilities could develop ways that are not entirely technological in nature. Regardless of the method, the clone awakens with all the memories and experiences of the person up to the point of the mental duplication—anything that happens to the person after the duplication is not part of the pattern.

In technological settings where clones are kept as organic life insurance, people would periodically record their brain patterns so their clone has the most up to date memory possible. In settings such as this, it is possible to use technology in unusual ways. One could imprint the mind of a clone with the brain pattern of another person. Alternatively, an elderly person on their deathbed could have their brain pattern recorded and, after they passed away, implanted on a clone of themselves in a youthful body.

Nanotechnology

Nanotechnology is a broad, new, mostly hypothetical area of research. It is, practically speaking, the ultimate step in miniaturization. Nanotechnology involves manipulating objects that are as small as a nanometer (one billionth of a meter) to create materials and products that are only the size of a dozen atoms.

Of course, nanotechnology is not merely futuristic speculation. It is used in its most rudimentary form in many products and materials today (late TL 5/ early TL 6). For example, clothing manufacturers use nanotechnology to create stain-resistant cloth, auto manufacturers use it to make scratch- and dent-proof parts, and environmental researchers use it to develop substances to remove toxic metals from water.

Current uses, though, only scratch the surface of nanotechnology's potential. The possibilities are practically limitless. Imagine a computer processor with all the capabilities of today's top-of-the-line desktop models, but that is the size of a single bacterium—or a super-computer the size of a sugar cube. These are considered reasonable expectations for the future of nanotechnology.

Experts in the field suggest nanotechnology will change human culture in ways that can scarcely be imagined. Indeed, some believe it will directly result in a “post-monetary economy” where money becomes meaningless, industrial manufacturing is unnecessary, and nanoassemblers instantly create any item as needed in the moment (commonly referred to as “replicators”, a TL 7 invention; see below under “Matter Replication”). The term nanotechnology refers to many different potential disciplines—nanomedicine, nanobiotechnology, nanolithography, nanoelectronics, artificial intelligence, and microencapsulation, just to name a few. But when the term is used in futuristic fiction, it is almost always regarding nanorobotics, with a focus on how they can be used to change or augment the living body. At the GM's discretion, each nanocolony may count as the equivalent of a cybernetic implant, with a maximum of two nanocolonies per creature. Unless otherwise noted like cybernetics, nanocolonies can only be used on the following creature types; Aberrations, Animals, Giants, Humanoids, Monstrous Humanoids, Plants, and Vermin.

The Littlest Robot

The basic working unit of nanotechnology is a nanite—a single robot that can be as small as a dozen atoms in length. Nanite is a generic term: Any robot built using this technology, no matter what its purpose, is a nanite. Each one must be constructed and programmed for a specific purpose, and a nanite's true power lies not in what it can do individually, but what it can be programmed to do in complete synchronization with millions of other nanites that make up a nanocolony.

It is possible for a single item or piece of material to be composed of hundreds or thousands of different types of nanites, just as a human body is composed of a multitude of different types of cells. (An example of this is the Sand Slave of the alien Etoile; see the DxD20 *Foe Folio* pg. 422 for more details.) Given here is a listing of some more common nanocolonies.

Table: Examples of Independent and Internal Nanocolonies

Nanocolony (Tech Level)	Effect	Purchase DC
Independent Nanocolonies		
Gray Goo (TL 6)	Fort DC 35 save or be converted into Gray Goo in 3d10 hours	N/A (Illegal; +4)
Unseen Bodyguard (TL 7)	+4 bonus to total AC on 1 flank, has 20 HP	27 (Lic; +1)
Utility Fog (TL 7)	Can be programmed to build things, programming req'd	20 (Lic; +1)
Internal Nanocolonies		
(maximum 2 internal nanocolonies per creature)		
-Nanoviruses		
Calcion (TL 6)	Head 1d4 HP in 10 minutes, x2 healing rate until healed	19 (Res; +2)
Gray Death (TL 7)	Activates into Gray Goo on command (see above)	N/A (Illegal; +4)
Lobotomy (TL 6)	Deals 2d6 points of Int, Wis, and Cha damage	29 (Mil; +3)
Onco-Guard (TL 6)	Forces any cancer into remission for 2d6 months	23 (Lic; +1)
Resillite (TL 6)	Deals massive internal damage (6d10), no save or DR	26 (Mil; +3)
-Nanohunters¹		
	Removes specific nanocolony safely	Same as colony
-Nanogaugmenters		

20/20	Corrects issues with vision, +6 to Spot and Search	20 (Lic; +1)
Brain Boost	+4 bonus to Intelligence	36 (Mil; +3)
Chatter	Allows silent communications with other Chatter users	19 (Lic; +1)
Doppelganger	+10 bonus to Disguise checks	23 (Res; +2)
Micro Muscles	+4 bonus to Strength	36 (Mil; +3)
Soullink	+6 bonus to Drive and Pilot checks with linked vehicle	25 (Lic; +1)
Vantage	Allows audio and video feed directly into user's mind	22 (Mil; +3)
Watchdog	Gives detailed bio-status of user, can report status remotely	20 (Res; +2)

¹ Nanohunter colonies do not count towards the 2-nanocolony limit of internal nanocolonies a creature can have.

Acquiring Nanotechnology

In most settings, nanotechnology is not some cheap technology that can be picked up off the street. While it is feasible that some campaign settings could have nanotechnology so common that any character could go to the local nanotech clinic and receive the latest nanite injection, it is more likely that obtaining nanotechnology for personal use is more difficult than simply dropping down the cash. Gamemasters might limit the availability of nanotechnology by not only making nanocolonies expensive to purchase, but also requiring the character to obtain permission or a permit. The potential weaponization of such a technology is all-too-evident, meaning most civilized societies would have laws restricting access to it.

Conversely, the Gamemaster may wish to dole out nanocolonies as a reward for completing a task or might determine that a nanite injection would be standard procedure for a particular organization.

Programming Nanites

Since nanites are small machines controlled by small computers, they can be programmed and reprogrammed accordingly. Reprogramming a nanocolony requires a special computer that can broadcast signals on a frequency the nanocolony recognizes; such computers typically cost about 35,000 cr (purchase DC 30) to purchase and, depending on the setting, are frequently restricted by the government. Nanocolonies are programmed using the Computer Use skill as normal.

Typical commands given to a nanocolony include activation and deactivation, movement (both internal and external), as well as instructions to follow orders only from particular computers or individuals. Though hacking a nanocolony is possible, changing a nanocolony's purpose can be quite difficult. The hacker must not only overcome the nanocolony's programming, but also must find a way to use the nanite's hardware to serve a new function. Use your discretion when determining whether a specially-designed nanite can be reasonably repurposed with new programming alone.

Independent Nanocolonies

An independent nanocolony is one that is capable of functioning and surviving outside of a contained environment. Independent nanocolonies can take many forms and can be either airborne or part of another piece of technology. These nanocolonies usually perform independent tasks, creating or building or destroying, without having to enhance or alter an existing object. In fact, most independent nanocolonies are designed to function as autonomous units once released into the air, only altering their objectives when given new commands or new programming.

Independent nanocolonies are among the most dangerous because they can move about freely and cannot be reclaimed easily (if at all) should a malfunction occur. In some settings, independent nanocolonies are the direct cause of the fall of entire civilizations, thanks to nanites that consumed natural resources or destroyed infrastructure. Some independent nanocolonies are capable of wiping out entire planets, moving from one object to the next devouring and destroying all that stands in their paths.

Gray Goo: Gray goo is the ultimate destructive application of nanotechnology. This colony of nanites exists for the sole purpose of destroying all other types of matter. The nanites within gray goo attack any material they come in

contact with and convert it into additional gray goo nanites. In other words, any object or person that touches this material is subsumed by it.

Anyone touching gray goo must attempt a Fortitude saving throw (DC 35). If the save is successful, the character has severed contact before any damage was done. If the save fails, the nanites have gotten into the character's system. In 3d10 hours, the character is irretrievably killed and completely transformed into gray goo. The only way to prevent this is to amputate any portion of the body that has come in contact with even a single gray goo nanite. Unlike most other nanocolonies, gray goo affects every object and creature type.

Unfortunately, gray goo is generally one of the first nanocolonies that scientists learn to create (sometime toward the end of TL 6). The material must be contained in a magnetic storage field so that no physical object ever touches it. It has no Purchase DC, as it is deemed universally illegal (and almost certifiably insane) to use.

Unseen Bodyguard: Unseen bodyguard usually does not appear until late TL 7 / early TL 8, due to the complex nature of its programming. Essentially, unseen bodyguard nanites form a completely invisible nanocolony that can rearrange itself to provide a character protection from incoming attacks. Unseen bodyguard works on many of the same principles that create force fields, and in essence is made up of thousands of tiny nanites that project a webbing of deflective force between one another until a nearly solid shield springs up to protect the character.

When a character utilizes unseen bodyguard, the nanocolony creates a force shield in a single direction that hovers in place and protects against all incoming attacks. The user of the nanocolony directs the nanites to either its front (forward 3 hexes), right (rightside 2 hexes), left (leftside 2 hexes), or rear facing (rear 3 hexes) where it stays until redirected. The nanocolony provides a +4 bonus to total AC against all attacks coming from the specified direction, and it has 20 HP before the colony must recharge for 24 hours. Unseen bodyguard costs 15,000 cr (Purchase DC 27) and can be activated (and left running permanently) by a simple voice command.

Utility Fog: This collection of intelligent nanites looks like a formless, colorless substance. However, when fed instructions through a computer, it can reorganize its size and physical properties to become more or less any object. As long as the computer can pass along the structural and functional parameters, utility fog (or UFog) can become anything—from a clear protective coating, to a wall of steel, to a piece of furniture, and more. All that is required is the software to implement the transformation.

UFog is not generally discovered until late in TL 7. It costs approximately 2,000 cr (Purchase DC 20) for a liter of the material (since its density and weight can vary widely depending on what material it becomes, the most accurate way to measure UFog is by liquid volume). This price includes a terminal for communicating with the material, but not the software necessary to program it into various forms and functions. Such software can cost from 150 cr (Purchase DC 11) for foodstuffs and basic materials, up to millions of credits (Purchase DC 42 and higher) for complex molecular structures such as DNA strands, computer components, or near-impossible alloys.

Internal Nanocolonies

Internal nanocolonies operate within a living host. These nanocolonies interact fluidly with the body's natural biological functions and blend seamlessly with the other cells in the body. Most internal nanocolonies are coated with the same chemical compounds that coat the outer portion of blood or skin cells (depending on the nanocolony's function) so that the body they inhabit sees each nanite as just another natural system at work.

After injection into a creature or character, it takes 10 minutes for the nanites to spread to their desired positions in the body. Once in place, the nanites are immediately functional and begin work as soon as they are given commands. Each host can typically only support two internal nanocolonies; more than that causes conflict between the nanites, since some might try and overtake others. Any nanocolony injected into the bloodstream after the second immediately attacks (and usually suppresses or destroys) one of the colonies already in the character or creature's body.

Nanoviruses

Nanoviruses are nanocolonies that act like viruses. They move throughout the body, typically with a single function in mind, and alter cells they are programmed to affect. Nanoviruses can lay dormant within a body for

long periods and are only destroyed by the body's natural recycling systems; a nanovirus can stay dormant for up to one year before it washes out of the body completely. Nanoviruses typically serve a single purpose, then deactivate and are absorbed by the body.

Calcion: A beneficial nanovirus, calcion is one of the most commonly used nanocolonies in the field of medicine. Calcion is a bone-knitting nanite that repairs fractures and breaks in bones with advanced calcium-grafting technology. Additionally, calcion repairs joints and aids with skin regeneration. A character injected with calcion heals 1d4 HP 10 minutes after injection, and they heal from damage at twice the normal rate until they reach full hit points. After their health is fully restored, the calcion nanites deactivate and cease to function.

Gray Death: A derivative compound based on gray goo, gray death is a horrible weapon that kills in a slow and painful manner. Gray death nanites are gray goo nanites held within a special containment field. When the command is given, the nanocolony dissipates the containment field and the gray goo is released into the bloodstream of the character. The character must make a Fortitude save (DC 35). If the save is successful, the character's immune system flushes the nanites out of the body before they do any harm. If the save fails, the character is irrevocably killed in 3d10 hours and transforms into gray goo. Gray death is a horrible biological weapon. It is outlawed by almost all civilizations that have discovered it.

Lobotomy: A particularly vicious nanovirus, lobotomy causes damage directly to a creature's brain and can render the creature brain dead if successful in its attack. Unlike most other nanoviruses, lobotomy does not linger in the bloodstream but instead flows directly to the brain. The nanites burrow directly into the brain and shoot out harmful jolts of energy until their supply is depleted and they deactivate. Any creature or character targeted by lobotomy immediately suffers 2d6 points of ability damage to Intelligence, Wisdom, and Charisma.

Onco-Guard: One of the most beneficial discoveries to come out of nanotechnology, onco-guard nanoviruses treat and stave off the effects of cancer. Though not the "cure for cancer" that 20th century scientists so voraciously sought, onco-guard attacks and contains cancerous cells. Additionally, onco-guard prevents a character from developing cancer while the nanites remain in the bloodstream, either in their active or inert states. A character injected with onco-guard recovers from any negative effects of cancer almost immediately and is immune to further developments of the disease for 2d6 months.

Resilite: Another incredibly dangerous nanovirus, resilite is used in both torture and espionage. Resilite has a single purpose—to deal severe amounts of damage to a creature upon activation. Resilite floats inert in the bloodstream until activated, at which point the nanites burrow outward in random directions. In addition to causing internal bleeding, resilite tears through vital organs and damages bones and nerves as well. Whenever resilite is activated, the creature or character immediately suffers 6d10 points of damage. This damage is physical and internal and may not be prevented by any form of shielding or damage reduction.

Nanohunters

Nanohunters are nanoviruses with one specific purpose: to search and destroy other nanites. A nanohunter colony can be injected into a living creature to destroy some or all nanites already in the creature.

Each nanohunter colony combats a single type of nanocolony. For example, a nanohunter designed to eliminate gray death nanites seeks out and removes all traces of inactivated gray death in a creature's system, but completely ignores all other nanites. Nanohunters are often the only means of removing a nanocolony from a creature or character and are highly sought-after in societies where nano-warfare is common. If the nanohunter colony is injected into a creature that doesn't have the specified nanovirus, they are quickly absorbed by the body to no effect. Unlike other internal nanocolonies, nanohunters do not count towards a creature's limit of two internal colonies.

In addition to nanohunters that destroy internal nanocolonies, some nanohunter colonies target ambient and independent nanocolonies. These nanocolonies function in the same way as their internal nanite-hunting counterparts, but they must be released in the vicinity of the target nanites. These nanohunters are often used to

eradicate dangerous nanites and are one of the few reliable means of disposing of overactive nanocolonies like gray goo.

Nanoaugmenters

Unlike nanoviruses, nanoaugmenters latch onto a specific biological system and provide consistent bonuses for as long as the nanites remain active. Most nanoaugmenters are injected into a character or creature to permanently enhance performance and continue to function indefinitely. Nanoaugmenters are only removed by other nanites or by commanding the nanocolony to cease all activity. When this occurs, nanoaugmenters are absorbed and recycled by the host body in the same manner as inert nanoviruses and nanohunters.

Most nanoaugmenters simply provide energy or transmit signals between the nanocolony and the host body, but some actually alter the host's genetic structure or change the host's chemical balances. A nanoaugmented colony counts as an internal nanocolony (maximum of 2 internal nanocolonies per creature).

20/20: One nanoaugmentation that can be incredibly useful for scouts and investigators is the 20/20 nanocolony. By attaching to and enhancing sensitivity of a creature's optic nerves, the 20/20 nanites improve the creature's vision. One of the most common consumer nanotech injections, 20/20 corrects eye problems such as nearsightedness and astigmatism. A creature injected with 20/20 nanites immediately gains a +6 bonus on all Spot and Search checks involving vision.

Brain Boost: Frequently used by scientists, researchers, and mathematicians, brain boost is a nanoaugmented that gives the brain increased memory capacity. The nanites in brain boost latch onto the memory and thought centers of the brain and transmit data back and forth between these centers at an incredible rate. Each nanite can store large amounts of data and acts as a temporary memory storage center. Brain boost nanites also move back and forth between various memory centers, copying and moving information in the most efficient manner possible.

The thought and memory abilities of the creature or character are increased greatly. Any creature injected with brain boost immediately gains a +4 bonus to Intelligence. This bonus remains in effect for as long as the nanoaugmenters remain attached to the brain.

Chatter: A useful nanoaugmented frequently injected into soldiers on covert missions, chatter allows communication without speech. In many ways, chatter resembles the technology of the micro-aural communicator. However, unlike the microcomm, the nanites in a chatter nanocolony attach directly to the speech and language centers of the brain. When a character wishes to communicate via their chatter nanites, they need only to think of what they would say and the nanocolony transmits those thoughts over a communications channel. When other nanites receive the communication, they transmit it directly into the brain of their host.

Each set of chatter nanites is keyed to only communicate with certain other chatter colonies, or with other computer systems. Those without the chatter nanoaugmentation can communicate and receive communications from those with the chatter nanoaugmentation through the computer system.

When a character is injected with the chatter nanoaugmentation, they must spend 30 minutes practicing so that ambient thoughts do not interfere with the communications.

Doppelganger: A devious nanoaugmentation popular with criminals, the doppelganger nanoaugmentation acts as a dynamic plastic surgery system that alters the physical appearance of its host. The nanoaugmentation can change the hair and eye color of a character instantly and, if desired, can reconfigure the bone structure and actual facial appearance of a character in thirty minutes, giving a +10 modifier to Disguise checks.

Reconfiguring the bone structure and facial features of a character are excruciatingly painful. Most doppelganger colonies release anesthetics before and during the process to eliminate or reduce some of the pain. A doppelganger colony can change the character's features any number of times, though each time requires 30 minutes of transformation time and another 30 minutes of recovery time. A character that has a doppelganger nanocolony transform their physical features suffers a -2 penalty on all Intelligence, Wisdom, and Charisma based skill checks for the 1 hour of transformation and recovery time while the anesthetic is functioning.

Micro Muscles: Often used to enhance soldiers and those involved in athletics, micro muscles are nanoaugmentations that attach themselves to muscles and enable them to perform beyond their normal limitations. Micro muscles not only enhance the strength of a creature injected with the nanites, but also allow the creature to push its muscles beyond their normal capacity. Only one such colony may function in a host at a time.

Any creature or character injected with micro muscles gains a +4 bonus to Strength while the nanites are functioning. Additionally, the creature gains an additional +4 bonus on all Strength-based skill checks that involve endurance or long-term activity.

Soullink: Pilots and drivers that want greater interaction with their vehicles frequently seek out soullink injections. The soullink nanites connect the mind of a character directly to the vehicle, starship, or mecha the character is currently piloting. The mind of the pilot directly links to the vessel, melding their consciousness with it. The pilot maneuvers the vessel as though it were an extension of their body. In combat, this nanoaugmentation allows the pilot to know when and where the vessel sustains damage; they also know the severity of the damage.

An unfortunate drawback to this link between pilot and machine is that if the vessel's onboard computer system suffers trauma, such as when it takes damage, the pilot's mind often suffers damage as well. Whenever a soullinked vessel suffers damage that affects the computer systems, the soullinked pilot must make a Will save (DC 17) or suffer an immediate 1d4 points of ability damage to their Wisdom score.

A character with this nanoaugmentation gains a +6 bonus on Pilot or Drive checks while piloting a soullinked vessel. This nanoaugmentation works with only those vessels that support soullink technology.

Vantage: Another of the brain-altering nanoaugmentations, vantage allows the character to receive visual and audio data from a remote source. Vantage nanocolonies link to a computer system that receives images and video from multiple sources and funnels the information directly to the nanocolony. A character can be fed images from other locations, giving them access to everything from security camera locations to computer representations of terrain. Like chatter, vantage is often used on soldiers in the field to transmit dynamic battlefield representations directly into a soldier's mind. Additionally, vantage is used to give mission briefings on the fly. Vantage nanites cannot record or transmit data, however, and only act as receivers of information from the remote computer system.

Watchdog: Often used in medical situations as well as in space exploration, the watchdog nanoaugmentation is a catchall phrase used to describe nanocolonies that monitor the health condition of a creature. Watchdog nanites monitor everything from heart rate and blood pressure to brain activity and the purity of air being taken into a host's lungs. Hospitals and other medical facilities often inject their patients with watchdog nanocolonies to monitor vital signs and watch for early warning signs of illness relapses or other medical problems. Additionally, organizations involved in space exploration often use the nanoaugmentation to monitor the vital signs of their explorers in remote regions of space. Watchdog nanocolonies can be linked to computer systems to monitor and report data automatically; however, a watchdog nanocolony cannot take action to heal or prevent damage to a host in the event of a problem with the host body's physiology.

Ambient Nanocolonies

In addition to the independent and internal nanocolonies, a third type of nanocolony exists. The ambient nanocolony floats in the air with no fixed location or purpose. Most ambient nanocolonies exist in areas where nanotech has either grown out of control or where civilization has declined, leaving behind only microscopic remnants of its technology. Often referred to as "zombie nanites," these nanocolonies float around aimlessly until some outside stimulus reactivates them. In some cases, ambient nanocolonies even try to continue to fill their intended purpose long after the conditions necessary to do so have passed; ambient utility fog (described below) might continue to try and build roads where no roads have been needed for years, while an inert ambient nanocolony of gray goo (also described below) might suddenly reactivate, essentially becoming a nanite minefield. Such a scenario might be the basis for an adventure, as the PCs are assigned to investigate the disappearance of a

scientific colony, or they land on a resource-rich planetoid only to find out it has ambient nanocolonies that threaten them.

Only in rare cases are internal nanocolonies found in ambient situations, usually having been removed from (or drained from the decaying body of) a character or creature that once made use of them.

Nanolife

After a society creates artificial intelligence, nanomachines become far more than simply computer-controlled microscopic machines. Many argue that nanites become microscopic life forms, and that nanocolonies are hive minds, with the nanites behaving in much the same way as insects. This raises the issue of whether nanites can be controlled, especially if their programming can be overcome by their artificial intelligence. In some cases, nanolife takes on an agenda of its own, and it is often in these circumstances that catastrophic turns of events bring entire civilizations down. Additionally, moral questions are raised when the creation of new nanotechnology mirrors the creation of new life, and doubly so for the termination or destruction of nanocolonies.

Matter Replication

The ability to create any object from seeming nothingness is a common theme in science fiction. Known as matter replication, the process is the computerized creation of an object where no such object existed before. Essentially, matter replication allows for an object to be willed into existence through the application of technology.

Matter replication is not discovered until TL 7 and typically is not perfected until TL 8, when manipulation on the atomic level becomes truly practical. Matter replication is an incredibly precise process that requires not only detailed blueprints for an object (down to the molecular level) but also the ability to recreate that object in some fashion.

Matter replication is usually accomplished by machines known simply as replicators. A replicator device combines powerful computers that store massive amounts of blueprints for various objects. These computers typically have a catalogue of millions of objects and a detailed plan for replicating each one. Specialized replicators only replicate certain objects within a category, such as food or weapons, eliminating the need for too diverse a catalogue (which takes up massive amounts of memory storage). Once the blueprint for the desired object is located, the replicator triggers whatever recreation mechanism is in place (see below) and produces it within a matter of minutes.

Matter replication usually raises issues that fundamentally change a society. With matter replication, hunger is almost instantaneously eliminated since foods can be reproduced instantaneously without the time and effort of planting, tending, and harvesting. The laws of supply and demand sometimes cease to apply since any object in a replicator's catalogue can be duplicated as many times over as desired. Occasionally, all concepts of personal wealth vanish because anyone can have any object they desire simply by replicating it. Some governments restrict the use of replicators to prevent malcontents and rebels from arming themselves with replicated weapons, and some societies keep a tight rein on all replicators to prevent abuse. These are a few of the issues raised by the advent of matter replication, but they are among the most significant.

Obtaining a replicator is easy in some civilizations and difficult in others. Societies that have abandoned the concept of wealth accumulation might make replicators easily available, while societies that tightly monitor replicator technology may not make them available to the public at all. Depending on the setting, replicators may be either abundant and cheap or rare and expensive. The GM determines what role matter replication takes in a society and how readily replicators can be found.

Modern Alchemy

The earliest attempts at matter replication stem from an ancient technique known as alchemy. Despite being spoken of as early as TL 1 in a society, matter replicators that rely on alchemy as their primary means of producing new objects transform one element into another to create the final object. These replicators require a basic object to transform; in most cases, the object to transform must have the same mass as the desired object.

This type of replication relies heavily on the science (fiction) of cold fusion (usually fueled by a mythic substance known as “the Philosopher’s Stone” prior to TL 6) and it offers the ability to alter the most basic building blocks of matter. This form of simple technological replication is one of the earliest discovered (at TL 6) and requires the most effort to function.

From a Lump of Clay...

Another type of matter replication transforms a substance known as protomatter into the desired object. In many respects, protomatter resembles the basic shapechanging nanocolony known as UFog (see above) because it can be transformed into almost any object. Protomatter is a generic base from which all other matter is replicated; it can be transformed and molded as the replicator’s computer system sees fit with no need to transform one element into another. The use of protomatter is one of the most efficient forms of matter replication and has the beneficial side effect of being environmentally safe.

I’ll Take Two

One of the simplest processes using matter replication is the duplication of an existing object. In fact, duplication machines are far more common in most settings than full-fledged replicators because they don’t require the storage of massive amounts of blueprints.

Replacing the databank of blueprints are advanced sensors that analyze the construction of an object and transform the collected data into a blueprint of the object. Once the scanning process is complete, the replicator produces a copy of the desired object just as quickly as creating it from a stored blueprint. The duplication machine does not store blueprints, and so each object must be scanned before duplication can occur.

The Breath of Life

While matter replication can duplicate inanimate objects from the proper blueprint, creating a living being is another issue altogether. The complexity of a living being is far beyond that of even the most complicated machine and computer (TL 8 at the earliest); attempting to recreate a living being using a replicator almost always meets with failure.

Moral and ethical concerns about creating new life aside, only the most advanced societies have developed technology capable of mapping out something so complex as the mind of an animal. Plant life duplication is somewhat simpler, but still complex, and duplicating animal life is a task that can result in horrible deformities if not perfected.

Something from Nothing

Almost incomprehensible to modern science, one final means of replication should also be considered. Creating an object literally from nothing is a concept that cannot fit into modern scientific understanding. The laws of conservation of energy and the idea that there is a finite amount of matter in the universe dictate that creating an object without a basic set of materials is impossible. However, some incredibly advanced societies may be able to do just that using revolutionary possibilities offered by quantum mechanics, and matter replication without a basic material like protomatter might be entirely feasible and evidence of how far that society’s technology is beyond all others.

The One and Only

In the case of matter duplication, there are very few minute differences between the original and the duplicated object. However, to help prevent counterfeiting and other deception, some replicators have built-in mechanisms for marking objects they create. One such mechanism is the replication tag; usually only visible at the molecular level, this tag does not alter the form of the replicated object, but marks the object as replicated and not created through conventional craftsmanship.

After only a short time, the marks that merely signify replication give way to marks that designate individual ownership. These “anti-theft” tags lead to criminals seeking to master the secrets of the molecular marks. Using techniques such as kidnapping, blackmail, or extortion, devious amoral masterminds circumvent the

anti-counterfeiting and anti-theft mechanisms. Of course, the time and resources required mean that such circumvention is used only for the most important or expensive of items.

The next step in matter duplication advances the identity mark to a tracking mark that sends out specially coded transmissions indicating the item's location. Once again, this "foolproof" system enjoys only a brief sojourn of primacy before it, too, is foiled by the determined villain.

Mecha

Advances in engineering by Tech Level 6 allow for the creation of mechanized all-terrain armored units offering additional capabilities such as sensor systems, weapon systems, and augmented physical strength. Known more commonly as mecha, these units allow their pilots to withstand heavy fire and dangerous environmental conditions. A mecha is defined as a fully-contained environmentally-sealed vehicle with a Strength score and a Dexterity score, representing the use of limbs to maneuver over terrain and manipulate objects. A power armor is a special type of mecha, specifically it is a mecha that is the same size category as its pilot, meaning it shares the properties of a mecha with the properties of body armor.

A mecha is intended as an all-terrain multi-limbed vehicle, always environmentally-sealed with a *life support system* (unless otherwise noted) with its own Strength score and Dexterity score (which is based on the pilot's Dexterity attribute). Depending on the size of the mecha, it can have anywhere from 4 equipment slots for a Medium-sized mecha to 25 equipment slot for a Colossal-sized mecha. These equipment slots house the mecha's sensor systems, weapon systems, defense systems, flight systems, and/or various miscellaneous options. Thus, the larger the mecha, the more equipment slots for various mecha options, with a typical emphasis towards weapon systems.

As a tech construct, a mecha's HP are based purely on its size, regardless of the substances it may be made of. A mecha's superstructure dictates its overall hardness, while its armor helps determine how easy it is to critically hit the mecha. Mecha combat occurs on the same scale as personal combat, although most mecha vehicles occupy a polyhex, one or more concentric circles of hexes surrounding a central 5' Medium-sized hex (which is considered the first circle where $n=1$). Tech constructs such as mecha and starships, unlike enchanted or imbued constructs, can suffer critical hits and damage.

Creatures and mecha have a [Terrestrial Maneuverability](#) class when using any natural ground-based movement rate (walking, swimming, and/or burrowing) based on their Dexterity score, unless otherwise noted. Flying creatures and mecha often have [Flight Maneuverability](#) classes that differ from their Terrestrial Maneuverability because of the physics involved (i.e., the aerodynamics required to stay aloft in a gaseous atmosphere).

For creatures with less-than-perfect maneuverability, turning in place, also known as pivoting, costs movement, depending on how far the creature wants to turn. Otherwise, creatures are entitled to make a turn as part of moving into another hex at no additional movement cost. As drivers and pilots typically don't have an innate "natural" connection with the vehicle they're piloting, they usually do not have perfect maneuverability with their vehicles, the maximum Dexterity limited by the vehicle's capabilities. However, in most cases only Medium-sized mecha (aka power armors) can have a Dexterity of 20, allowing for perfect terrain maneuverability.

Otherwise, mecha combat, sometimes referred to as terrestrial-scale combat resolved in dice ("d") of damage, is very similar to personal-scale combat. When a mecha reaches 0 HP it is disabled, and when it reaches half its total HP in negative damage, it is destroyed.

Power Armor

A power armor is akin to body armor, insofar that it fits snug to the pilot's body, but it offers head-to-toe protection with an environmentally-sealed *life support system* (unless otherwise noted) and equipment slots like a

mecha. Instead of having its own Strength score, the power armor gives an equipment bonus to the wearer's Strength score and it offers a maximum Dexterity score depending on the size and weight (medium or heavy) of the armor. Unless otherwise noted, the standard power armor stats are for heavy power armor, which is to say, a power armor pilot must have both the Heavy Armor Proficiency feat and the Power Armor Proficiency feat to avoid the penalties for non-proficiency. Otherwise, power armor is just a subtype of mecha, defined as any mecha that is the same size category as its pilot, behaving as both body armor and mecha.

A power armor's creator can opt to build a mediumweight power armor, with thinner lighter armor and greater mobility. A mediumweight power armor pilot must have the Medium Armor Proficiency feat and the Power Armor Proficiency feat to avoid penalties for non-proficiency. A mediumweight power armor gets a -2 Purchase DC modifier for its base cost and has half the equipment AC modifier, hardness, hit points, and equipment bonus to Strength of its standard "heavy" equivalent, but it offers a +2 bonus to the armor's maximum Dexterity score, and it reduces any movement rate penalty of the mecha armor type by 5' and any skill-based penalty modifier by 2.

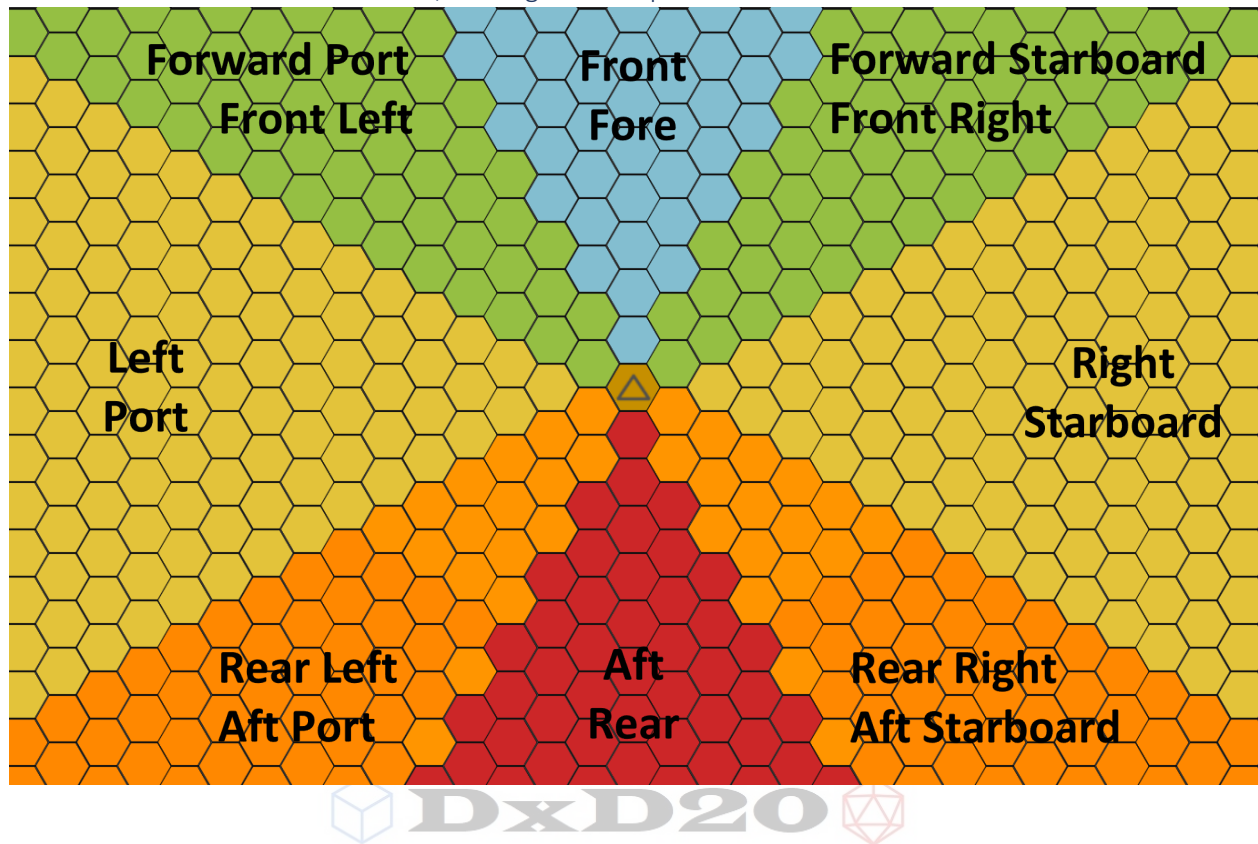
Generally speaking, TL 6-7 Medium-sized power armor gives its wearer an environmentally-sealed atmosphere and an effective hardness of 10-20 with 25-50 HP. A Medium-sized power armor offers 4 mecha slots for sensor and weapon systems, with most models giving the wearer a +4 equipment bonus to Strength. TL 8 Medium-sized power armor will typically have better hardness (up to 40!), possibly more HP, and/or critical hit resistance or immunity. While it technically has the same number of mecha slots, a TL 8 power armor would have access to TL 8 tech.

Large mecha and power armor will have the same hardness as Medium-sized equivalents, but Large mecha start with 100 HP. They have more slots and can carry bigger weapons. A Huge mecha starts with 200 HP, while a Gargantuan mecha has 400 HP and a Colossal mecha has 800 HP. Often at the Gargantuan level, and almost always at the Colossal level, damage is endured and inflicted in capital dice (D), increments of 20 HP (so a Gargantuan mecha would have 20D, while a Colossal mecha would have 40D).

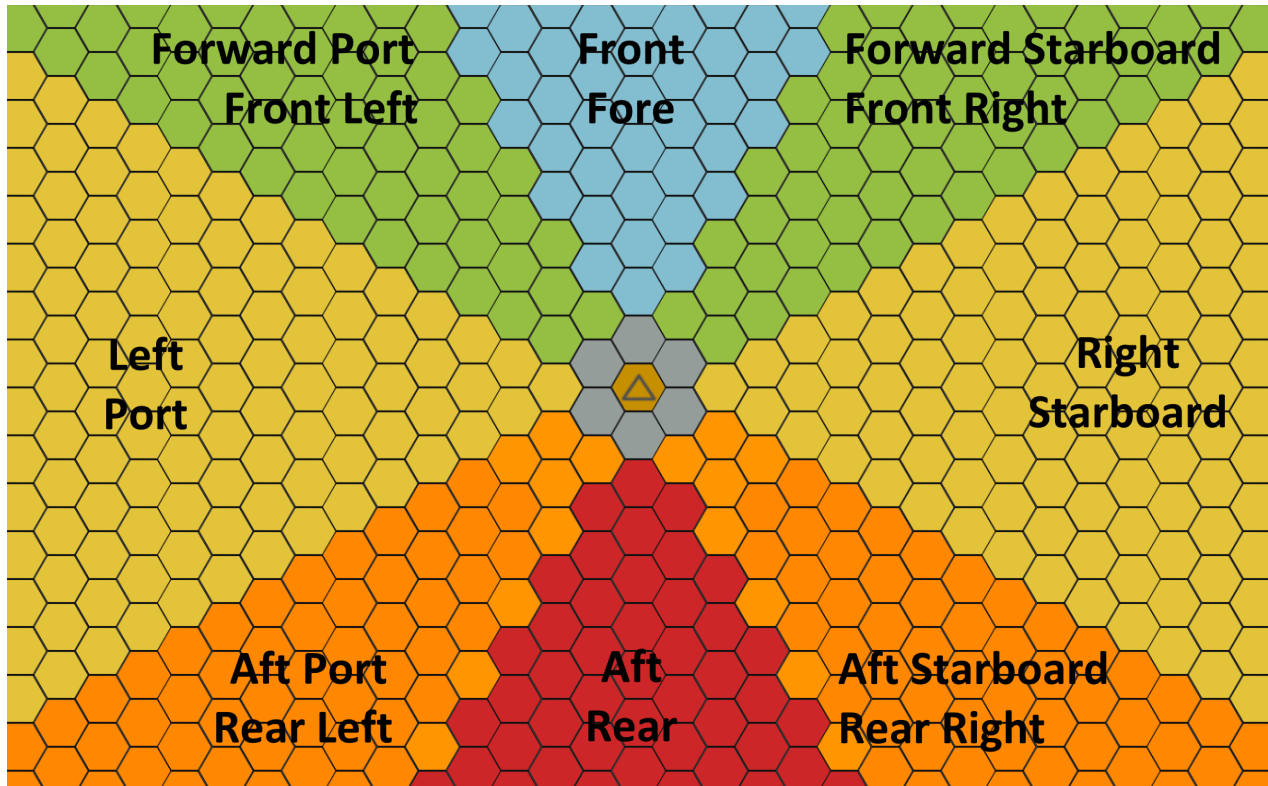
Unless otherwise noted, a mecha's melee and ranged weapons can be aimed at any target that is not in their rear arc of fire. Put another way, a mecha can attack in any direction except directly behind it. Some weapons have all-round firing capabilities, and some mecha are designed to be able to attack targets in their rear arc of fire, but they are noted in their descriptions. Note that a missile system can fire at any target it can detect, regardless of arc.

Mecha / Starship Hex Facings

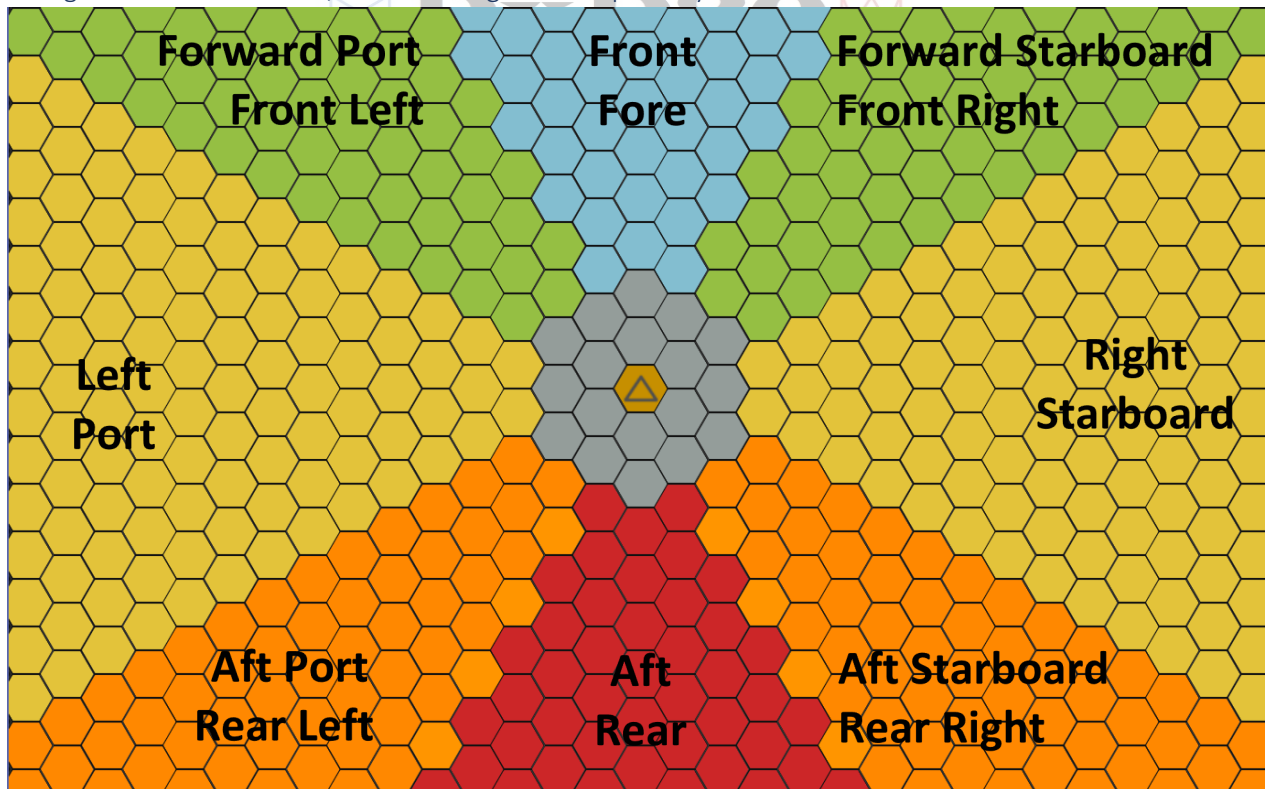
A Medium-sized Creature or Mecha / Ultralight Starship Hex



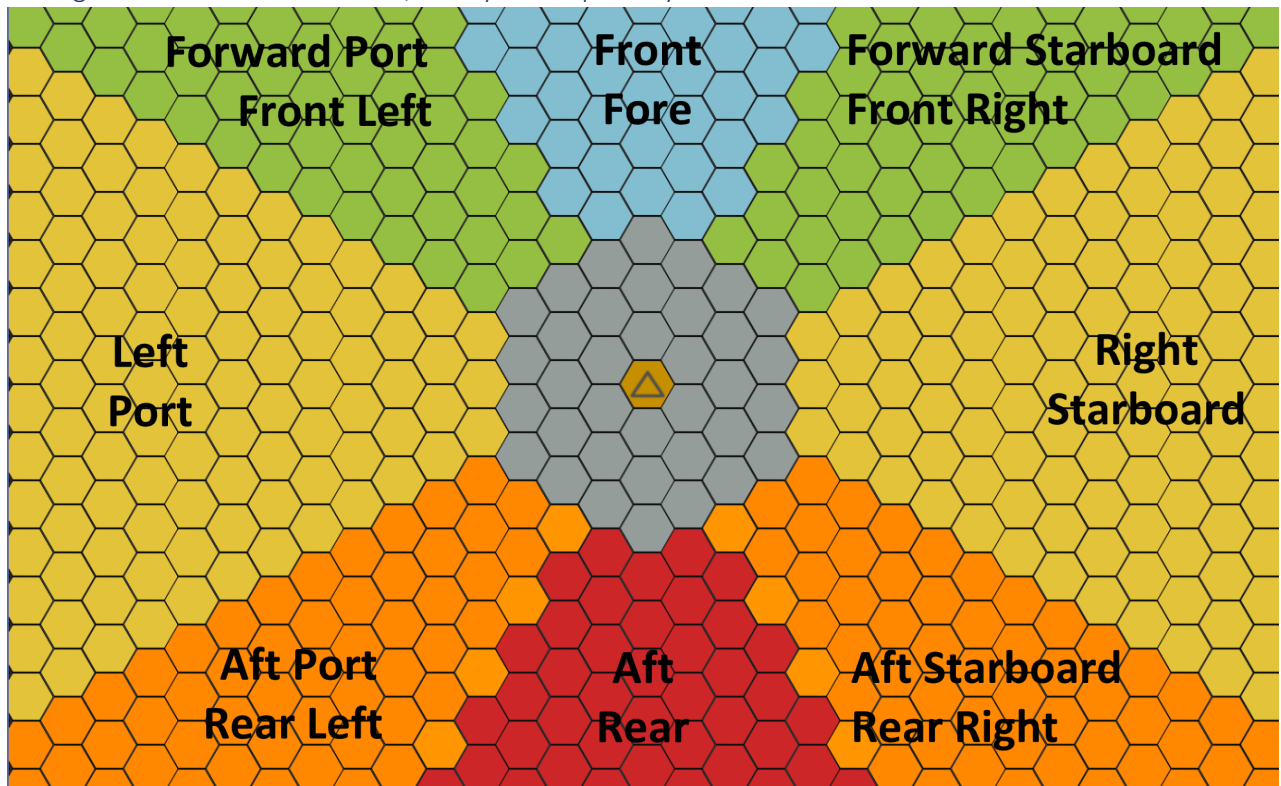
A Large Creature or Mecha / Light Starship 2-Polyhex



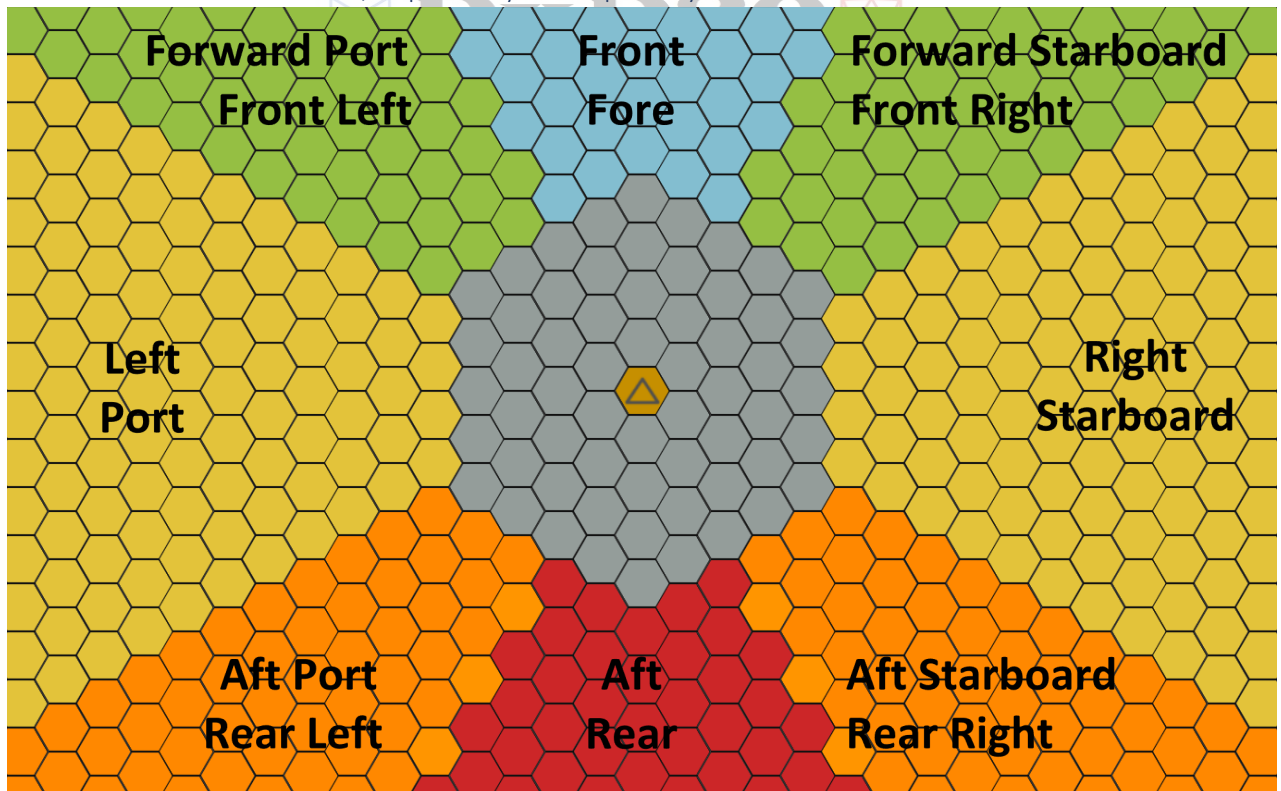
A Huge Creature or Mecha / Mediumweight Starship 3-Polyhex



A Gargantuan Creature or Mecha / Heavy Starship 4-Polyhex



A Colossal Creature or Mecha / Superheavy Starship 5-Polyhex



Starships

Capable of the speeds and durability required to explore the universe, starships are massive marvels of technology. Most starships are Colossal in size, with the general exception being starfighters which are Gargantuan in size. Thus, starships typically operate on the stellar scale, with a hex being 250 feet across. The Colossal scale is subdivided into 5 size categories: Ultralight, Light, Mediumweight, Heavy, and Superheavy.

Starship Size	Fighting Space	Average HD	Examples of Starship
Gargantuan	2-Microhex	5-15	Courier, Orbital Shuttle, Starfighter
Ultralight	1 Hex	15-30	Escort, Fast Freighter, Scout, Ultralight Wing (see below)
Light	2-Polyhex	30-100	Corvette, Destroyer, Frigate, Hauler
Mediumweight	3-Polyhex	100-250	Bulk Freighter, Clipper, Strike Cruiser
Heavy	4-Polyhex	250-500	Battleship, Fleet Carrier, Heavy Transport, Liner, Tanker
Superheavy	5-Polyhex(+)	500-1000+	Colony Ship, Dreadnought, Star Carrier, Star Freighter

Remember that a starship's total HD are typically divided evenly amongst the ship's 4 sides (aft, fore, port, and starboard) and its infrastructure (IS). Thus, theoretically speaking, a starship can be disabled with as little as 20% of its total HD in damage, if its Infrastructure is somehow reduced to 0D. However, to do so means either the damage is being done internally, by sabotage or boarding parties, or one of the sides has been reduced to 0D, and the ship's Infrastructure is exposed on that side. Thus, a common tactic for the captain of a damaged starship is to turn an undamaged flank towards an enemy to try and stay afloat.

Despite the name (which is based on their size in comparison to a Medium-sized creature), Gargantuan starships are the smallest starships, and as such occupy a microhex in comparison to the 250-foot hex of the Colossal stellar scale of combat. Such small vessels are not typically intended for combat, except in the case of fighters and starfighters, and even then, they are usually flying in units of 2 to 5 referred to as a "wing" of fighters.

Ultralight Fighter Wings



Two to five Gargantuan fighter starships can unite to form a wing. All ships forming the wing must have the same subtype (fighter, for instance) and identical design specs (engines, weapons, and so on). In addition, all starships in the wing formation must be occupying the same 250-foot hex to be counted as part of the wing.

In starship combat, a wing is treated as a single vessel, much like a battery of weapons is treated as a single weapon. (See Grapplers and Tractor Beams, below, for the one exception to this rule.) One of the ships forming the wing is declared the wing's commander. The wing commander decides all of the wing's actions and resolves all of the wing's attacks; the other ships forming the wing provide support and follow the commander's lead. For more information on how a starship wing is adjudicated, see the description for Ultralight Fighter Wings in the DxD20 Foe Folio (pg. 667).

Like larger versus smaller mecha, larger starships can carry more and bigger weapons than smaller starships. Similarly, later TL starships will have better hardness and equipment available to them. For the most part, starship combat will be starship-to-starship, with very few instances of starship-to-mecha. Personal-scale combat would likely be a boarding party that attempts to inflict damage to the infrastructure of the ship or sabotages critical systems.

In a spacefaring campaign, the most common vessel for PCs to procure is an Ultralight starship. These ships are big enough to accommodate a party of PCs comfortably, and they have a certain nostalgia to them (both the Millennium Falcon and the Firefly would classify as Fast Freighters). They also offer enough weapons and sensor systems that tech-savvy PCs can stay engaged in the action when it comes to ship-to-ship combat. However, a single Fast Freighter can offer air superiority if not air supremacy in many situations, making some fights overly easy or encounters less-than-challenging. Keep this in mind when giving the PCs access to a starship, and how it may throw off the balance of your game in certain scenarios.

Starship Movement and Combat

Although very similar to personal-scale movement and combat, stellar-scale movement and combat have significant differences. The most obvious difference is the use of sides on a starship; whereas a creature or mecha has a single pool of HP to represent its status, a starship has 5 pools of HP, with the Infrastructure pool being the critical one for purposes of the starship's status. Other differences are detailed below.

The fundamental actions of moving and attacking cover most of what a starship wants to do in a battle. They're described here. Other, more specialized options are touched on in Table: Starship Actions (see below).

A starship (its commander, or its pilot if there's no commander) gets two move actions and one attack action each round. It can take two move actions followed by an attack action, an attack action followed by two move actions, or an attack action sandwiched between two move actions. A ship may choose to *not* take an attack action on its turn, but it gets only two move actions regardless. It can also forgo all of the above combinations and take a single full-round action. All of these options are discussed below, under Action Types. A starship's choices of actions can be summarized as follows.

Attack action → move action → move action, or
Move action → attack action → move action, or
Move action → move action → attack action, or
Full-round action

Starship Action Types

As in character combat, starships may make attack actions, full-round actions, move actions, and free actions. In a normal round, a starship can perform an attack action and two move actions (in any order), two move actions, or a single full-round action. It can also perform as many free actions as the GM allows. In some situations (such as in the surprise round), a starship may be limited to taking only a single attack or move action.

ATTACK / STANDARD ACTION: An attack / standard action allows a starship to make an attack with one or more weapons or perform other similar actions.

MOVE ACTION: A move action allows a starship to move its tactical speed or perform some other action that takes a similar amount of time, such as readying a dodge.

FULL-ROUND ACTION: A full-round action consumes all of a starship's time during a round. A starship can also perform free actions (see below).

FREE ACTION: Free actions consume a very small amount of time and effort, and over the span of the round, their impact is so minor that they are considered free. However, the GM puts reasonable limits on what a ship can really do for free.

The Stellar-Scale Combat Sequence

As with character-scale combat, each round of starship combat represents about 6 seconds in the game world. Each round's activity begins with the starship with the highest initiative result and then proceeds, in order, from there. Each round of a combat uses the same initiative order. When a starship's turn comes up in the initiative sequence, that ship performs a portion of its round's worth of actions, as detailed below.

Step 1: Every starship starts the battle flat-footed. Once a starship acts, it is no longer flat-footed.

Step 2: The GM determines which starships are aware of each other at the start of the battle. (Cloaking devices and other devices might hide a ship from another ship's sensors.) If some but not all of the starships are aware of their enemies, a surprise round happens before regular rounds begin. Starships that are aware of the enemies can act in the surprise round, so they roll for initiative. For the commanders of Ultralight-Colossal and smaller starships, stellar-scale initiative is still a Dexterity check. However, for the commanders of Light-Colossal and larger starships, stellar-scale initiative is a Charisma check (so use the commander's Charisma modifier when calculating

initiative). In initiative order (highest to lowest), starships that started the battle aware of their enemies and thus have surprise on them each take one standard action. Starships that were unaware don't get to act in the surprise round. If no starship or every starship begins the battle aware, there is no surprise round.

Step 3: Starship commanders that have not yet rolled initiative do so. All starships are now ready to begin their first regular round.

Step 4: Starships act in initiative order. All crew aboard a starship act during the commander's round for the starship's turn. The commander can choose to use their standard action now, or wait to use it later in the round, but they must declare their first move action.

Step 5: In turn, each starship's commander has the option to use their standard action now, but they must declare their first move action.

Step 6: Once every starship has completed their first move action, the starship's commander with the highest initiative acts again, with the option to use their standard action now if they haven't already done so or save it for after their second move action, but they must declare their second move action.

Step 7: In turn, each starship's commander has the option to use their standard action now if they have not already done so, but they must declare their second move action.

Step 8: Once every starship has completed their second move action, the starship's commander with the highest initiative that has not yet used its standard action has one final chance this round to do so.

Step 9: In turn, each starship's commander that has not yet used their standard action has one final chance this round to do so.

Step 10: Repeat steps 4 to 9 until combat ends.

Starship Combat Statistics



Several fundamental statistics determine how well a starship performs in combat. This section summarizes these vital statistics, and the following sections detail how to use them.

Attack Roll: An attack roll represents one starship's attempt to strike another on its turn in a round. Most starships are armed with ranged weapons aimed by gunners.

When a starship makes an attack roll, roll 1d20 and add the appropriate modifiers (described below). If the result equals or beats the target's Defense, the attack hits and deals damage. A starship's attack roll is:

1d20 + gunner's ranged attack bonus + range penalty + starship's size modifier + targeting system's equipment bonus (if any)

Gunner's Ranged Attack Bonus: Unless noted otherwise, all starship gunners are assumed to have the Starship Gunnery feat. Without this feat, a starship gunner takes a -4 nonproficient penalty on attack rolls with starship weapons. For simplicity, all NPC gunners aboard a starship have identical ranged attack bonuses.

Range Penalty: The range penalty for a ranged weapon depends on what weapon the starship is using and the distance to the target. All ranged weapons have a range increment, as noted in Table: Starship Weapons.

As with character weapons, any attack from a distance of less than one range increment is not penalized for range. However, each full range increment causes a cumulative -2 penalty on the attack roll. A beam weapon has a maximum range of 10 increments. A projectile weapon has an unlimited range, since projectiles don't lose inertia in space.

Starship's Size Modifier: Starships are Huge, Gargantuan, or (one of five subcategories of) Colossal in size. Table: Starship Sizes notes the size modifiers for ships of different sizes.

Targeting System's Equipment Bonus (if any): Most combat-oriented starships have computerized targeting systems to help gunners train weapons on targets. A standard TL 6 targeting system provides an equipment bonus

on the gunner's attack roll depending on the ship's size: Huge +1, Gargantuan +2, Colossal +3. Improved targeting systems (see Starship Sensors) grant higher bonuses. Table: Starship Sizes summarizes the targeting system equipment bonuses for ships of different sizes.

Automatic Misses and Hits: As in character combat, a natural 1 on the attack roll is always a miss. A natural 20 is always a hit. A natural 20 also always threatens a critical hit (see Critical Hits, below).

Table: Starship Sizes

Starship Size	Starship's Size Modifier ¹	Targeting System's Equipment Bonus ²	Autopilot System's Equipment Bonus ³	Starship's Length	Starship's Weight
Colossal	–8	+3 (+5)	+1 (+3)	64 ft. or more	250,000 lb. or more
Gargantuan	–4	+2 (+4)	+2 (+4)	32–64 ft.	32,000–250,000 lb.
Huge	–2	+1 (+3)	+3 (+5)	Less than 32 ft.	4,000–32,000 lb.

¹ A starship applies its size modifier on all attack rolls and to its touch AC.

² A starship applies its targeting system's equipment bonus (if any) on all attack rolls. TL 7 improved targeting system bonus in brackets.

³ A starship on autopilot applies its autopilot system's bonus (if any) to its touch AC. TL 7 improved autopilot system bonus in brackets.

T/AC: A starship's touch / total AC represents how difficult it is to hit in combat (touch AC) and how difficult it is to crit in combat (total AC). The first number is the attack roll result that an enemy ship needs to achieve a hit. The second number is the confirmation roll result that an enemy ship needs to achieve a critical hit. In general, starships are easy to hit, which is why they rely on armor to absorb damage (see Starship Armor, below).

A starship's T/AC is determined by size of the ship, by the skill of the pilot (or the quality of its automatic pilot system, if any), and by the hardness of its armor.

Touch Armor Class of Piloted Ships

A starship with a living pilot has a touch AC equal to:

$$10 + \text{starship's size modifier} + \text{pilot's Dexterity modifier}$$

Starship's Size Modifier: The bigger a starship is, the easier it is to hit in combat. The smaller it is, the harder it is to hit. Size modifiers are shown on Table: Starship Sizes.

Pilot's Dexterity Modifier: In any given round, a pilot may choose to transfer their full Dexterity bonus to the starship's touch AC. However, doing so forces the pilot to focus entirely on flying the ship, and consequently the pilot loses the Dexterity bonus to their own Defense for the round. A pilot cannot apply their Dexterity bonus to a starship's Defense if they are flat-footed.

Touch Armor Class of Autopiloted Ships

Every starship comes equipped with a basic autopilot system that enables it to dodge enemy fire without need for a pilot. A starship on autopilot has a touch AC equal to:

$$10 + \text{starship's size modifier} + \text{autopilot system's equipment bonus}$$

Starship's Size Modifier: Size modifiers are shown on Table: Starship Sizes.

Autopilot System's Equipment Bonus: An autopilot system provides an equipment bonus to touch AC depending on the ship's size and the Tech Level of the autopilot system. A ship equipped with an improved autopilot system gains a higher bonus (see Starship Defense Systems on pg. 646 of the DxD20 FoE Folio).

Total Armor Class of a Starship

Regardless of whether a starship is being piloted or autopiloted, it's total AC is calculated the same:

$$\text{Starship's touch AC} + \text{pilot's Defense bonus} + \frac{1}{2} \text{starship's hardness}$$

Pilot's Defense Bonus: The pilot imparts their Defense bonus to the ship's total AC. All starship pilots are assumed to have the appropriate Starship Operation feat. Consequently, they apply their full Defense bonus (instead of one-

half the modifier) to a starship's total AC. (Note that a 2nd-level Ace Pilot applies their Defense bonus to the starship's touch AC instead.)

Starship's Hardness: Every starship receives half the armor's hardness as a bonus to its total AC.

Crew Quality

The quality of the crew determines how well a starship performs in and out of combat. Unless otherwise noted, every starship has a trained crew of nonheroic characters. However, situations could arise where a starship must rely on an untrained crew. Conversely, expert crews and ace crews are also available—for the right price.

Table: Crew Quality compares four different qualities of crew: untrained, trained, expert, and ace.

Skill Check Modifier: Apply this modifier to all skill checks made by crew.

Pilot's Dexterity Modifier: A pilot's Dexterity modifier applies to the starship's initiative rolls and the starship's touch AC.

Pilot's Defense Bonus to AC: A pilot's Defense bonus applies to the starship's total AC and to opposed grapple checks. In the case of an Ace pilot, the Defense bonus is applied to the starship's touch AC instead.

Gunner's Attack Bonus: A gunner's attack bonus applies to all ranged attacks made by the ship.

Modifier to Starship's Base Purchase DC: The amount by which the crew increases the base purchase DC of the ship. (This modifier is already factored in to the base purchase DCs of the ships presented below.)

Table: Crew Quality

Crew Quality	Skill Check Modifier ¹	Pilot's Defense Bonus to AC	Pilot's Dexterity Modifier	Gunner's Modifier to Attack Bonus	Starship's Base Purchase DC
Untrained	+0	+1	+0	−4	−4
Trained	+5	+3	+2	+2	0
Expert	+10	+5	+4	+4	+4
Ace	+15	+7 ²	+6	+8/+3	+8

¹ This includes Pilot checks.

² The Ace pilot is assumed to be at least a 2nd-level Ace Pilot, applying their Defense bonus to the starship's touch AC instead.

Crew Improvement

To improve in quality, a starship's crew of nonheroic characters must "put in the hours" and gain combat experience. Table: Crew Improvement shows the length of the crew's tour of duty and the number of ship-to-ship battles the crew must survive to be considered of a particular quality. A crew cannot be elevated to a higher quality until it meets the minimum required time spent serving aboard the ship and the minimum amount of ship-to-ship combat experience.

Table: Crew Improvement

Crew Quality	Length of Tour of Duty	Starship Battles Survived
Untrained	0–5 months	0
Trained	6–11 months	0–3
Expert	12–35 months	4–11
Ace	3 years or more	12+

Table: Starship Actions

Attack / Standard Actions	Attack of Opportunity?²	Can be Performed by:
Aid another	No	Commander, Co-Pilot, Sensor Operator
Attack (ranged)	No	Pilot, Co-Pilot, Gunner
Attack an object	No	Pilot, Co-Pilot, Gunner
Escape a grappling ship	No	Pilot
Feint (see Bluff skill)	No	Pilot with Starship Feint feat
Grapple another ship ¹	Yes	Pilot, Co-Pilot, Gunner
Operate sensors	No	Sensor Operator, Pilot, Co-Pilot, Engineer
Send/jam a transmission	No	Sensor Operator, Pilot, Co-Pilot, Engineer
Total defense	No	Pilot
Move Actions	Attack of Opportunity?²	Can be Performed by:
Dodge	No	Pilot with Starship Dodge feat
Move at tactical speed or pivot	Yes	Pilot
Ram ³	Yes	Pilot
Full-Round Actions	Attack of Opportunity?²	Can be Performed by:
Damage control (engineer)	No	Engineer
Jump to cruising speed	Yes	Pilot, Co-Pilot, Engineer
Surge forward	Yes	Pilot
Free Actions	Attack of Opportunity?²	Can be Performed by:
Damage control (automated)	No	Damage Control System
Communicate via comm system	No	Any crewmember
Fight defensively	No	Pilot ⁴
Turn as part of a forward move	No	Pilot
Special Initiative Actions	Attack of Opportunity?²	Can be Performed by:
Determine Initiative ⁵	No	Commander
Delay	No	Commander
Ready	No	Commander
No Action	Attack of Opportunity?²	Can be Performed by:
Avoid hazard	No	Pilot

1 A tractor beam emitter can be readied to intercept a ramming attack; see the Starship Weapons section of the Dx2020 FoF Folio.

2 Only starships armed with point-defense systems can make attacks of opportunity.

3 Ramming is considered part of a move action.

4 When fighting defensively, a starship receives a +2 dodge bonus to AC but all attacks that round suffer a -4 circumstance penalty.

5 Initiative for the commander of a Light-Colossal and larger starship is a Charisma check, not a Dexterity check.

As can be seen, different aspects of controlling the starship are delegated to different roles aboard the ship. A character can wear more than one hat while serving as a crewmember of a ship; for example, the pilot of a starfighter is likely also considered the commander and a gunner, while the co-pilot is also a gunner, a sensor operator, and an engineer. Of course, the fact remains that there are only two crewmembers on a starfighter, whereas a larger ship would have a full complement of individuals, each with their own specialized role and actions.

Heroes Aboard Starships

A hero aboard a starship can fill one of several possible roles, which determines what the character can do for the starship in manifesting actions and effects.

Commander: A ship's commander makes decisions about tactics and issues orders to the crew. The commander can help another crewmember by taking an aid another action. The commander must be located on the starship's command deck to do so. Aiding another crewmember is a standard action. A starship can only have one commander, and ships under Colossal size tend not to have a commander at all (such responsibility typically falls to the Pilot).

Pilot: The pilot of a starship controls its movement. Most starships have only one position from which the starship can be piloted. Piloting a starship is always at least a move action, which means that the pilot may be able to do something else with their attack action each round. The pilot has access to the starship's weapon systems and sensors from their station. On smaller ships such as fighters, the pilot also serves as a gunner. A starship can have only one pilot at a time.

Copilot: The copilot can help the pilot on Pilot checks by taking an aid another action. The copilot must be located somewhere on the ship from where they can see the starship's surroundings and advise the pilot (usually the command deck or cockpit). Aiding the pilot is a standard action. If the pilot is somehow incapacitated, the co-pilot can immediately resume the pilot's flight responsibilities. A copilot may also serve as a gunner or sensor operator, as they can also access the starship's weapon systems and the ship's sensors from their station. A starship can have only one copilot at a time.

Gunner: A gunner controls one of the ship's weapon systems, applying their base attack bonus and Dexterity modifier to the attack rolls. A ship with multiple weapon systems can have multiple gunners.

Sensor Operator: Although the copilot usually operates the sensors, larger ships have a dedicated crew position for one or more sensor operators. A sensor operator can take an aid another action either to help the pilot with Pilot checks, or to help a gunner with attack rolls. A starship can have as many sensor operators as it has different sensor systems (see Starship Sensors).

Engineer: A starship's engineer keeps the ship in working order. If a system has failed for any reason, it is usually up to the engineer to get that system working again. An engineer can attempt a Repair check to fix minor problems as a full round action (see "Damage Control" below and the Repair skill in the DxD20 Hero's Handbook). A starship can have one engineer, plus one additional engineer each for the ship's life support, sensors (and communications), and defensive systems. If desired, an engineer can also perform as a sensor operator.

Passenger: All other personnel aboard the starship are considered passengers for purposes of starship combat. Passengers have no specific role in the starship's operation, but they can help repel boarders or take other actions.

Attack / Standard Actions

Most common attack / standard actions are described below.

Aid Another: Certain crewmembers can help other crewmembers with tasks aboard the starship. This is the same as the Aid Another action on the personal scale, requiring a DC 10 skill check of the appropriate type to aid the other crewmember, giving them a +2 circumstance bonus to the relevant skill for that round.

Attack (Ranged): As a standard action, a starship can fire one or more of its ranged weapons at any target or targets within range and within line of sight. A target is in line of sight if there are no solid obstructions between the attacking starship and the target. The maximum range for a beam weapon is 10 range increments. Weapons that fire projectiles have an unlimited range in space. If firing several weapons, a starship does not need to specify the targets of all of its attacks ahead of time. It can see how the earlier attacks turn out before assigning the later ones. A starship can fire its ranged weapons without provoking attacks of opportunity from enemy ships. Note that a starship weapon system can only be fired once per round, regardless of the gunner's base attack bonus.

Attack an Object: Attacking objects follows the same rules for starships as for characters. Table: Space Objects lists the AC, hardness, and hit points (in HP and D) of objects commonly encountered in space and on the cosmic battlefield. Colossal objects occupy a 250-foot space (1 stellar hex). Objects smaller than Colossal occupy a microhex, a portion of the 250-foot space. However, unless relevant due to the presence of another microhex object in the same hex, the object is still considered to occupy the entire 250-foot stellar hex.

Grapple Another Ship: For rules on using grapplers and tractor beams to hold and immobilize starships, see Grappling Systems (pg. 643 of the DxD20 FoE Folio).

Table: Space Objects

Object	AC	Hardness	Hit Points (in D)
Asteroid, Colossal	2	8	36,000 (1,800D)
Asteroid, Gargantuan	6	8	9,000 (450D)
Asteroid, Huge	8	8	4,500 (225D)
Asteroid, Large	9	8	1,125 (56D)
Debris cloud, Colossal	2	0	1,600 (80D)
Debris cloud, Gargantuan	6	0	400 (20D)
Iceball, Colossal	2	0	7,200 (360D)
Iceball, Gargantuan	6	0	1,800 (90D)
Iceball, Huge	8	0	900 (45D)
Iceball, Large	9	0	225 (11D)
Mine (Medium-size)	10	10	50 (2D)
Space hulk, Colossal	2	20-40	3,600 (180D)
Space hulk, Gargantuan	6	20-40	900 (45D)
Space hulk, Huge	8	20-40	450 (22D)

Escape a Grappling Ship: Grappler arms and tractor beams allow starships to hold and immobilize one other. See Grappling Systems for rules on escaping grapplers and tractor beams (pg. 643 of the DxD20 *Foe Folio*).

Feint: See the Bluff skill description for details (pg. 153 of the DxD20 *Hero's Handbook*).

Operate Sensors: See the Computer Use skill description (pg. 155 of the DxD20 *Hero's Handbook*) and Starship Sensors (pg. 653 of the DxD20 *Foe Folio*) for details.

Send/Jam a Transmission: See the Computer Use skill description (pg. 155 of the DxD20 *Hero's Handbook*) for details.

Total Defense: Instead of attacking, a ship can use its standard action to defend itself by performing complex evasive maneuvers. This is called a total defense action. A ship that uses the total defense action doesn't get to attack, but it gains a +4 dodge bonus to its Defense for 1 round. The ship's Defense improves at the start of this action, so it helps against any attacks of opportunity the ship is subject to during its move action(s).

Move Actions

Unless otherwise noted, move actions don't require a Pilot check to perform.

Dodge: A pilot with the Starship Dodge feat can spend a move action to ready a dodge action against the attack(s) of a specific enemy unit. A pilot can only spend one move action per round to ready a dodge action. If that enemy attacks the starship, the pilot can attempt to dodge the attack, an opposed Pilot skill check against any one incoming attack from the selected enemy. A disabled or grappled starship cannot dodge.

If the starship is Gargantuan (like a Starfighter) or Ultralight-Colossal (like a Fast Freighter or a Starfighter Wing) and the pilot wins the opposed check, then the attack is avoided, with no damage taken, and the starship may move up to half its movement rate as an immediate action. If the opposed check is failed, the starship is hit as normal, and if it is still capable of doing so, may move up to half its movement rate as an immediate action. This does not change the starship's initiative order.

If the starship is Light-Colossal (such as a Corvette or a Destroyer) or larger, then the pilot can choose an adjacent flank of the ship to rotate to as an immediate action, receiving that incoming attack and all subsequent attacks on the new flank instead. If the opposed check is failed, then the attack hits the intended flank as normal; if the ship is still capable of doing so, it may then opt to rotate to an adjacent flank as an immediate action. This does not change the starship's order.

Move at Tactical Speed or Pivot: A starship can move up to its tactical speed as one of its move actions. Moving through a threatened hex provokes an attack of opportunity if the enemy ship has a point defense system (see Starship Defense Systems, pg. 646 of the DxD20 *Foe Folio*). To turn on the spot, also known as a pivot, costs the

starship a number of hexes of movement equal to its size; 1 hex of movement for Ultralight and smaller, 2 hexes of movement for Light, 3 hexes of movement for Mediumweight, 4 hexes of movement for Heavy, and 5 or more hexes of movement for 5-polyhex and larger Superheavy starships. For every hex of movement forward, a turn costs 1 hex less to perform, until a movement forward equal to or greater than the starship's n-polyhex size permits the pilot to make a free 60° turn.

For example, a 4-polyhex Heavy starship with a 3,000 foot tactical speed (12 hexes of movement per move action) wants to turn. If it pivots on the spot, it will cost the heavy starship 4 hexes of movement per 60° turn (1 adjacent facing change). If it moves forward 1 hex first, then turning to either adjacent facing (forward port or forward starboard) would only cost 3 more hexes of movement; if it moves forward 2 hexes first, then the turn would only cost 2 more hexes of movement. If the heavy starship moved forward 4 hexes first, then the turn to either adjacent facing would have no additional movement cost. So, the heavy starship could move forward 4 hexes and take a free facing change, move forward another 4 hexes and take another free facing change, and then move forward another 4 hexes and take another free facing change, and it will have moved 12 hexes in a half-circle to end up facing the opposite direction. Conversely, the ship could spend 12 hexes of movement to pivot 60° three times on the same polyhex, spending all 12 hexes of one of its move actions for the round to perform a rotation of 180 degrees, an about-face.

Gargantuan and smaller starships, ships considered a microhex on the stellar scale, may pivot a number of hex faces equal to their n-microhex space at no movement cost. For example, a Gargantuan starfighter with a 2-microhex space on the stellar scale, can make two free 60° turns when pivoting in the same hex or moving forward. A 180 degree turn however, which is three consecutive 60° turns, costs 1 hex of movement.

Note that pivoting within range of another ship's point-defense system counts as movement for purposes of triggering any attacks of opportunity.

Ram: Ramming is considered part of a move action. A pilot can use their starship to ram an object, including another starship. First, the pilot must enter the target's hex or fighting space and declare their attempt to ram the target. If the target has point-defense systems, it can make an attack of opportunity against the ramming starship. Second, the pilot must make a Pilot check ($DC = 5 + \text{the target's Defense}$). If the Pilot check fails, the ship misses the target and may finish its move. If the check succeeds, the starship collides with the intended target, dealing damage both to itself and the target (reduced by hardness and possibly a tractor beam emitter, if applicable; see the Starship Weapons section of the DxD20 FoE Folio). For each move action spent moving directly at the target to be rammed, multiply the collision damage by 1 factor. A pilot cannot attempt to dodge any incoming attacks while performing a ram; no Dodge modifiers to AC or Dodge attempts while ramming a target.

Assume a ship spends its first move action in a round moving directly towards its intended target; if it hits nothing else during that move, then during the second move action of the same round when the ramming ship moves into its target's space, it multiplies the collision damage by x2. If a ship uses a full-round action to take a x4 move directly into a target's space, it will do x4 collision damage if it hits (to both its target and itself!).

A pilot cannot ram the same ship or object more than once during a given round. However, a pilot that fails to ram a target may attempt to ram a different target if their starship has sufficient movement left to reach the new target. Table: Collision Damage shows the amount of damage dealt to both colliding forces, based on the size of the smaller of the two colliding objects.

Table: Collision Damage

Size of Smaller Ship or Object	Collision Damage ¹
Colossal	20d20 (1d20D)
Gargantuan	20d12 (1d12D)
Huge	20d10 (1d10D)
Large	20d8 (1d8D)
Medium-size or smaller	—

¹ Damage is applied to the ramming starship and its target.

Full-Round Actions

A full-round action requires an entire round to complete.

Damage Control (Engineer): The engineer can use a full-round action to try and repair the starship but, unlike the automated damage control system, the engineer can attempt to jury-rig a repair for a damaged system occupying one of the starship's equipment slots. A jury-rigged system that is damaged again is destroyed, and it cannot be jury-rigged to work again until it is fully repaired (see the Repair skill on pg. 179 of the DxD20 Hero's Handbook).

Jump to Cruising Speed: As a full-round action, a starship can leave the battlefield by jumping to cruising speed. Doing so effectively takes the ship out of the fight, although enemy ships can pursue the fleeing ship if they wish. A starship cannot jump to cruising speed if it has 0 or fewer hit points, if its engine is damaged, or if its Class 1+ "guidance" sensor system is damaged. A starship that jumps to cruising speed provokes attacks of opportunity from threatening enemy ships armed with point-defense systems (see Starship Defense Systems). Exactly what "cruising speed" is depends on whether you opt for Realistic Space Travel or Fantastic Space Travel (see below).

Surge Forward: A starship can use its afterburners to surge forward as a full-round action. When a starship surges forward, it can move up to four times its tactical speed in a straight line. It loses its pilot's Dexterity bonus and any Dodge bonuses to Armor Class since it can't avoid attacks. The only exception is an Ace Pilot using their class ability to perform Evasive Maneuvers (pg. 115 of the DxD20 Hero's Handbook). A starship can surge forward for as many rounds as the pilot likes. A starship that surges forward provokes attacks of opportunity from threatening enemy ships armed with point-defense systems (see Starship Defense Systems).

Free Actions

A starship can perform multiple free actions during its turn, subject to the GM's approval. In general, if one or more free actions take longer than 6 seconds to complete, they are not free actions. Free actions include automated damage control, communicating via a comm system, choosing to fight defensively, and turning as part of a forward move.

Damage Control (Automated): A starship equipped with an automated damage control system performs damage control as a free action (see Starship Defense Systems, pg. 646 of the DxD20 FoE Folio). Damage control cannot be performed if the ship has been disabled or otherwise reduced to negative hit points.

Fighting Defensively: Instead of diverting all of its attention to defending itself like a full defensive action (see above), a starship can choose to fight defensively while taking a regular attack action. However, if it does so, it takes a -4 circumstance penalty on all its attacks that round to gain a +2 dodge bonus to Armor Class during the same round, and thus the desire to fight defensively must be declared before any of the starship's attacks are resolved.

Communicate via Comm System: Starships (and their crews) can communicate and coordinate with each other as a free action. A GM may rule that a particularly long or complex message cannot be communicated as a free action.

Turn as Part of a Forward Move: Most starships—especially immensely large ones prior to TL 9—are only moderately maneuverable, even in space. However, as part of a forward move action a ship can adjust its orientation on the battle grid by pivoting or turning one facing change. The starship must move at least n hexes forward to qualify for a free turn, with n being the n -polyhex space of the starship (so 1 hex forward for Ultralight starships, 2 hexes forward for Light starships, 3 hexes forward for Mediumweight starships, 4 hexes forward for Heavy starships, and 5 or more hexes forward for Superheavy starships).

Moving less than n hexes forward for an n -polyhex starship reduces the movement cost for turning, but such a tight turn would not be free; see "Move at Tactical Speed or Pivot" under Move Actions above for more details.

Special Initiative Actions

These actions determine the order of initiative. Note that the roll for initiative in starship combat is made by the commander. However, for the commanders of Light-Colossal and larger starships, initiative is a Charisma check instead of a Dexterity check, meaning a ship's commander adds their Charisma modifier, not their Dexterity

modifier, to the initiative for the ship. As it is the commander who issues orders, all of the starship's crew act on the same initiative as the commander, typically after the commander has given orders as a free action (but PCs aren't obligated to follow orders, although NPC crews almost always do).

Usually, a starship acts as soon as it can in combat, but sometimes it may want to act later, at a better time, or in response to the actions of another ship, on the commander's command. Starships can delay or ready actions at the order of the commander in the same manner as characters. For example, the commander could order the sensor system operator to ready their action to get a lock and scan on the first starship they see, or they could order the tractor beam weapons operator to ready an action to intercept the first starship that attempts to ram them. Unlike readying in personal-scale combat where the character performing the readied action changes their initiative to the one just before the initiative of the action that triggered their readied action, all crewmember's initiatives stay the same as the commander's.

Other Aspects of Starship Piloting

Here are other considerations for starship pilots, from avoiding hazards to provoking attacks of opportunity.

Avoiding Hazards: A hazard is any unmanned obstacle of Large size or bigger that a starship might hit, either because the starship has entered the hazard's hex or because the hazard has entered the starship's fighting space. Sample hazards include asteroids, clouds of space debris, and electromagnetic storms (which deal ionic damage). When a starship enters a hex occupied by a hazard, or vice versa, the pilot of the starship must make a Pilot check. (Making this check does not count as an action.) The DC of the check depends on the size and number of the obstacle(s), as shown in Table: Avoid Hazard Piloting DCs. If the Pilot check succeeds, the starship avoids the hazard(s). If the check fails, a collision occurs; the amount of damage shown is dealt to both colliding forces, based on the size of the smaller of the two colliding objects. For every 5 points by which a check fails, another hazard was hit while passing through the same hex, and additional damage is inflicted as appropriate. A new check must be made each round the starship and the hazard(s) occupy the same hex. If a hex's Pilot DC check is ever greater than 40 based on the numbers given below, the GM may deem that it is effectively impassible, and collision damage is unavoidable (Gargantuan starfighters can squeeze through spaces that Colossal starships can't).

Table: Avoid Hazard Piloting DCs

Hazard Size (n-microhex)	Pilot Check DC	Collision Damage
Colossal (1 hex or larger)	20 (+4 per each additional Colossal object)	2d20x10 (1d20D)
Gargantuan (2-microhex)	15 (+3 per each additional Gargantuan object)	2d12x10 (1d12D)
Huge (3-microhex)	10 (+2 per each additional Huge object)	2d10x10 (1d10D)
Large (4-microhex)	5 + (+1 per each additional Large object)	2d8x10 (1d8D)

The Pilot check DCs given are for the largest object in the hex, and then add modifiers to the largest object's base DC as modified by whatever other objects of equal or lesser size are in the same hex. Understanding that a pilot will always try to plot the route of least resistance, if the check fails in an area with different-sized objects, then a failure by 4 or less means the ship hit one of the smallest possible hazards in the hex, while a failure by 5 to 9 means that the ship hit one of the next-largest possible objects, a failure by 10 to 14 means the ship hit an even larger object, with each factor of 5 in the failing skill check meaning the next-largest object was hit, up to the largest possible object that can be hit in that hex.

Electromagnetic Storms: An electromagnetic storm consists of a blast of radiation from a nearby star. Detectable as an encroaching wave of static by any Class I sensor system or better, the electromagnetic storm hits everything in its path; the only way to avoid one is to hide behind another celestial body as it passes. Otherwise, the storm automatically hits the starship, inflicting ionic damage equal to the severity of the storm; a typical storm (1d8D), a strong storm (1d10D), or a powerful storm (1d12D).

Cover and Concealment: Starships use the same rules as characters for cover and concealment in combat (see pg. 350 of the DxD20 Hero's Handbook).

Crossfire: If two allied starships are on opposite sides of an enemy and each within 1,000 feet (4 hexes) of that opponent, they can catch the enemy ship in their crossfire. Because the enemy is forced to defend itself on two fronts, the allied starships gain a +2 bonus on attack rolls made against the ship caught in their crossfire. The enemy ship must be directly between the two allied ships, however (i.e., the starships performing the crossfire must at least partially occupy diametrically opposed flanks of the target starship).

Moving Through Occupied Hexes: A starship can pass through a hex occupied by another starship or object.

Ally or Nonopposing Starship: You can safely move through a hex occupied by an ally or non-opposing starship.

Enemy Starship: Moving through a hex occupied by an enemy provokes an attack of opportunity if the enemy has a point-defense system (see Starship Defense Systems). You can move safely through a hex occupied by an enemy that doesn't resist—such as one that is disabled—as if the enemy was non-opposing.

Hazard: Safely moving through a hex occupied by a hazard—such as a cloud of space debris or an asteroid—requires a successful Pilot check (see Avoiding Hazards).

Attacks of Opportunity in Stellar-Scale Combat

Attacks of opportunity work differently with starships than with characters. A starship can only make an attack of opportunity if it is equipped with a point-defense system (see Starship Defense Systems, pg. 646 of the DxD20 FoE Folio). A starship can use its point-defense system to make an attack of opportunity against an enemy ship that enters or passes through its fighting space (any hex it occupies on the battle grid) or any adjacent hex.

Making an Attack of Opportunity: An attack of opportunity is a single attack made with a point-defense system against an enemy starship entering its space or any adjacent hex to its space. A starship can only make one attack of opportunity per enemy starship per round. It doesn't have to make an attack of opportunity if it doesn't want to. An attack of opportunity is made using the starship's normal attack bonus—even if it's already attacked in this round.

Threatened Hexes: A starship equipped with a point-defense system threatens the hexes it occupies (its fighting space) and all adjacent 250-foot hexes. It can therefore make attacks of opportunity against enemy ships that enter or pass through its fighting space or any adjacent hex. A starship without a point-defense system does not threaten ships that enter or pass through its fighting space or adjacent hexes.

Provoking an Attack of Opportunity: Two actions can provoke attacks of opportunity: moving out of a threatened hex and performing an action within a threatened hex that distracts the pilot and forces them to do something other than evade incoming fire.

Moving Out of a Threatened Hex: When a starship moves out of a threatened hex, it generally provokes an attack of opportunity. Thus, if the hex a starship occupies at the beginning of its turn is a threatened hex, any movement it makes provokes an attack of opportunity. If it doesn't start in a threatened hex but moves into one, it must stop there, or else it provokes an attack of opportunity as it moves through or leaves that hex.

Performing an Action that Distracts the Pilot: Some actions, when performed in a threatened hex, provoke attacks of opportunity because they make the pilot divert their attention from the battle at hand. Firing a starship weapon in a threatened hex does not provoke attacks of opportunity, but [Table: Starship Actions](#) notes actions that do.

Traversing the Stars: Space Travel

If your scenario involves starships, then it involves travelling amongst the stars. A consideration for your scenario is whether you intend to use realistic space travel rules, or fantastic space travel rules.

Realistic Space Travel

When speaking of space travel, it is important to distinguish interplanetary travel from interstellar travel. Travel between planets is within the grasp of modern technology and is likely to become easier as science develops new fuel sources or new ways to maximize existing fuel sources. Travel between stars, on the other hand, calls for some truly radical leaps in several different fields.

Hazards of Space Travel

Space travel is nowhere near as easy as books and movies make it seem. Foreign objects are a constant danger; even a micrometeoroid traveling at a high enough velocity can punch a hole through a starship's hull and expose the entire crew to the vacuum of space. Ionizing radiation also poses a serious threat. Finally, characters must adapt to the weightlessness of space or suffer the effects of space adaptation syndrome (SAS), referred to colloquially as "space sickness."

Meteoroids

Meteoroids are small rocks that travel through space at a speed of 7 miles per second. They can be as small as a grain of sand or as big as a mountain. Although they generally burn up in a planet's atmosphere before reaching the ground, meteoroids in space aren't likely to suffer such a fate. Instead, they slam into other objects, including starships and space stations, like volleys of rifle or artillery fire.

Unarmored starships and space stations can easily survive impacts from the smaller meteoroids, but larger ones can punch lethal holes in such fragile vessels. Fortunately, large meteoroids are rare and easier to detect before they can get too close to cause any real damage. Roll on Table: Meteoroid Encounters to determine whether a meteoroid threatens a given starship or space station. Each roll represents one 24-hour period.

Meteoroid Size: The size of the meteoroid.

Collision Damage: When a meteoroid collides with a starship, space station, or other object, both the meteoroid and the object it strikes take damage.

Computer Use Check DC: A starship or space station equipped with a sensor system can detect an incoming meteoroid; doing so requires a successful Computer Use check. A starship or space station cannot attempt to avoid or destroy a meteoroid it fails to detect.

Pilot Check DC: Avoiding a meteoroid requires a successful Pilot check. Only starships or space stations that move are capable of avoiding meteoroids.

AC: The meteoroid's touch AC. The typical target has a base touch armor class of 10, but as objects with an effective Dexterity score of 0, inanimate objects suffer a -5 Dexterity penalty to their touch AC, making their starting touch AC 5, with modifiers for size incorporated in the description.

Hardness: The meteoroid's hardness (as hunks of stone and ore they have a hardness 8, which is 0D hardness in capital dice).

Hit Points: The meteoroid's total hit points.

Table: Meteoroid Encounters

d% Roll	Meteoroid Size	Collision Damage ¹	Computer Use Check DC	Pilot Check DC	AC	Hardness	Hit Points (D)
01–75	No meteoroid	—	—	—	—	—	—
76–80	Diminutive	10d2	35	5	9	8 (0D)	10
81–85	Tiny	15d3	30	10	7	8 (0D)	20 (1D)
86–88	Small	20d4 (1d4D)	25	15	6	8 (0D)	40 (2D)
89–91	Medium-size	20d6 (1d6D)	20	20	5	8 (0D)	80 (4D)
92–94	Large	20d8 (1d8D)	15	25	4	8 (0D)	160 (8D)
95–97	Huge	20d10 (1d10D)	10	30	3	8 (0D)	300 (15D)
98–99	Gargantuan	20d12 (1d12D)	5	35	1	8 (0D)	600 (30D)
100	Colossal	20d20 (1d20D)	0	40	–3	8 (0D)	1,200 (60D)

¹ Both the meteoroid and the object it strikes take damage from the collision.

Vacuum Exposure

Beings exposed to the airless cold of space are not immediately doomed. Contrary to popular belief, characters exposed to vacuum do not immediately freeze or explode, and their blood does not boil in their veins.

While space is very cold, heat does not transfer away from a body that quickly. The real danger comes from suffocation and ionizing radiation.

For rules on vacuum exposure and the effects of weightlessness, see “Atmospheric Conditions and Gravity” below.

Radiation Sickness

Ionizing radiation is common in space. Most vehicles and armors designed for space protect their crew from such radiation (for example, the Space Skin mecha upgrade). For the effects of exposure to ionizing radiation, see “Radiation Sickness” in the Environments section below.

Reentry Into an Atmosphere

Anything that travels too fast in an atmosphere generates an enormous amount of friction, which produces tremendous heat. (Temperatures of 2,280 degrees Fahrenheit [1,100 degrees Celsius] have been recorded.) Objects trying to enter a planetary atmosphere safely must shed velocity (or possess a force field). However, decelerating consumes large amounts of fuel, and many ships (especially at Tech Level 5) simply don't have enough. As an alternative, scientists have developed ways to slow ships in reentry by using the atmospheric friction itself. Ablative shielding or ceramic tiles take care of any excess heat. Even so, entering a planet's atmosphere is a tricky business; the angle of entry is precise, and deviation either way causes the heat to build up too quickly for the heat shields to reflect away from the ship. Worse yet, during the most intense heating, the ship is surrounded by a thin layer of plasma that blocks radio signals, preventing contact with ground control.

Entering a planetary atmosphere safely requires a Pilot check (DC 20) each round for the 1d10+20 rounds it takes to slow the ship using friction alone. Success means that the ship takes only 4d6 points (1D) of fire damage each round. Failure means that the ship's angle is too low, and that it is not shedding velocity fast enough; the ship takes 8d6 points (1d3-1D) of fire damage each round until the pilot succeeds at the Pilot check to correct the angle of descent. If the check fails by 5 or more, the angle is too steep, and the ship takes 12d6 points (1d3D) of fire damage each round until the pilot succeeds at the Pilot check to correct the angle. Each round spent at too low an angle does not count toward the number of rounds required to land the ship; the ship isn't making any downward progress. Conversely, each round spent at too steep an angle counts as 2 rounds, indicating that the ship is descending much faster than it should.

Interplanetary Travel

In Tech Level 5, humanity has the technology to send unmanned probes to the edge of the solar system. However, human sojourns into space are limited to orbital missions and trips to the Moon, as longer journeys would take decades and consume ridiculous amounts of fuel and oxygen.

Interplanetary travel becomes possible with the Fusion Age (Tech Level 6). Ships fitted with magnetic ram scoops allow the crew to manufacture fuel from particles of hydrogen gas floating loose in space (though at only a few atoms per cubic inch). Such a ship could even incorporate a particle accelerator that converts matter into antimatter—with far more efficient thrust-to-payload ratios than solid fuel. With a sufficient supply of food, water, and oxygen, a ship so equipped could travel to the edges of the solar system and perhaps to another solar system entirely. Nonetheless, as seen on Table: Realistic Travel Times below, the travel times are significant windows of opportunity for crisis and adventure.

Interstellar Travel

Realistically, the starships presented in the Starships section are capable only of interplanetary travel, not interstellar travel. The reason for this is simple: Even the best engine can't accelerate a ship to light speed, and without light speed, interstellar journeys take tens of thousands of years. The speed of light is 186,000 miles per second. That's 1,116,000 miles per round, or 66,960,000 miles per hour. Maneuvering a ship at this speed is a tricky proposition; by the time you notice an object in your path, it's probably too late to avoid it. One must also consider relativity: The closer the ship's velocity comes to the speed of light, the greater its mass. A starship cannot

achieve light speed via simple acceleration, no matter how powerful the ship's engine, as increasing the power only increases the mass.

The greatest impediment to traveling between the stars is time: What would be the point of sending astronauts to Alpha Centauri, for example, if, by the time they arrived, no one on Earth could remember why they'd gone in the first place? Time dilation—the slowing of the passage of time in relation to an object traveling at close to the speed of light—becomes a factor. A few years might pass on board the ship, while a few hundred years might have passed both at the ship's point of origin and its point of arrival.

Thus the development of some variation of Jump Gate Technology (see below) becomes necessary to facilitate interstellar exploration in a realistic space travel scenario. While the technology is classified as TL 7, the development of prototypes would eventually happen during a society's Fusion Age (TL 6). However, the birth of interstellar travel also signals the beginning of that society's Gravity Age (TL 7), as the development of jump gate technology almost certainly involved advancements in gravity mechanics.

Suddenly, exploration of the stars becomes possible, with the technology to explore space already tried and tested at the interplanetary level. A futuristic gold-rush will take place, as mega-corporations and/or world governments race to declare ownership of the stars, each star being a possible beacon for the discovery of one or more satellite planets in its orbit. As usual when a society transitions to a new Tech Level, there will be a time of change and upheaval, where old ways give way to new ways, and moments of crisis prove to be moments of opportunity for the bold.

Realistic Travel Times

Table: Realistic Travel Times provides various "realistic" interplanetary and interstellar travel times. These times assume that starships cannot achieve velocities anywhere near the speed of light, for reasons discussed under Interstellar Travel above. Using the table, a starship equipped with a TL 6 ion engine would take 67.2 days to travel from Earth to Mars, while the same ship equipped with a TL 7 induction engine would take 16.8 days.

The travel times listed are based on average distance. Planets move closer together and farther apart based on their relative orbits around the sun, and the travel time between worlds may increase or decrease accordingly. However, there would be no such variation in travel time for interstellar distances, or at least no significant amount of variation, given the distances between the stars and how long their celestial orbits may be. Without some version of jump gate technology, travel between the stars is a very long-range strategy with dubious chances for success.

Table: Realistic Travel Times

Distance	Time to Destination					
	TL 5 Engine	TL 6 Engine	TL 7 Engine	TL 8 Engine ¹	TL 9 Engine ²	Light Speed
Earth to the Moon (240,000 mi.)	40 hrs.	8 hrs.	2 hrs.	1.96 min.	9.2 sec.	1.29 sec.
Earth to the Sun (1 AU) (93,000,000 mi.)	645.8 days	129.2 days	32.3 days	12.6 hrs.	59.3 min.	8.3 min.
Earth to Mercury (56,950,000 mi.)	395.5 days	79.1 days	19.8 days	7.7 hrs.	36.4 min.	5.1 min.
Earth to Venus (26,040,000 mi.)	180.8 days	36.2 days	9.04 days	3.5 hrs.	16.6 min.	2.33 min.
Earth to Mars (48,360,000 mi.)	335.8 days	67.2 days	16.8 days	6.6 hrs.	30.7 min.	4.3 min.
Earth to Jupiter (390,600,000 mi.)	7.43 years	1.49 years	135.6 days	2.2 days	4.2 hrs.	35 min.
Earth to Saturn	13.4 years	2.68 years	244.8 days	4 days	7.5 hrs.	63.2 min.

(704,940,000 mi.)

Earth to Uranus (1,687,020,000 mi.)	32.1 years	6.42 years	1.6 years	9.5 days	18 hrs.	2.52 hrs.
Earth to Neptune (2,715,600,000 mi.)	51.67 years	10.33 years	2.58 years	15.4 days	1.2 days	4.1 min.
Earth to Pluto (3,574,920,000 mi.)	68.02 years	13.6 years	3.4 years	20.2 days	1.6 days	5.33 min.
1 light year (5,865,696,000,000 mi.)	111,600 years	22,320 years	5,580 years	91 years	7.14 years	1 year
Sun to Alpha Centauri (4.4 light years)	491,040 years	98,208 years	24,552 years	400 years	31.4 years	4.4 years

¹ A TL 8 engine can achieve a speed of 2,046 miles per second (1.1% of the speed of light).

² A TL 9 engine can achieve a speed of 26,040 miles per second (14% of the speed of light).

Time Dilation

When a ship approaches to within 90% of the speed of light, time slows down. Characters on board the ship would not notice, but if they were to make hourly reports back to their point of origin, those reports might arrive only once every hundred hours.

This creates an interesting paradox, in that if a character managed to travel at the speed of light to another star and back again, a newborn child they left behind would now be older than them—if the child hadn't died of old age some time ago.

The actual amount of time dilation observed aboard a ship traveling near light speed increases in proportion to just how close it is to light speed. Technically, time dilation occurs at any speed, but it only becomes noticeable at relativistic speeds. The dilation is a ratio that determines how much time passes aboard the ship; it is a multiplier when determining how much time passes outside the ship.

For example, a ship moving at 70% the speed of light has a time dilation of 1.4. Ten hours of travel aboard the ship at this speed means that 14 hours (10×1.4) have passed outside the ship. However, if ten hours pass for those left behind, only 7.1 hours have passed aboard the ship (10 divided by 1.4).

Table: Time Dilation

Starship Speed (in mi and km/s)	AU per hour	% Speed of Light	Time Dilation
2,046 mi/s; 3,273 km/s	0.18	1.1%	1.0003
26,040 mi/s; 41,664 km/s	1.0	14%	1.01
52,080 mi/s; 83,328 km/s	2.0	28%	1.04
78,120 mi/s; 124,892 km/s	3.0	42%	1.1
104,160 mi/s; 166,656 km/s	4.0	56%	1.2
130,200 mi/s; 208,320 km/s	5.0	70%	1.4
154,380 mi/s; 247,008 km/s	6.0	83%	1.8
167,400 mi/s; 267,840 km/s	6.5	90%	2.3
180,420 mi/s; 288,672 km/s	7.0	97%	3.9
182,466 mi/s; 291,945 km/s	7.1	98.1%	5.1
185,981 mi/s; 297,569 km/s	7.239	99.99%	60.2

Starship Speed: The vessel's speed in miles per second and in kilometers per second.

AU per Hour: How many Astronomical Units (AU) a vessel traveling at this speed can cross in 1 hour. One AU equals 93,000,000 miles (148,800,000 km), the distance between the Sun and the Earth.

% Speed of Light: The percentage of the speed of light, 186,000 miles (297,600 km) per second.

Time Dilation: Divide the time traveled by this number to arrive at the amount of time that passes on board the starship.

Jump Gate Technology

If a starship cannot reach the speed of light through sheer thrust, perhaps the answer lies in bending the laws of time and space so that the distance itself is shorter. A ship could then get around the need to travel at relativistic speeds, leaving behind the problem of increased mass and negating—if not actually reversing—the effects of time dilation. In other words, if one could find a shortcut through the galaxy, it might be possible for spacecraft to travel quickly between star systems (and perhaps even travel backward in time!).

Shortcuts through space (and time) are called wormholes. Wormholes are created naturally when black holes collapse, though they tend to close so rapidly that a ship attempting to pass through would instead encounter a singularity—a point with infinite density and a radius of zero—and be instantly crushed. But, if the technology were developed to enable a wormhole to open and remain open in a stable matrix, it might become possible for starships to enter wormholes, travel for a few million miles, and emerge several light years away—perhaps at the point of a white hole.

White Holes

White holes are theoretical objects that spew energy into the universe from unknown sources. One theory suggests that quasi-stellar objects (also known as quasars) are actually white holes, at the far end of which might be wormholes. Thus, it is theoretically possible to enter a wormhole in one location in the universe and emerge from a white hole in another. Such a stable conduit could be used as a natural jump gate. The only problem would be surviving the initial exposure to the white hole upon exiting it; such a massive energy output at such a close distance can only be prevented by a force field. Otherwise, anything physical is atomized within seconds, smashed into hydrogen and light by the raw energy emanating from the white hole.

In game terms, a white hole inflicts 100-600 points (100d6, or 5d6D) disintegration damage each round to anything within 1,000,000 miles [1,600,000 km] of it. Luckily, any starship using a white hole as a jump hole (see below) is ejected from it at 99% the speed of light, meaning it only takes 1 round to get 1,000,000 miles away from the white hole. After that the starship slows down quickly until propelled by its own power, but it is outside the destructive halo of the white hole.

Jump Holes

At Tech Level 5, the technology does not exist to stabilize wormholes to create jump gates, though by TL 6 scientists might have developed the technology to map the exit points of wormholes. With a theoretical advance in astrophysics during the Fusion Age, a society might be able to produce safe and stable jump gates by Tech Level 7.

Thus, the exploration of jump gate technology will likely involve the study and experimental manipulation of wormholes, resulting in “jump holes”. In theory, a collapsing wormhole in a strong enough gravitational field could be stabilized to remain open of its own accord, creating a kind of natural jump gate, or “jump hole.” The jump hole would function the same way as a jump gate but could close (due to a fluctuating gravitational field, an ionic nebula along the way, etc.) while travelers are en route to the exit point.

A jump hole might collapse while there are ships still traveling through its jump space. Roll d% each hour; on a result of 100, the hole collapses. If this happens, any ships in its jump space immediately drop back into “real” space—most likely in the middle of nowhere. Determine what percentage of the journey the ship had completed, then compare that percentage to the real distance; this is how far from its destination the ship is.

Jump Gate (TL 7)

Jump gates consist of gigantic rings in space that use fusion reactors to generate a magnetic field capable of holding open a collapsing wormhole. This allows starships to enter the wormhole, engage their engines, and reduce the effective travel distance to the wormhole’s exit point by a factor of 1,000. For example, the 48,360,000-mile trip from the Earth to Mars would be reduced to 48,360 miles via a jump gate (assuming a wormhole had

appeared near the Earth and that its exit point was near Mars). Thus, a starship with TL 6 ion engines traveling through “jump space” could reach Mars in approximately 1.6 hours (instead of 67.2 days) and completely avoid the effects of time dilation.

Jump gates have a few limitations:

- Jump gates have only one exit point. Therefore, a jump gate from Pluto to Alpha Centauri is useless to characters who don’t want to go to Alpha Centauri.
- Jump gates are one-way. The journey to the exit point might be comparatively short, but the journey back could take just as long as it always did—or require a circuitous route from jump gate to jump gate, some of which could be dozens of light years out of the way.
- Jump gates are rarely located near one another. A starship might have to cross an entire system to get from one exit point to the next jump gate.
- Maneuvering a jump gate into position requires a successful Navigate check (DC 35). If this check fails by 5 or more, the jump gate collides with the closing wormhole and is crushed against the forming singularity.

In TL 7, jump gates are most likely owned by mega-corporations that charge for their use. The toll varies according to the real distance between the jump gate and the exit point: As a quick rule of thumb, divide the real distance by 1,000,000 miles to determine the purchase DC for passage through the jump gate.

Purchase DC: 75 (per jump gate).

Restriction: Licensed (+1).

Jump Network (TL 7)

As science develops ways to harness the power of singularities, astrophysicists apply the technology to wormholes. A jump network is a series of jump gates that can each serve as an entry or exit point. Thus, jump gates are no longer one-way: A jump gate can take a ship from the Earth to Mars and back. Further, the network could also include jump gates leading to and from Jupiter, Saturn, and Pluto.

Jump gates in the network are still expensive, but the risk of placing one has completely vanished; the jump gate merely has to be moved into the desired position—usually a Lagrange point—and switched on.

Many gates in the jump network are owned by mega-corporations, who charge for their use. Some gates are operated by the military and have restricted access. However, the gates between common locations like planets and stars are government owned and designated for public use.

Purchase DC: 75 (per jump gate).

Restriction: Licensed (+1).

Jump Drive (TL 8)

The jump drive is a portable version of a jump gate. Ships carrying a jump drive can create a stable, though temporary, wormhole. The artificial wormhole lasts until the ship that created it emerges from the exit point.

The jump drive suffers from one major limitation. Once a ship has entered jump space, it has only two real options: continue to the exit point or deactivate the jump drive. The ship cannot change course while in jump space; it must drop out of jump space, set a new course, and re-engage the jump drive. The drawback to this is that jump drives require a lot of energy; recharging the drive takes hours, as shown on Table: Jump Drive Recharge Time. The jump drive counts as a type of engine for the starship.

Table: Jump Drive Recharge Time

Starship Size	Jump Drive Recharge Time
Huge	8 hours
Gargantuan	4 hours
Colossal	2 hours

Purchase DC: 25 + one-half the base purchase DC of the starship.

Fantastic Space Travel

A campaign needn't limit itself to relativistic speeds and time dilation. While the grittiness of realistic space travel can keep a group of intrepid explorers on their toes with the day-to-day perils of living while traveling in space, there's no denying the allure of the "high adventure" side of far-ranging space travel. Whereas realistic space travel might be considered "low" sci-fi for its realism, fantastic space travel facilitates "high" sci-fi for its possibilities.

Fantastic Travel Times

Travel times at relativistic speeds are generally easy to calculate. Simply determine how long it takes to arrive at the destination while traveling at the speed of light, then divide the result by the light speed multiplier of the drive being used. Some sample travel times appear in Table: Fantastic Travel Times.

Table: Fantastic Travel Times

Distance	Light Speed Factor						
	0.5	0.75	1	5	10	15	25
Earth to the Moon (240,000 mi.)	2.58 sec.	1.72 sec.	1.29 sec.	0.26 sec.	0.13 sec.	0.09 sec.	0.05 sec.
Earth to the Sun (1 AU; 93 million mi.)	16.6 min.	11.07 min.	8.3 min.	1.66 min.	49.8 sec.	33.2 sec.	19.9 sec.
Earth to Mercury (56,950,000 mi.)	10.2 min.	6.8 min.	5.1 min.	1.02 min.	30.6 sec.	20.4 sec.	12.2 sec.
Earth to Venus (26,040,000 mi.)	4.66 min.	3.11 min.	2.33 min.	28.2 sec.	14.1 sec.	9.4 sec.	5.6 sec.
Earth to Mars (48,360,000 mi.)	8.6 min.	5.7 min.	4.3 min.	51.6 sec.	25.8 sec.	17.2 sec.	10.3 sec.
Earth to Jupiter (391 million mi.)	70.0 min.	46.7 min.	35 min.	7.0 min.	3.5 min.	2.3 min.	1.4 min.
Earth to Saturn (705 million mi.)	126.4 min.	84.3 min.	63.2 min.	12.6 min.	6.3 min.	4.2 min.	2.5 min.
Earth to Uranus (1.687 billion mi.)	302.4 min.	201.6 min.	151.2 min.	30.2 min.	15.1 min.	10.1 min.	6.05 min.
Earth to Neptune (2.716 billion mi.)	486.6 min.	324.4 min.	243.3 min.	48.7 min.	24.4 min.	16.2 min.	9.7 min.
Earth to Pluto (3.575 billion mi.)	640 min.	426.67 min.	320 min.	64 min.	32 min.	21.3 min.	12.8 min.
1 light year (5.865 trillion mi.)	2.0 years	1.33 years	1.0 year	2.4 mo.	1.2 mo.	0.8 mo.	0.48 mo.
Sun to Alpha Centauri (4.4 light years)	8.8 years	5.87 years	4.4 years	10.56 mo.	5.28 mo.	3.53 mo.	2.1 mo.

Faster-Than-Light (FTL) Drives

It is the development of artificial gravity technology that spawns the induction engine and ushers in the Gravity Age, as scientists learn how to apply the technology to faster-than-light (FTL) travel. The early "stardrives" are not truly capable of reaching light speed but offer a vast improvement over conventional engines. Humanity can finally reach distant stars in mere weeks, advancing space exploration and colonization, as well as reaching out to contact and trade with intelligent alien life. Table: Faster-Than-Light (FTL) Drives shows the relativistic cruising speeds of various FTL engines.

Table: Faster-Than-Light (FTL) Engines

Engine	Minimum Ship Size	Starship's Cruising Speed
Tech Level 6: Fusion Age		
Fusion torch	Gargantuan	Light speed × 0.5
Ion engine	Huge	Light speed × 0.75
Photon sails	Gargantuan	Light speed × 1
Tech Level 7: Gravity Age		
Induction engine	Huge	Light speed × 5
Particle impulse engine	Gargantuan	Light speed × 10
Tech Level 8: Energy Age		
Gravitic redirector	Colossal	Light speed × 25
Inertial flux engine	Gargantuan	Light speed × 15
Tech Level 9: Matter Age		
Spatial compressor	Colossal	Special ¹

¹ A spatial compressor allows a ship to travel from one star system to another instantaneously.

Teleportation

The earliest teleportation devices move only simple substances, with uniform molecular structures. As the technology improves, teleporting more complex matter becomes possible. At Tech Level 8, living organic matter can pass more or less safely through teleporters. At Tech Level 9, the range of matter transference increases to cover galactic distances.

Teleporters

As with stardrives, multiple types of teleporters can exist, depending on the technology used in them.

Transport Booth (TL 8)

Based on original teleportation technology, a transport booth is simply a booth large enough to accommodate a single Large creature or Huge object, with controls on the outside. An operator selects the destination booth (which is any other transport booth), waits for a clear signal from the destination, then transmits. Anything inside the booth is disassembled at the molecular level, translated into electronic data, and transmitted. The speed of the transmission depends on the communication technology used, but even with the least effective communications, any distance of less than 1,000 miles is virtually instantaneous.

Radio Transceiver (TL 5): A transport booth equipped with a radio transceiver can teleport its contents to a receiving booth positioned within 240,000 miles (roughly the distance between Earth and the Moon). Since light travels at a speed of 186,000 miles per second, the transport is nearly instantaneous. Confirming a clear signal is a Computer Use DC 15 skill check, and it takes 2-5 (1d4+1) rounds to confirm.

Laser Transceiver (TL 6): A transport booth equipped with a laser transceiver can teleport its contents to a receiving booth at any distance. However, the transmission travels at a speed of 8 AU/hour (or 744,000,000 miles/hour), making it practical only for interplanetary transport. Confirming a clear signal is a Computer Use DC 15 skill check, and it takes 2-5 (1d4+1) rounds to confirm.

Mass Transceiver (TL 7): A transport booth equipped with a mass transceiver can teleport its contents to a receiving booth instantaneously. The maximum range of the transmission is 1,000 AU (roughly 93,000,000,000 miles / 148,800,000,000 km). Confirming a clear signal is a Computer Use DC 15 skill check, and it takes 1-3 (1d3) rounds to confirm.

Drive Transceiver (TL 8): A transport booth equipped with a drive transceiver can teleport its contents to a receiving booth within 100,000 AU (roughly 9,300,000,000,000 miles, or roughly 1.5 light years). The transport is virtually instantaneous. Confirming a clear signal is a Computer Use DC 15 skill check, and it takes 1-3 (1d3) rounds to confirm.

Ansible (TL 9): A transport booth equipped with an ansible can teleport its contents to a receiving booth across interstellar space. The teleport occurs instantaneously, and the range of the transport booth is effectively unlimited. Confirming a clear signal is automatic and instantaneous.

If the transport booth operator attempts to transmit before they get a clear signal from the receiving booth, any living creature involved in the teleport must make a Fortitude save (DC 20). If the save fails, the living being immediately drops to –1 hit points and begins to die. Even if the save succeeds, the creature takes 2d4 points of Constitution damage. In either case, the teleported creature reaches the intended destination.

The purchase DC of a transport booth does not include the cost of the communication technology used to transmit the matter (see Table: Transport Booth Purchase DC Modifiers).

Purchase DC: 39 (per transport booth) + the communication system's purchase DC modifier (see Table: Transport Booth Purchase DC Modifiers).

Restriction: Licensed (+1).

Transportal (TL 8)

The transportal is a contained teleportation field. Creatures step into it, and moments later they step out on the far side in a different location. The technology only allows transport from one transportal to another, though it is stable enough to remain open for several minutes with each activation and only requires about 30 minutes to recharge between activations. The only major drawback of the transportal is that it tends to disorient travelers. Any creature using a transportal must succeed on a Fortitude save (DC 15) or be shaken for 1d6 rounds upon arrival.

Purchase DC: 58 per transportal.

Restriction: Licensed (+1).

Transport Disk (TL 9)

The general technology of teleportation advances at Tech Level 9, to the point where a receiving station is no longer necessary. The traveler stands upon a disk on the floor, and the operator uses sensor technology to pinpoint the traveler's target destination. Pinpointing the target destination requires a successful Navigate check, and the DC depends on the distance traveled (see Table: Check DCs for Transport Disks). Attempting to pinpoint the location without the aid of sensor technology imposes a –20 penalty on the Navigate check.

When the operator transmits, any creature or object standing on the transport disk is instantly sent to the location the operator has selected. If the operator's Navigate check fails by 10 or less, the teleported creature or object appears in a location 1d100 miles from the intended destination (determined randomly). If the check fails by 11 or more, the teleported creature or object materializes inside solid matter at some location 1d100 miles from the intended destination. Any living creature teleported into solid matter takes 20d6 points of damage, or half damage if a Fortitude save (DC 20) succeeds. Unlike magical and psionic teleportation, the body is not shunted to the nearest external surface, and even if the creature has survived re-forming inside another object they risk the possibility of being smothered and suffocating.

Although the chance of a botched transmission is daunting to some, transport disks offer a tremendous advantage. With a successful Computer Use check (see Table: Check DCs for Transport Disks), a transport disk operator can locate a particular creature or object with computer sensors and teleport it from its present location to the transport disk. The range is limited only by the range of the sensors.

Purchase DC: 52.

Restriction: Restricted (+2).

Table: Check DCs For Transport Disks

Distance	Navigate Check DC	Computer Use DC
Planetary	15	20
Interplanetary	20	25
Interstellar	25	30

Table: Transport Booth Purchase DC Modifiers

Transport Booth's Communication System	Communication System Purchase DC Modifier
Tech Level 5: Information Age	
Radio Transceiver	+0
Tech Level 6: Fusion Age	
Laser Transceiver	+3
Tech Level 7: Gravity Age	
Mass Transceiver	+5
Tech Level 8: Energy Age	
Drive Transceiver	+8
Tech Level 9: Transparent Age	
Ansible	+13

Environments in Space

The typical homeworld of a carbon-based lifeform is going to have certain minimum characteristics to realistically be considered as an environment capable of supporting carbon-based life. A certain amount of carbon is required (so the planet isn't made of iron or silicon), it likely uses water as a universal solvent (so an average temperature between 33 and 211 degrees Fahrenheit / 1-99 degrees Celsius for water to be in liquid form, with an operational average closer to 122 degrees Fahrenheit / 50 degrees Celsius), and it has a certain minimum and maximum size to generate roughly the same gravity of Earth.

However, very few planets actually meet those criteria, meaning that, for different reasons, environments encountered in space can be inimical to carbon-based life. The void of space is definitely adverse to most lifeforms, offering a depressurized zero-gravity frozen void of radiation. Here are some general descriptions and rules for different environments encountered in space travel.

Atmospheric Conditions

As noted above, a deviation in one's native atmospheric conditions can cause major problems. Unfortunately, not every planet will have the same atmospheric density or chemical composition as Earth, meaning that worlds otherwise hospitable to life may not be ideal for visiting. Various atmospheric conditions (and their effects) are presented below.

Corrosive Atmosphere: Some atmospheres (breathable or not) contain corrosive chemicals and gases. Corrosive atmospheres slowly eat away at foreign equipment and can cause significant equipment failure. The corrosion can be particularly troublesome in atmospheres that demand special survival gear, as any breach in a protective environmental suit renders it useless. Unprotected equipment exposed to a corrosive atmosphere takes 1d4 points of acid damage per hour of exposure (so a starship hull takes 1d4D every 24 hours). This damage ignores hardness and deals damage directly to the equipment, eating away at it slowly. Creatures not wearing protective gear in a corrosive atmosphere take 1d4 points of acid damage per round of exposure.

Thin Atmosphere: Planets with thin atmospheres have less oxygen per breath than the standard Earth atmosphere. Many thin atmospheres are the equivalent of being at a high elevation on Earth, such as on top of a mountain or in the upper atmosphere. A creature exposed to a thin atmosphere must succeed on a Fortitude save (DC 20) every hour. On the first failed save, the creature is fatigued. A fatigued creature that fails a subsequent save becomes exhausted for as long as it remains in the thin atmosphere. After 1 hour of complete, uninterrupted rest in a normal atmosphere, an exhausted creature becomes fatigued. After 8 hours of complete, uninterrupted rest, a fatigued creature is no longer fatigued.

Thick Atmosphere: Thick atmospheres are those that contain a more dense concentration of certain elements, like nitrogen, oxygen, or even carbon dioxide, than the standard Earth atmosphere. These dense atmospheres

sometimes contain a different balance of elements, while others simply contain a higher number of gas particles in each breath. The effects of exposure to a thick atmosphere are similar to those of a thin atmosphere (see Thin Atmosphere, above), with characters slowly growing exhausted as they exert themselves to breathe, except the Fortitude save DC is 15 instead of 20.

Noxious / Toxic Atmosphere: Some atmospheres (breathable or not) contain noxious gases that are debilitating or toxic gases that are lethal to some or all forms of life. The atmosphere is treated as always containing a type of inhaled poison. The DC and effects of the poison are up to you (feel free to use the internet to look up effects of poisoning by exposure to different types of chemicals and implement a game mechanic, such as dying being Con damage, paralysis being Str or Dex damage, confusion being Wis damage, etc.).

Gravity Conditions

The force that gravity exerts on a person determines how they develop physically as well as their ability to perform certain actions. In addition, gravity affects the amount of damage a character takes from falling. Gravity conditions may vary considerably from one environment to the next. For ease of play these rules present four simplified gravity environments: normal gravity (1.0 g), low gravity (<1.0 g), high gravity (>1.0 g), and zero gravity (0 g). The following sections summarize the game effects for each type of environment.

Normal Gravity: “Normal gravity” equates to gravity on Earth. Environments with normal gravity impose no special modifiers on a character’s ability scores, attack rolls, or skill checks. Likewise, normal gravity does not modify a creature’s speed, carrying capacity, or the amount of damage it takes from a fall.

Low-Gravity: In a low-gravity environment, the pull of gravity is significantly less than what we experience living on Earth. Although an object’s mass doesn’t change, it becomes effectively lighter. This means that creatures bounce when they walk. It becomes easier to move and lift heavy objects as well as perform Strength-related tasks. In addition, creatures take less damage from falling.

Speed: A creature’s speed increases by +5 feet (+1 hex) in a low-gravity environment. This bonus applies to all of the creature’s modes of movement.

Carrying Capacity: A creature’s normal carrying capacity is doubled in a low-gravity environment. In addition, the creature gains a +10 bonus on any Strength check made to lift or move a heavy unsecured object.

Skill Check Bonuses: Creatures in a low-gravity environment gain a +10 bonus on Strength-based skill checks (including Climb, Jump, and Swim checks). However, without the Zero-G Training feat, characters suffer a -2 to Balance, Ride, and Tumble checks.

Attack Roll Penalty: Creatures take a -2 penalty on attack rolls in a low-gravity environment unless they are native to that environment or have the Zero-G Training feat.

Damage from Falling: Creatures do not fall as quickly in a low-gravity environment as they do in a normal- or high-gravity environment. Falling damage is reduced from 1d6 points per 10 feet fallen to 1d3 points per 10 feet fallen.

Long-Term Effects: Long-term exposure to low-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a low-gravity environment takes 1d6 points of temporary Strength damage upon returning to normal gravity.

High-Gravity: In a high-gravity environment, the pull of gravity is significantly greater than that which we experience living on Earth. Although an object’s mass doesn’t change, it becomes effectively heavier. It becomes harder to move and carry heavy objects as well as perform Strength-related tasks. In addition, creatures take more damage from falling. Even the simple task of walking or lifting one’s arms feels more laborious.

Speed: A creature’s speed decreases by -5 feet (-1 hex), to a minimum of 0 feet, in a high-gravity environment. This penalty applies to all of the creature’s modes of movement.

Carrying Capacity: A creature’s normal carrying capacity is halved in a high-gravity environment. In addition, the creature takes a -10 penalty on any Strength check made to lift or move a heavy unsecured object.

Skill Check Bonuses: Creatures in a high-gravity environment take a –10 penalty on Strength-based skill checks (including Climb, Jump, and Swim checks). Furthermore, characters suffer a –2 to Balance, Ride, and Tumble checks.

Attack Roll Penalty: Creatures take a –2 penalty on attack rolls in a high-gravity environment unless they are native to that environment.

Damage from Falling: Creatures fall more quickly in a high-gravity environment than they do in a normal- or low-gravity environment. Falling damage is increased from 1d6 points per 10 feet fallen to 1d10 points per 10 feet fallen.

Long-Term Effects: Long-term exposure to high-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a heavy-gravity environment takes 1d6 points of temporary Dexterity damage upon returning to normal gravity.

Zero-Gravity: Creatures in a zero-gravity environment can move enormously heavy objects. Movement in zero-g requires only the ability to grab onto or push away from larger objects, Climb and Jump checks no longer apply.

Most creatures find zero-gravity environments disorienting, taking penalties on their attack rolls and suffering the effects of Space Adaptation Syndrome (space sickness). In addition, creatures in zero gravity are easier to bull rush than in other gravity environments.

Space Adaptation Syndrome: A creature exposed to weightlessness must make a Fortitude save (DC 15) to avoid the effects of space sickness. Those who fail the save are shaken, and those who fail the save by 5 or more are also nauseated. The effects persist for 8 hours. A new save is required every 8 hours the creature remains in a zero-g environment. Creatures with the Zero-G Training feat do not suffer the effects of space sickness.

Speed: While in a zero-gravity environment, a creature gains a fly speed equal to its base land speed, or it retains its natural fly speed (whichever is greater). However, movement is limited to straight lines only; a creature can change course only by pushing away from larger objects (such as bulkheads).

Carrying Capacity: A creature's normal carrying capacity increases by 10 times in a zero-gravity environment. In addition, the creature gains a +20 bonus on any Strength check made to lift or move a heavy unsecured object.

Attack Roll Penalty: Creatures take a –4 penalty on attack rolls and skill checks while operating in a zero-gravity environment unless they are native to that environment or have the Zero-G Training feat.

Modified Bull Rush Rules: A creature affected by a bull rush is pushed back 10 feet, plus 10 feet for every 5 points by which its opponent's Strength check result exceeds its own.

Long-Term Effects: Long-term exposure to zero-gravity conditions can cause serious problems when returning to normal gravity. A creature that spends 120 hours or more in a zero-gravity environment takes 2d6 points of temporary Strength damage upon returning to normal gravity.

Weight vs. Mass: While an object in zero gravity loses weight, it does not lose mass or momentum. Thus, while a character could push a 10-ton piece of equipment around in space, albeit slowly, getting it to stop is a bit more difficult. If a character were to come between that piece of equipment and a solid object, that character would be crushed as if they were in full gravity—just more slowly.

For simplicity, assume that a Strength check to lift or move an object in zero gravity gains a +20 circumstance bonus. However, stopping an object already in motion does not receive this same bonus.

Radiation Sickness

Radiation can be naturally or artificially produced. All stars produce radiation in some variety, and planets closer to these stars typically suffer more severe effects than worlds farther away. Many starships and other pieces of technology incorporate radioactive parts and fuel cells that can flood an area with harmful radiation when ruptured or exposed. Ancient alien civilizations might leave behind powerful artifacts that emit harmful radiation. Whether the source of the radiation is natural or artificial, any character in an environment rich with radiation may suffer some negative effects for exposure.

When characters are exposed to radiation, they may be afflicted with radiation sickness. Radiation sickness functions exactly like exposure to any other disease, following the normal rules for diseases. The Fortitude save DC and the effects of radiation sickness vary with the dose of radiation to which a creature is exposed.

Radiation exposure has five degrees: mild, low, moderate, high, and severe. To determine the degree of exposure, start with the type of exposure: either an irradiated area (such as the area near a nuclear explosion, after the fact, or a lab that has been flooded with radioactive gas), or a specific source of radiation (such as a lump of radioactive material). Then consult Table: Radiation Exposure to determine the degree of exposure based on the total time of exposure within a given 24-hour period (rounding up).

Treating Radiation Sickness

Radiation sickness is considered a treatable disease that can be cured using the “treat disease” aspect of the Treat Injury skill. Treating radiation sickness requires a medical kit. Advanced medicine (such as neutrad) and advanced technology (including nanites and cybernetic implants) can also eliminate radiation sickness or obviate its harmful effects.

Table: Radiation Exposure

Situation	Time of Exposure (Minimum)				
	1 round	1 minute	10 minutes	1 hour	1 day
Character in irradiated area:					
Lightly irradiated	mild	mild	mild	mild	low
Moderately irradiated	mild	mild	low	low	moderate
Highly irradiated	low	low	moderate	moderate	high
Severely irradiated	moderate	moderate	high	high	severe
Character exposed to radiation source:					
Lightly radioactive materials	mild	mild	low	low	low
Moderately radioactive materials	low	low	moderate	moderate	moderate
Highly radioactive materials	moderate	moderate	high	high	high
Severely radioactive materials	high	high	severe	severe	severe

The degree of the exposure determines the severity of the radiation sickness, as indicated on Table: Radiation Sickness. At low levels, radiation sickness is a slow disease. Often, a sick character suffers no severe short-term effects. This is reflected in the fact that even with a failed Fortitude save, the character might not suffer any Constitution loss.

Table: Radiation Sickness

Degree of Exposure	Fortitude Save DC	Incubation Period	Initial and Secondary Damage
Mild	12	1 day	1d4–2 Con*
Low	15	4d6 hours	1d6–2 Con*
Moderate	18	3d6 hours	1d6–1 Con*
High	21	2d6 hours	1d6 Con
Severe	24	1d6 hours	2d6 Con

* Minimum damage 0 Con.

Stars and Stellar Hazards

A star system can contain one star or multiple stars. Humans are more likely to find habitable planets in systems with single stars. In reality, more than half of all star systems have two or more stars, and these systems typically contain planets that are inhospitable to human life.

Star Type: Stars are classified using a lettering system that describes the star and gives information about its type. Known as the spectral class of a star, a designation of O, B, A, F, G, K, or M is given to the star based on its mass and energy output. Class O stars are the hottest, largest, and brightest stars, and class M stars as the smallest and coldest, with a gradual scale between them. Since a star's mass determines how hot it burns (as well as how strong its gravity pull is), the star's classification actually helps extrapolate the kinds of planets that might be in that star's system. Since larger stars burn hotter and smaller stars burn cooler, the mass of a star determines the climate of the worlds that orbit it.

In addition to the standard array of star types, several other types of stars (or what were once stars) might be found at the center of a star system. Most of these stars (called "non-main sequence stars") have characteristics that make certain planetary conditions impossible, and no type of non-main sequence star is likely to support worlds hospitable to human life. Types of non-main sequence stars include black holes, white holes, neutron stars, white dwarf stars, black dwarf stars, brown dwarf stars, and red supergiants.

Degree of Ionizing Radiation: Ionizing radiation—radiation that breaks down atoms within living tissue—is common in space. All stars produce and emit harmful levels of ionizing radiation, and a star system is considered an "irradiated area" for the purposes of determining radiation exposure, particularly in the vacuum of space. (Planetary atmospheres and protective environment suits can protect a creature from ionizing radiation.) The degree of radiation exposure depends on the nearest star's classification, as shown in Table: Star Systems. For systems with two or more stars, increase the degree of radiation by one grade (lightly becomes moderately, moderately becomes highly, and highly becomes severely).

Number of Planets: The number of planets in a given star system can be determined by rolling on Table: Star Systems. For systems with multiple stars, use the star with the fewest planets allowable to determine the number of planets in the system.

Hospitable Stars: The chief classifications of hospitable stars are F, G, and K. These stars produce the right amounts of heat and the right types of radiation to allow human-compatible worlds to exist. Not every world around a Class F, G, or K star is hospitable; however, even inhospitable worlds within such systems could be made to support human life with artificial modifications to their ecosystems (a long a painstaking process called "terraforming").

Inhospitable Stars: Class O, B, A, and M stars are the least likely to support planets capable of hosting human life. The stars toward the hotter end of the spectrum simply produce too much heat to allow living, breathing organisms to thrive. Class M stars do not give off enough heat to support life at the distance Earth orbits its sun, and these stars are also known to be violently unstable and prone to bursts of stellar activity.

Table: Star Systems

Star System Classifications	Degree of Ionizing Radiation ¹	Number of Planets
Class O (blue-white)	Highly irradiated	1d4+1
Class B (blue-white)	Moderately irradiated	1d4+2
Class A (blue)	Moderately irradiated	1d6+2
Class F (green)	Lightly irradiated	1d6+3
Class G (yellow)	Lightly irradiated	1d6+4
Class K (orange)	Moderately irradiated	1d6+5
Class M (red)	Highly irradiated	1d8+2
Non-Main Sequence Star	Degree of Ionizing Radiation ¹	Number of Planets
Black hole	Highly irradiated	—
White hole	Severely irradiated	—
Neutron star	Severely irradiated	1d4–1
White dwarf	Moderately irradiated	1d4+1
Black dwarf	Lightly irradiated	1d4+2
Brown dwarf	Lightly irradiated	1d4+1

¹ Refer to Table: Radiation Exposure for details.

Black Holes: Black holes are stars that have expended their fuel sources and exploded in a massive supernova. Few, if any, planetary bodies survive the initial death of such a star. Once the star has exploded, its gravity is so great that it collapses in on itself and warps light, time, and space around it. Black holes drag all nearby matter into its center, collecting rings of cosmic debris called accretion discs, stellar detritus caught in a death spiral falling into the black hole slowly. Without the ability to manipulate gravity, anything caught in the gravity well of a black hole will inevitably fall into it. Some planets and asteroids might survive being pulled into a black hole long enough for some adventuring, but they are incredibly dangerous places to explore.

White Holes: The antithesis to a black hole (and still a theoretical stellar body in our universe), a white hole is the birth of a galaxy, a seemingly-limitless font of energy and light. It has a negative gravity well, expelling energy and pushing matter away from it. See the description for white holes in the [“Jump Gate Technology”](#) section above.

Neutron Stars: A neutron star is a large star that has exhausted its fuel source but hasn’t collapsed in on itself. Instead, the entire star’s remaining matter compresses into a much smaller body mere kilometers in diameter. Within this tightly packed core, the star’s density crushes the atoms into an object composed entirely of subatomic particles known as neutrons. Planets orbiting a neutron star are typically cold, lifeless, and severely irradiated. Another type of neutron star is the pulsar, which emits severe levels of radiation at great distances.

White Dwarf Stars: A white dwarf star is so much smaller than a neutron star that it does not have the mass to collapse in on itself. Instead, white dwarfs are typically small and dense and surrounded by rings of wreckage that were once planetary bodies in its system. White dwarfs emit little light or energy, and the rings surrounding them are usually cold and dark. However, these rings are not bombarded by as high levels of radiation as in a neutron star and could potentially support life, assuming enough heat could be generated.

Black Dwarf Stars: Black dwarf stars completely burn out after expending their fuel. Truly the most stable of dead stars, black dwarfs simply consume their fuel supply and then cool into a cinder that emits no light or heat. Any planetary systems that existed around a black dwarf will remain intact; however, they usually become barren and frozen once their heat and light source is gone.

Brown Dwarf Stars: In many ways, the brown dwarf is not even a star. Brown dwarf stars are stellar bodies that almost coalesced into true stars but never managed to form completely. Brown dwarfs are dim and small. They may have planets in their system, but rarely can these worlds support life due to the lack of heat or light.

Red Supergiants: Most red supergiants begin their lives as average-sized stars. However, they burn hot and expend their hydrogen fuel supplies quickly. When its hydrogen supply is depleted, a red supergiant begins burning other, heavier elements such as helium, causing the star to expand to enormous size. An expanding red supergiant consumes its innermost planets and then burns so hot and bright that it renders all other planets in its system incapable of supporting life naturally.

Stellar Hazards

Two types of stellar hazards can create higher-than-normal levels of ionizing radiation: solar flares and cosmic rays. A third type of stellar hazard, the gravity well, can make flying a starship very dangerous.

Solar Flares: Solar flares release tremendous amounts of electromagnetic energy (including harmful ultraviolet rays and X-rays), as well as highly charged protons and electrons. The effects are comparable to a radioactive blast from one hundred million billion tons of TNT (compared to the 20,000-ton equivalent blasts that destroyed Hiroshima and Nagasaki). Fortunately, while solar flares aren’t rare, they are predictable.

An unprotected creature exposed to radiation from a solar flare is treated as “severely irradiated” for the purposes of determining the radiation’s effects (see Table: Radiation Exposure).

Cosmic Rays: Cosmic rays, unlike solar flares, cannot be predicted. Consisting of subatomic particles moving at relativistic speeds, these rays can penetrate miles of solid mass (though extremely few get through the Earth’s

atmosphere without colliding with other atoms or molecules, effectively rendering them harmless). In space, these subatomic particles can cause severe cell damage, even genetic mutation.

An unprotected creature exposed to radiation from a cosmic ray shower is treated as “highly irradiated” for the purposes of determining the radiation’s effects (see Table: Radiation Exposure). (As an option, if your scenario is Mutation Level 1 or more, you can rule that a natural 20 to save versus radiation sickness causes the character to develop a beneficial mutation instead, giving the character an Advantage. If your scenario is Mutation Level 5 or more, you can opt to give the character the Supernatural Mutation feat and 10 Mutation Points, but this option should incur a +1 Effective Character Level modifier and the addition of the Mutant racial subtype template.)

Gravity Wells: Massive objects such as moons, planets, and stars have a gravity well, a gravitational field generated by their mass wherein they attract smaller objects. It is because of a celestial body’s gravity well that anything launching from it needs to achieve a certain minimum escape velocity. For starships without engines capable of manipulating gravity, a stellar body’s gravity well poses a serious threat and a piloting challenge, especially in the case of a black hole. Engine types that manipulate gravity include the induction engine (TL 7), the gravitic redirector (TL 8), and the spatial compressor (TL 9).

Given below are the initial Pilot DC skill checks required to stop a starship from falling into a gravity well. If the skill check succeeds, the pilot is able to pull away from the gravity well and maintain control of the starship as normal. If the skill check fails, the starship is caught in the gravity well of the massive stellar object, and it begins its death spiral descent into the object’s surface. The pilot can try again next round, but they have a cumulative -1 circumstance modifier to future Pilot checks, until the starship either escapes the gravity well or it hits the surface of the object. If the Pilot skill check fails by 10 or more, the pilot’s actions have actually worsened matters, falling into a steeper descent; apply two instances of the circumstance modifier for that round instead.

Table: Gravity Well Piloting DC’s and Modifiers

Stellar Object Producing Gravity Well (Example)	Initial Pilot DC to Escape	Cumulative DC Penalty per Round
White hole	0 ¹	--- ¹
Large asteroid, moon, small planet (Ceres, Titan, Mercury)	5 ²	+1/two rounds
Midsized planet (Venus, Earth, Mars)	10 ²	+1/round
Large planet, gas giant (Neptune, Jupiter, Saturn)	15 ²	+1/round
Small star (brown dwarf, class K orange star, class M red star)	20	+1/round
Midsized star (black dwarf, class G yellow star, class F green star, white dwarf)	25	+1/round
Large star (class A blue star, class B blue-white star, neutron star)	25	+2/round
Massive star (class O blue-white star, red supergiant)	30	+2/round
Black hole	40	+2/round

¹ A white hole has a negative gravity well, pushing objects away from it.

² Asteroids, moons, and planets may be able to accommodate a crash landing, GM’s discretion. Landing on a star or black hole is impossible.

While a starship is caught in a gravity well, it travels in a straight line forward, arcing downward towards the object’s surface. Depending on the size of the object and how large you deem its gravity well is, a starship may take anywhere from minutes (for a planet) to days (for a black hole) before it impacts on the surface. However, once the Pilot skill check DC is more than 20 greater than the best pilot’s Pilot skill modifier, it can be assumed that there is going to be no recovery from the descent; without thrusters (TL 5) or a particle impulse engine (TL 7) or one of the gravity engines, the starship is inevitably crashing into the surface of the celestial object in question.

When possible to crash-land, the Pilot skill check to minimize the damage of the crash landing is DC 20, and the starship only takes half-damage on a successful check; DC 30 and the pilot assigns the crash-landing damage (see below). Otherwise, crash-landing damage is divided evenly amongst the starship’s five flanks, with any remainder being assigned to the infrastructure. The damages given are based on an Earth-like gravity; for heavy-gravity bodies like large planets, the GM may deem that the crash-landing damage is x2 or x3 more, while

low-gravity bodies like small planets or moons may do half- or quarter-damage. These multipliers should be applied before the starship's hardness.

Table: Crash-Landing Damage

Size of Crashing Starship	Crash Damage to the Starship
Colossal (Superheavy)	100d20 (5d20D)
Colossal (Heavy)	80d20 (4d20D)
Colossal (Mediumweight)	60d20 (3d20D)
Colossal (Light)	40d20 (2d20D)
Colossal (Ultralight-Light)	20d20 (1d20D)
Gargantuan	20d12 (1d12D)
Huge	20d10 (1d10D)

The Vacuum of Space and Decompression

Despite some popular myths, moving into a vacuum does not cause the body to explosively decompress, nor does it cause instant freezing as heat bleeds away from the body. Rather, the primary hazards of surviving in the vacuum of space are the lack of air and exposure to unfiltered ionizing radiation.

On the third round of exposure to vacuum, a creature must succeed on a Constitution check (DC 20) each round or suffer from aeroembolism ("the bends"). A creature that fails the save experiences excruciating pain as small air bubbles form in its bloodstream; such a creature is considered stunned and remains so until returned to normal atmospheric pressure. A creature that fails the Constitution check by 5 or more falls unconscious.

The real danger of vacuum comes from suffocation, though holding one's breath in a vacuum damages the lungs. A character who attempts to hold their breath must make a Constitution check (DC 15) every round; the DC increases by 1 each round, and on a successful check the character takes 1 point of Constitution damage (from the pressure on the linings of their lungs).

If the check fails, or when the character simply stops holding their breath, they begin to suffocate. For a number of rounds equal to the character's Con modifier (minimum 1 round) the character is staggered. In the next round, the character falls unconscious with 0 hit points. The following round, the character drops to -1 hit points and is dying. On the third round, the character drops to -(Con) hit points and dies.

Unfiltered radiation bombards any character trapped in the vacuum of space without protective gear. A creature exposed to this ionizing radiation suffers from severe sunburn as well as the effects of radiation exposure; the degree of exposure depends on the nearest star's classification (see Star Systems below for more information).

Decompression

The sudden decompression of a starship, vehicle, or other object can be dangerous to creatures inside. Whenever a sealed environment within a vacuum is breached, all of the air inside rushes out in an attempt to equalize the air pressure. Creatures within the decompressing environment must succeed on a Reflex save (DC 15) or be sucked toward the breach (and possibly through it) at a base speed of 5 feet per round, plus 5 feet per round per size category of the breach (see below). Creatures that are three size categories larger than the breach's size category are big enough not to get dragged toward the breach (no Reflex save required). For example, a Fine breach pulls only Fine, Diminutive, and Tiny creatures and objects toward it; creatures and objects of Small size or larger are unaffected.

If the breach's size category is larger than the creature's size category and the creature is pulled into the same hex as the breach because they failed their Reflex save, the creature passes through the opening and is blown out into the vacuum.

If the breach's size category is the same as the creature's size category, the creature takes 1d6 points of damage as it gets pushed through the breach and receives another Reflex save (DC 20) to attempt to grab something before being blown out of the starship.

If the breach is one or two size categories smaller than the creature's size category, the creature isn't thrust into the vacuum but takes 2d6 points of damage as it slams against the area around the breach. It takes another 2d6 points of damage each round until the air completely evacuates from the decompressed compartment or until the creature pulls itself away from the breach with a successful Strength check (DC 20).

The time it takes for all of the air to evacuate from a compartment depends on the size of the breach and the volume of the decompressing compartment, as shown in Table: Decompression Times.

Table: Decompression Times

Breach Size	Decompression Time	Distance Pulled by Decompression
Fine (1-inch diameter)	3 rounds per 10-foot cube of air	10 feet / round (up to Tiny objects)
Diminutive (3-inch diameter)	3 rounds per 10-foot cube of air	15 feet / round (up to Small objects)
Tiny (6-inch diameter)	2 rounds per 10-foot cube of air	20 feet / round (up to Medium-size objects)
Small (1-foot diameter)	2 rounds per 10-foot cube of air	25 feet / round (up to Large objects)
Medium (2 1/2-foot diameter)	1 round per 10-foot cube of air	30 feet / round (up to Huge objects)
Large (5-foot diameter)	1 round per 10-foot cube of air	35 feet / round (up to Gargantuan objects)
Huge (10-foot diameter)	1 round per 20-foot cube of air	40 feet / round (up to Colossal objects)
Gargantuan (15-foot diameter)	1 round per 30-foot cube of air	45 feet / round (up to Colossal objects)
Colossal (20-foot diameter)	1 round per 40-foot cube of air	50 feet / round (up to Colossal objects)

Once the air has completely rushed out through the breach, the pressure equalizes, and the interior environment becomes a vacuum.

Dimensional Travel

Humankind has long been fascinated with the idea of parallel dimensions, the theory being that alongside our own universe lie virtually identical universes in which people just like us live out their lives (and perhaps fantasize about parallel dimensions). The popular notion is that in a parallel dimension, some different decision was made, some random event occurred differently, or that some element in the composition of the Earth is more common—and, as a result, the universe is different to some degree or another. What if Wellington lost the Battle of Waterloo? What if the cataclysm that wiped out the dinosaurs never happened? What if Alexander the Great conquered the world?

Of course, it could all be considerably more subtle than all that; perhaps all humans have gray eyes, and that's the only difference. The point is that in alternate realities, life could be different. Without ever leaving their home world, dimensional explorers could face challenges every bit as daunting as the challenges faced by space explorers.

Hazards of Dimensional Travel

Any initial exploration of parallel dimensions must logically proceed from a fixed location, because the amount of energy required would not allow for a portable power source. Thus, as with interstellar travel, early interdimensional trips are likely to be one-way. Fortunately, if a beachhead can be established in another dimension, it should be a simple matter for subsequent expeditions to transport the materials necessary for the construction of another power source. It is in establishing that beachhead that the real risk lies.

Initial dimensional journeys are unlikely to be carried out by humans, but rather by probes designed to test the gravity, radiation levels, atmosphere, pressure, and temperature—and to bring back samples of microorganisms—to ensure that humans can survive, and that they are properly equipped. Such probes must be tethered to the original dimension to send back information (since there is no indication that communication signals would travel back any more easily than objects could).

The use of probes, however, should allow dimensional physicists to develop a kind of "matrix map." Not only can they note which dimensions are hostile to human life, but, with sufficient data points, they can

extrapolate which dimension “frequencies” are likely to prove conducive to human life. The first human dimensional travelers are likely to be extremely well prepared for the environmental conditions they encounter.

Other factors may prove more hazardous, however. In addition to the perils of first contact with a xenophobic populace, dimension travelers must contend with the possibility of equipment failure, dimensional static, scale variance, and encounters with other travelers who might not be friendly. The popular show “Stranger Things” is a good example of the perils of exploring dimensional travel and not being properly prepared.

Equipment Failure

As the science of dimensional travel advances, explorers carry portable dimension gate generators, enabling them to come and go through dimensions as they please. If that equipment fails for some reason, the expedition might be trapped, possibly without the means to repair the damaged generator.

Dimension gate generators—whether stationary or portable— should not break down at random any more than a starship does (unless, of course, the campaign revolves around that very problem).

Complete Shutdown: The generator simply stops working, either because its components are damaged or because it has run out of power. Fixing damaged components usually requires 10 hours and a successful Repair check (DC 25), while constructing a new power source (a complex device) requires 60 hours and a successful Craft (electronic) check (DC 25). Locating a replacement power source in a civilized area may require a successful Gather Information check and negotiating for it may require a Diplomacy check.

Miscalibration: A miscalibrated dimension gate generator doesn’t take the characters where they planned to go. Correctly recalibrating the generator involves either downloading the data from another functional generator (a full-round action followed by a successful DC 10 Computer Use check) or returning to the last “accurate coordinates” and resetting the matrix (12 hours of work followed by a successful DC 25 Computer Use check).

Communication Failure: There is no guarantee that standard communications work across dimensions; even communications designed to work across interstellar distances are useless when the party for whom the message is intended is not in the same dimension. A D-comm (see Dimensional Communicators, below) or similar device enables communication across dimensions.

Dimensional Static

Dimensions are constantly splitting into new dimensions as events create alternate realities. These timeline divergences release tremendous amounts of energy, which manifests as a kind of “static” during dimension gate operations. Generators are designed to filter out this noise and lock onto the specific “signal” of the intended destination. However, if the generator isn’t getting enough power, or if the static level is extremely high, the gateway between dimensions is less stable. If deemed appropriate, you can say that dimensional static also plays havoc on perceptions through time, like *precognition* and *divination* spells and powers.

Traveling through an unstable gate is potentially fatal. The traveler must make a Fortitude save (DC 15). If the check succeeds, the character arrives at the intended destination but is stunned for 1d4 rounds. If the check fails, the character arrives on target but is nauseated for 1d4 hours. If the save fails by 5 or more, the character arrives on target, takes 2d6 points of Constitution damage, and is nauseated for 1d4 hours.

Scale Variance

A potential risk in traveling to other dimensions is a matter of size: Is everything in the other dimension on the same scale as the travelers who visit it? A scale variance can be simulated by changing a character’s effective size. For example, a Medium-size character might be considered Fine in the new dimension. Such a variance, of course, changes the character’s size modifier to attack rolls and Defense. Speed also changes, multiplied by a factor based on the change in size: Fine $\times 0.16$, Diminutive $\times 0.33$, Tiny $\times 0.5$, Small $\times 0.66$, Medium-size $\times 1$, Large $\times 1.33$, Huge $\times 2$, Gargantuan $\times 2.66$, Colossal $\times 3.33$.

The damage a character deals with natural and artificial weapons also scales with size. For every step by which a character’s size category increases or decreases, increase or decrease the damage by one step: 1, 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. Attacks that deal 2d4 points of damage scale down to 1d6 or up

to 2d6. Attacks that deal 1d10 points of damage scale down to 1d8 and up to 2d6. Attacks that deal 1d12 points of damage scale down to 1d8 and up to 3d6.

Dimensional Opponents

If humans are capable of traveling through dimensions, it is reasonable to believe that intelligent beings, either from other worlds or other dimensions, also have this capability. Other dimensional travelers might not be friendly. They might be raiders, plundering other dimensions for the resources they lack in their own. They could just as easily be transdimensional traffic police, tasked with detecting and disabling unauthorized dimension gate generators. They could be truly alien monsters, denizens of realms inimical to human existence. Or perhaps they are creatures naturally capable of dimensional travel and drawn to unusual interdimensional activity.

Dimension Gate Generators

The technology behind dimension gates is highly advanced. The first working gates are treated as late Tech Level 7 technology, and concerted human exploration of alternative dimensions begins at Tech Level 8. The calculations required for dimensional travel are complex, but the calculations for *safe* travel—arriving at the intended destination with no loss of carrier signal—are tens of thousands of times more complex.

Actually traveling through a dimension gate is easy, but changing the setting is more complex. A character must succeed on a Navigate check (DC 30) to reset the gate to a known destination; setting the gate to an unknown (but safe) destination is a DC 40 Navigate check. (These checks should be rolled secretly.) Performing either check requires 30 minutes of calibration. Of course, if the destinations have been preset, any character can change the settings as a move action without making a check.

Dimension gate generators come in a variety of forms, each operating somewhat differently.

D-Gate Generator (TL 7–9): The first dimension gate generators—appearing at Tech Level 7— are Gargantuan objects that cannot be transported once assembled. The TL 7 D-gate creates a transdimensional aperture approximately 10 feet in diameter and allows for one-way transport only. Due to the incredible power drain, the gate remains open for only 1 round, after which the generator must recharge for 24 hours.

The TL 8 D-gate is a Huge object weighing 200 pounds, but due to its bulk, the generator requires at least two people to lift and haul it. It creates a transdimensional aperture up to 20 feet in diameter, and the generator can keep the gate open for up to 10 rounds, after which the generator shuts down and cannot be activated again for 24 hours. Dimensional mapping makes calculations to reset the gate's destination easier (Navigate check, DC 25), and any given gate can store up to five predetermined destinations. Travel is still one-way, but with the larger aperture and the destination presets, the equipment to construct another D-gate can be transported through, and the travelers' home dimension can be locked into the new gate upon startup.

At TL 9, D-gates large enough to transport starships exist (although they can be almost any size), and they can store up to twenty predetermined destinations. The calculations are even easier (Navigate check, DC 20), and scientists have finally learned how to keep the gate open indefinitely. Best of all, dimensional travel through TL 9 D-gates is two-way, allowing for round trips.

Purchase DC: 54 (TL 7 D-gate generator), 48 (TL 8 D-gate generator), 46 (TL 9 D-gate generator).

Restriction: Military (+3).

D-Drive Generator (TL 8–9): The D-drive generator can be incorporated into a starship's engine design, allowing the ship to travel between dimensions. Considered the safest form of dimensional travel, D-drive generators allow ships in space to cross dimensions. The D-drive generator must recharge for 12 hours after the jump is completed. In addition, the starship's weapon systems, defense fields, defense screens, and engines shut down for 5-10 (1d6+4) minutes. At Tech Level 8, only Colossal starships can be fitted with a D-drive generator.

Tech Level 9 sees many improvements in the D-drive generator. Any size starship can be equipped with one, and the generator can be reactivated after 1 hour the ship's weapons, defense fields, defense screens, and engines come back online within a minute (1d6+4 rounds).

Purchase DC: 48 (TL 8 D-drive generator), 44 (TL 9 D-drive generator).

Restriction: Military (+3).

Dimension Wand (TL 8–9): The dimension wand is a personal dimension gate generator. It creates a rupture in the fabric of reality just large enough for one character to step through into another dimension. The gate remains open until the wand itself passes through, so multiple characters can step through without using their own wands. The drawback to the dimension wand is that it must be recalibrated after each use (see Equipment Failure, above), or entirely new dimensional coordinates must be entered, as though changing the settings. The TL 8 version of the dimension wand weighs only 1 pound. The TL 9 version has the same purchase DC, with the added benefit that it stores the last five dimensional coordinates automatically, enabling anyone to thumb through settings without recalibrating the wand.

Weight: 1 lb.

Purchase DC: 42.

Restriction: Restricted (+2).

Other Dimensional Gear

In addition to dimension generators, most dimensional travelers at Tech Level 8 and beyond carry dimensional transceivers.

Dimensional Transceiver (TL 8-9): A dimensional transceiver permits two-way communication across dimensions, although dimensional static can sometimes hinder or block communications. The somewhat bulky TL 8 transceiver can be carried like a backpack; a handheld version is available at TL 9.

A dimensional transceiver must be calibrated to transmit signals to a given dimension. Assuming the coordinates have already been plotted using some kind of dimension generator (see above), calibrating the transceiver takes a full-round action and requires a successful Computer Use check (DC 15). The TL 9 version can store the coordinates of up to five different dimensions.

Size: Medium (TL 8), Tiny (TL 9).

Weight: 4 lb. (TL 8), 1 lb. (TL 9)

Purchase DC: 24.

Restriction: Restricted (+2).

Time Travel

The dream of time travel probably arose out of a desire to go back and correct one's past mistakes—or to visit the future and subsequently return to take advantage of foreknowledge. The concept intrigues historians and archaeologists for obvious reasons. Science fiction has explored the possibility of time travel many times, as well as the pitfalls of visiting the past and impacting the future.

Technically, time travel—of the “into the future” sort—is within the realm of possibility. In fact, it happens all the time—just on such a small scale that no one notices. Given that a starship engine could be developed that accelerates a ship to relativistic speeds at which time dilation occurs, time travel can be achieved simply by achieving 90% of the speed of light for a short time, then returning to one's point of origin. For every minute you spend flying at 90% the speed of light, 2.3 minutes pass everywhere else. Travel at relativistic speeds long enough and you could return to a time predating the rise of human civilization!

Traveling into the future isn't a very useful ability if one has no way back—which is where the concept of traveling into the past breaks down. The principle of causality rather logically argues that an effect cannot occur before its cause—meaning, in this case, that one cannot arrive in the past via the use of a time machine before that time machine is invented.

Hazards of Time Travel

The time machine is perhaps more dangerous than any other technology that manipulates space and time. Not only can unscrupulous people use it to wreak havoc in the past and take advantage of knowledge from the future, but a single misstep could forever alter the course of history.

Temporal Paradoxes

Trips through time are exercises in causality. Traveling into the past might set in motion a chain of actions culminating in different major historical events. Characters might return to the present to discover that the Roman emperor Caligula used intercontinental ballistic missiles to conquer Europe and the Middle East. Conceivably, history could be altered in a way that prompts the Soviet Union to invade and conquer North America. Perhaps the characters can't even return to their own time because the person who invented the crucial component of the time machine was never born, for some reason. In short, the permutations of cause and effect can be infinitely mind-boggling.

Temporal paradoxes are liable to stall the development of time travel until someone can prove either that (a) actions in the past by people from the present have, in fact, already happened (and that it was those actions that led to the current state of affairs), or (b) actions in the past that affect the present can be detected and averted by sending someone else into the past to prevent those actions from happening.

Alternate Realities

Another potential side-effect of time travel popularized in literature is the alternate reality. The timestream in which time travel is invented continues to exist. Situations that create significant changes or temporal paradoxes serves as the locus or intersection point where realities diverge.

The time travelers might encounter worlds very similar to or different from their own. This creates a rich diversity of settings where the established "facts" and "rules" are no longer sure. The nefarious villain recently defeated in a different reality might be a trustworthy ally in this one. A temporal adventurer might encounter a dead companion who did not die in this alternate reality. The possible permutations are infinite.

With that in mind, one theory of time travel is that any change of the past causes a divergent timeline, an alternate reality. If this theory is true, then temporal paradoxes become impossible; instead of possibly changing the future that the time traveler came from, their actions spawn a divergent timeline, and they can either go back to their native timeline, and nothing will have changed, or they can traverse the newly-created divergent timeline. To their original timeline, it will look like they never returned from going back in time to those still in the original timeline. Regarding the new timeline, it is entirely up to you as the GM what the new timeline would look like, given the changes made by the PCs that caused the divergent reality. If the time-traveling characters went back far enough and made changes drastic enough, they may spawn an alternate reality in which they were never conceived!

Ever-Changing Landscapes

Time machines that do not actually move are at the mercy of topographical changes and other changes in the locations in which they appear. Never mind that one couldn't construct a time machine in New Mexico and use it to visit Jerusalem in the year A.D. 33. Traveling into the past might deposit you in the middle of a rushing river or under thousands of tons of glacial ice. Traveling into the future, you might find that the position occupied by your time machine now resides in the basement of a futuristic skyscraper or in the middle of a radioactive wasteland covered by ice—the result of an extraordinarily heavy and sustained nuclear bombardment.

For this reason, time machines are usually set up in space, to avoid any such topographical changes when used. A prototype would almost certainly be tested in space, not only to avoid such changes but also to isolate any potential disasters. The isolated nature of a time travel test lab could be the perfect backdrop for a sci-fi horror scenario wherein the lab has gone dark since conducting its latest test, and the PCs are somehow saddled with the responsibility of investigating what happened...

Language

Modern language is loaded with slang, jargon, and colloquialisms that would mean nothing to people who lived in the 19th century. Their slang, jargon, and colloquialisms, by the same token, would mean nothing to those who lived in the 18th century. Go back another thousand years, and the words you are reading right now would be all but incomprehensible to the average English-speaking person—assuming they could read. Your speech would be equally incomprehensible. Go forward a thousand years, and the English of the new millennium will barely resemble the English of this millennium. Without a Speak Language or Read/Write Language skill for the appropriate era, communication could more closely resemble a game of charades.

Age and Aging

Those who travel in time age normally within their own localized time. So, while eons may pass in the eye blink it takes to travel through them, the time traveler feels none of the effects of aging. However, this can work against the traveler. If they were to spend twenty years in their own timeframe exploring the centuries, then return to their starting point, they would, in fact, be twenty years older than they were when they left.

Time Machines

Temporal displacement drives—colloquially known as “time machines”—do not exist until Tech Level 8. The first time machines are faintly reminiscent of the brass, ivory, and quartz machine invented by H.G. Wells in his novel *The Time Machine*, though made of lightweight aluminum and resembling something more like bathyspheres. Those that follow are constructed as fixed tunnels leading to nowhere, while those mounted in starships turn the entire ship into the time machine.

Time Sphere (TL 8): Time spheres are small, two-seated modules designed to withstand any reasonable amount of buffeting that might occur when the machine finally comes to rest in a different time period. At the very least, the self-contained atmosphere should give the occupants time to “reverse course” should they discover that conditions outside are too hostile to disembark. The time sphere carries sensors designed to test outside conditions immediately upon arrival.

The temporal displacement mechanism itself is arranged around the inside of the sphere, giving the occupants full access to the electronics in case of emergency. The main computer has all programs necessary to operate the machine and is crammed with historical and linguistic information, electronic encyclopedias, and any other information that might be necessary to survive in a different time. Operation of the time sphere is quite simple for characters familiar with computers. One simply sets the desired date and time and starts the sphere.

Time spheres are not sold commercially. In fact, doing so is illegal, but the plans to construct them are quite common. The components have a total purchase DC of 36. Building a time sphere chassis takes 12 hours and requires a successful Craft (mechanical) skill check (DC 25). Building and filling the time sphere’s computer (a much more daunting exercise) takes 120 hours and requires a successful Craft (electronic) check (DC 35).

Time spheres have the following statistics: **Crew 2; Passengers 0; Cargo 120 lb.; Defense 6; Hardness 5; Hit Points 24; Size Huge.**
Purchase DC: 65.
Restriction: Illegal (+4).

Temporal Drive Generator (TL 9): Like the D-drive generator, which is designed to carry starships across dimensional boundaries, the temporal drive generator (or “T-drive generator”) carries starships through time. The drive can be mounted in a starship of any size and turns the entire ship into a time machine.

Purchase DC: 60.
Restriction: Military (+3).

Time Bridge (TL 9): Doing away with the issue of portability, the time bridge opens a portal to both other times *and* other places. The time bridge also has the advantage of not leaving a fragile piece of vital equipment lying about while its operators go exploring. Instead, the travelers use a simple “message-drop” system to communicate with their base of operations: Upon arrival, they conceal a small transmitter somewhere near their point of embarkation. They then have a prearranged amount of time to explore and return to the location to catch the next appearance of the time bridge. If they do not return, an operative from their base emerges to search for the transmitter.

Assuming the operative finds it, they can record a message on the transmitter, letting the explorers know when the bridge will reappear again, or they can collect any recorded message the explorers might have left indicating where and when to pick them up. The process repeats until the explorers are brought back safely.

Travel through the time bridge is comparable to walking through a tunnel. Operators at the base set the temporal and physical coordinates at the other end, and a team of travelers walks into the tunnel and seems to vanish. For the travelers, the point of origin simply becomes less “real” as the destination becomes more real. The bridge is large enough to accommodate creatures and vehicles up to Huge size.

Purchase DC: 71.

Restriction: Illegal (+4).

Traps

A trap is a construction intended to restrain, capture, maim, and/or kill its victim. Generally speaking, traps are hidden and intended to target their victim(s) unawares. Furthermore, many traps, especially those used to protect high-traffic areas, will have bypass features to allow those aware of them freedom to pass safely.

Types of Traps: A trap can be either mundane or magic in nature. Mundane traps are further divided into mechanical traps and technological traps. Mechanical traps include pits, arrow traps, falling blocks, water-filled rooms, whirling blades, and anything else that depends on a mechanism to operate but does not require electricity. A mechanical trap can be constructed by a PC through successful use of the Craft (trapmaking) skill (see Designing a Trap, below, and the skill description).

Technological traps are traps that use electricity to function. From sensors to lasers, any trap that uses a “high-tech” aspect using electricity (and is thus susceptible to electrical and ionic attacks) is a technological (or simple “tech”) trap.

Magic traps are further divided into spell traps (used synonymously with power traps) and magic device traps. Magic device traps initiate power / spell effects when activated, just as dorjes, wands, rods, rings, and other magic items do. Creating a magic device trap requires the Craft Wondrous Item feat (for magic traps) or Craft Universal Item feat (for psionic traps); see Designing a Trap and the feat description.

Spell traps are simply spells that themselves function as traps. Creating a spell trap requires the services of a character who can cast the needed spell or spells, who is usually either the character creating the trap or an NPC spellcaster hired for the purpose. Very few psionic powers can be used in the same manner as spells can be when it comes to such traps, which is why they are predominantly known as “spell traps”.

Mundane Traps

Dungeons are frequently equipped with deadly mechanical (non-magical, non-electrical) traps, especially in Tech Level 3 or lower scenarios. A trap is typically defined by its location and its triggering conditions, how hard it is to spot before it goes off, how much damage it deals, and whether the heroes receive a saving throw to mitigate its effects. Mundane traps that attack with arrows, sweeping blades, bullets, and other types of weaponry make normal attack rolls, with a specific attack bonus dictated by the trap’s design.

Creatures who succeed on a DC 20 Search check detect a simple mechanical trap before it is triggered. (A simple trap is a snare, a trap triggered by a tripwire, or a large trap such as a pit.) For most characters, using Search is an active skill that takes time to use (i.e., a PC must declare that they are using the skill and where they are focusing their search).

However, a character with the trap sense class feature (such as Rogue or Berserker) who succeeds on a DC 21 (or higher) Search check detects a well-hidden or complex mechanical trap before it is triggered. Complex traps are denoted by their triggering mechanisms and involve pressure plates, mechanisms linked to doors, changes in weight, disturbances in the air, vibrations, and other sorts of unusual triggers.

Technological traps are very similar to mechanical traps, except they require electricity to function. This means, amongst other things, that they are susceptible to electrical and ionic attacks, and that they are detectable with the appropriate sensor systems. In the case of traps that use sensors to detect their target(s), the ability to avoid such detection (such as *Machine Invisibility*) would likewise avoid triggering the trap.

Magic Traps

Many spells can be used to create dangerous traps. Unless the spell or item description states otherwise, assume the following to be true.

- A successful Search check (DC 25 + spell level) made by a Rogue (or an Expert in Craft [trapmaking]) detects a magic trap before it goes off. Other characters have no chance to find a magic trap with a Search check.
- Magic traps permit a saving throw in order to avoid the effect (DC 10 + spell level x 1.5).
- Magic traps may be disarmed by a Rogue (or an Expert in Craft [trapmaking]) with a successful Disable Device check (DC 25 + spell level).

Elements of a Trap

All traps—mundane or magic—have the following elements: trigger, reset, Search DC, Disable Device DC, attack bonus (or saving throw or onset delay), damage/effect, and Challenge Rating. Some traps may also include optional elements, such as poison or a bypass. These characteristics are described below.

Trigger

A trap's trigger determines how it is sprung.

Location: A location trigger springs a trap when someone stands in a particular hex.

Proximity: This trigger activates the trap when a creature approaches within a certain distance of it. A proximity trigger differs from a location trigger in that the creature need not be standing in a particular hex. Creatures that are flying can spring a trap with a proximity trigger but not one with a location trigger. Mechanical proximity triggers are extremely sensitive to the slightest change in the air. This makes them useful only in places such as crypts, where the air is unusually still. However, technological proximity triggers (Tech Level 5+) can be more selective, and they are more commonly used than mechanical proximity triggers at higher Tech Levels.

The proximity trigger used most often for magic device traps is the *alarm* spell. Unlike when the spell is cast, an *alarm* spell used as a trigger can have an area that's no larger than the area the trap is meant to protect. Some magic device traps have special proximity triggers that activate only when certain kinds of creatures approach. For example, a *detect good* spell can serve as a proximity trigger on an evil altar, springing the attached trap only when someone of good alignment gets close enough to it, or *detect psionics* whenever a psionic creature enters a protected room.

Sound: This trigger springs a trap when it detects any sound. A sound trigger typically functions like an ear and has a +15 bonus on Listen checks (for the magic / psionic versions; mundane traps would be dependent on the Tech Level of the trap). A successful Move Silently check, magical *silence*, and other effects that would negate hearing

defeat it. A trap with a sound trigger requires the use of *clairaudience* during its construction or an appropriate audial sensor to detect its target(s).

Visual: This trigger for traps works like an actual eye, springing the trap whenever it “sees” something. A trap with a visual trigger requires the casting of *arcane eye*, *clairvoyance*, or *true seeing* during its construction (if magical), or an appropriate video sensor to detect its target(s). Sight range and the Spot bonus conferred on the trap depend on the spell chosen, as shown.

Spell	Sight Range	Spot Bonus
<i>arcane eye</i>	Line of sight (unlimited range)	+20
<i>clairvoyance</i>	One preselected location	+15
<i>true seeing</i>	Line of sight (up to 120 ft.)	+30

In the case of magic traps, if you want the trap to “see” in the dark, you must either choose the *true seeing* option or add *darkvision* to the trap as well. (*Darkvision* limits the trap’s sight range in the dark to 60 feet.) If invisibility, disguises, or illusions can fool the spell or sensor being used, they can fool the visual trigger as well.

Touch: A touch trigger, which springs the trap when touched, is one of the simplest kinds of trigger to construct. This trigger may be physically attached to the part of the mechanism that deals the damage or it may not. You can make a magic touch trigger by adding *alarm* to the trap and reducing the area of the effect to cover only the trigger spot.

Timed: This trigger periodically springs the trap after a certain duration has passed.

Power / Spell: All magic traps have this kind of trigger. The appropriate power or spell descriptions explain the trigger conditions for traps that contain power / spell triggers.

Reset



A reset element is the set of conditions under which a trap becomes ready to trigger again.

No Reset: Short of completely rebuilding the trap, there’s no way to trigger it more than once. Spell traps have no reset element.

Repair: To get the trap functioning again, you must repair it.

Manual: Resetting the trap requires someone to move the parts back into place. This is the kind of reset element most mechanical traps have.

Automatic: The trap resets itself, either immediately or after a timed interval. This is the kind of reset element most technological traps have.

Repairing and Resetting Mechanical Traps

Repairing a mechanical trap requires a Craft (trapmaking) check against a DC equal to the one for building it. Repairing a technological trap requires a Craft (trapmaking) check and a Craft (electronic) check against a DC equal to the one for building it. The cost for raw materials is one-fifth of the trap’s original market price. To calculate how long it takes to fix a trap, use the same calculations you would for building it, but use the cost of the raw materials required for repair in place of the market price.

Resetting a trap usually takes only a minute or so. For a trap with a more difficult reset method, you should set the time and labor required.

Bypass (Optional Element)

If the builder of a trap wants to be able to move past the trap after it is created or placed, it's a good idea to build in a bypass mechanism —something that temporarily disarms the trap. Bypass elements are typically used only with mundane traps; spell traps usually have built-in allowances for the caster to bypass them.

Lock: A typical lock bypass requires a DC 30 Open Lock check to open.

Hidden Switch: A typical hidden switch requires a DC 25 Search check to locate.

Hidden Lock: A typical hidden lock combines the features above, requiring a DC 25 Search check to locate and a DC 30 Open Lock check to open.

Search and Disable Device DCs

The builder sets the Search and Disable Device DCs for a mundane trap. For a magic trap, the values depend on the highest-level spell used.

Mundane Trap: The base DC for both Search and Disable Device checks is 20. Raising or lowering either of these DCs affects the base cost (Table: Cost Modifiers for Mundane Traps) and possibly the CR (Table: CR Modifiers for Mundane Traps).

Magic Trap: The DC for both Search and Disable Device checks is equal to 25 + the spell level of the highest-level spell used. Only characters with the trap sense class feature can attempt a Search check or a Disable Device check involving a magic trap. These DCs do not affect the trap's cost or CR.

Attack Bonus/Saving Throw DC

A trap usually either makes an attack roll or forces a saving throw to avoid it. Occasionally a trap uses both of these options, or neither (see Never Miss).

Pits: These are holes (covered or not) that characters can fall into and take damage. A pit needs no attack roll, but a successful Reflex save (DC set by the builder) avoids it. Other save-dependent mechanical traps also fall into this category.

In general, pits come in three basic varieties: uncovered, covered, and chasms. Pits and chasms can be defeated by judicious application of the Climb skill, the Jump skill, or various magical means.

Uncovered pits serve mainly to discourage intruders from going a certain way, although they cause much grief to characters who stumble into them in the dark, and they can greatly complicate a melee taking place nearby.

Covered pits are much more dangerous. They can be detected with a DC 20 Search check, but only if the character is taking the time to carefully examine the area before walking across it. A character who fails to detect a covered pit is still entitled to a DC 20 Reflex save to avoid falling into it. However, if they were running or moving recklessly at the time, then they get a penalty to the save, or no saving throw and fall automatically (GM's discretion based on the circumstances).

Trap coverings can be as simple as piled refuse (straw, leaves, sticks, garbage), a large rug, or an actual trapdoor concealed to appear as a normal part of the floor. Such a trapdoor usually swings open when enough weight (usually about 50 to 80 pounds) is placed upon it. Devious trap builders sometimes design trapdoors so that they spring back shut after they open. The trapdoor might lock once it's back in place, leaving the stranded character well and truly trapped. Opening such a trapdoor is just as difficult as opening a regular door (assuming the trapped character can reach it), and a DC 13 Strength check is needed to open a typical spring-loaded door.

Pit traps often have something nastier than just a hard floor at the bottom. A trap designer may put spikes, monsters, or a pool of acid, lava, or even water at the bottom. Spikes at the bottom of a pit deal damage as daggers with a +10 attack bonus and a +1 bonus on damage for every 10 feet of the fall (to a maximum bonus on damage of +5). Generally, if the pit has multiple spikes, a falling victim is attacked by 1d4 of them. This damage is in addition to any damage from the fall itself.

Monsters sometimes live in pits. Any monster that can fit into the pit might have been placed there by the dungeon's designer, or it might simply have fallen in and not been able to climb back out.

A secondary trap, mundane or magical, at the bottom of a pit can be particularly deadly. Activated by a falling victim, the secondary trap attacks the already injured character when they're least ready for it.

Ranged Attack Traps: These traps fire darts, arrows, spears, bullets, lasers, or the like at whoever activated the trap. The builder sets the attack bonus. A ranged attack trap can simulate the effect of a composite bow with a high strength rating which provides the trap with a bonus on damage equal to its strength rating (note that energy weapons cannot take advantage of such a bonus).

Melee Attack Traps: These traps feature such obstacles as sharp blades that emerge from walls and stone blocks that fall from ceilings. Once again, the builder sets the attack bonus.

Damage/Effect

The effect of a trap is what happens to those who spring it. Usually this takes the form of either damage or a spell effect, but some traps have special effects.

Pits: Falling into a pit (and in general) deals 1d6 points of damage per 10 feet of depth, with a maximum damage dependent on the size of the creature and the length of the fall (see "[Falling Damage](#)" for more details).

Ranged Attack Traps: These traps deal whatever damage their ammunition normally would. If a trap is constructed with a high strength rating, it has a corresponding bonus on damage (not applicable to energy weapons).

Melee Attack Traps: These traps deal the same damage as the melee weapons they "wield." In the case of a falling stone block, you can assign any amount of bludgeoning damage you like (!) but remember that whoever resets the trap must lift that stone back into place.

A melee attack trap can be constructed with a built-in bonus on damage rolls, just as if the trap itself had a high Strength score.



Spell Traps: Spell traps produce the spell's effect. Like all spells, a spell trap that allows a saving throw has a save DC of 10 + spell level + caster's relevant ability modifier. Spell traps are typically spells specifically created to serve as traps, so they usually have no reset feature, and they do not cost any XP to create.

Magic Device Traps: These traps produce the effects of any spells or powers included in their construction, as described in the appropriate entries. If the spell or power in a magic device trap allows a saving throw, its save DC is 10 + power / spell level x 1.5. Some spells and powers make attack rolls instead. Such magic devices are effectively magic items, meaning they require XP as part of their creation cost.

Special: Some traps have miscellaneous features that produce special effects, such as drowning for a water trap or ability damage for poison. Saving throws and damage depend on the poison or are set by the builder, as appropriate.

Miscellaneous Trap Features

Some traps include optional features that can make them considerably more deadly. The most common such features are discussed below.

Alchemical Item: Mundane traps may incorporate alchemical devices or other special substances or items, such as tanglefoot bags, alchemist's fire, thunderstones, and the like (as appropriate to the available Tech Level). Some such items mimic spell effects. If the item mimics a spell effect, it increases the CR as shown on Table: CR Modifiers for Mundane Traps.

Gas: With a gas trap, the danger is in the inhaled poison it delivers. Traps employing gas usually have the never miss and onset delay features (see below).

Liquid: Any trap that involves a danger of drowning is in this category. Traps employing liquid usually have the never miss and onset delay features (see below).

Multiple Target: Traps with this feature can affect more than one character.

Never Miss: When the entire dungeon wall moves to crush you, your quick reflexes won't help, since the wall can't possibly miss. In most instances a trap with this feature has neither an attack bonus nor a saving throw to avoid, but it does have an onset delay (see below). Most traps involving liquid or gas are of the never miss variety.

Onset Delay: An onset delay is the amount of time between when the trap is sprung and when it deals damage. A never miss trap always has an onset delay.

Poison: Traps that employ poison are deadlier than their nonpoisonous counterparts, so they have correspondingly higher CRs. To determine the CR modifier for a given poison, consult Table: CR Modifiers for Mundane Traps. Only injury, contact, and inhaled poisons are suitable for traps; ingested types are not. Some traps simply deal the poison's damage. Others deal damage with ranged or melee attacks as well.

Pit Spikes: Treat spikes at the bottom of a pit as daggers (or whatever Tech Level appropriate weapon is available), each with a +10 attack bonus. The damage bonus for each spike is +1 per 10 feet of pit depth (to a maximum of +5). Each character who falls into the pit is attacked by 1d4 spikes. Pit spikes do not add to the average damage of the trap (see Average Damage, below).

Pit Bottom: If something other than spikes waits at the bottom of a pit, it's best to treat that as a separate trap (see Multiple Traps, below) with a location trigger that activates on any significant impact, such as a falling character.

Touch Attack: This feature applies to any trap that needs only a successful touch attack (melee or ranged) to hit.



Sample Traps

The costs listed for mundane traps are construction costs based on their Tech Level; those for magic traps are raw material costs. Caster / manifester level and class for the spells / powers used to produce the trap effects are provided in the entries for magic device traps and spell traps. For all other spells / powers used (in triggers, for example), the caster level is assumed to be the minimum required.

The "AL" is the minimum Arcane Level for the trap. The "DL" is the minimum Divine Level for the trap. The "PL" is the minimum Psionic Level for the trap. The "TL" is the minimum Tech Level for the trap. The Purchase DC is the cost to acquire the components to build the trap. Magic traps have an Experience Point ("XP") cost requirement as well.

Note that every mechanical trap can also be built as a technological trap, but no technological trap can be built to be solely a mechanical trap; all technological traps require a power source, whereas mechanical traps do not.

CR 1 Traps

Basic Arrow Trap: CR 1, TL 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20. *Purchase DC:* 20 (20 gp, \$2,000).

Camouflaged Pit Trap: CR 1, TL 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20. *Purchase DC:* 24 (65 gp, \$6,500).

Deeper Pit Trap: CR 1, TL 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. hexes); Search DC 20; Disable Device DC 23. *Purchase DC:* 22 (30 gp, \$3,000).

Fusillade of Darts: CR 1, TL 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. hexes); Search DC 14; Disable Device DC 20. *Purchase DC:* 17 (10 gp, \$1,000).

Pepper Spray Trap: CR 1, TL 5; mechanical; touch trigger; automatic reset (for a limited number of uses); Atk +10 ranged touch (Fort DC 15 or be blinded for 1d4 rounds); Search DC 20; Disable DC 20. *Purchase DC:* 17 (\$900).

Poison Dart Trap: CR 1, TL 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 25; Disable Device DC 20. *Purchase DC:* 22 (35 gp, \$3,500, includes poison).

Poison Needle Trap: CR 1, TL 1; mechanical; touch trigger; manual reset; Atk +9 ranged (1 plus greenblood oil poison); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con / 1d2 Con); Search DC 22; Disable Device DC 20. *Purchase DC:* 21 (25 gp, \$2,500) plus greenblood oil (90 gp, \$9,000).

Portcullis Trap: CR 1, TL 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 18; Disable Device DC 20. *Note:* Damage applies only to those underneath the portcullis. Portcullis blocks passageway. *Purchase DC:* 21 (25 gp, \$2,500).

Razor-Wire across Hallway: CR 1, TL 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. hexes); Search DC 22; Disable Device DC 15. *Purchase DC:* 20 (20 gp, \$2,000).

Rolling Rock Trap: CR 1, TL 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22. *Purchase DC:* 23 (50 gp, \$5,000).

Scything Blade Trap: CR 1, TL 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/x3); Search DC 21; Disable Device DC 20. *Purchase DC:* 23 (50 gp, \$5,000).

Spear Trap: CR 1, TL 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. *Note:* 200-ft. max range, target determined randomly from those in its path. *Purchase DC:* 22 (30 gp, \$3,000).

Swinging Block Trap: CR 1, TL 1; mechanical; touch trigger; manual reset; Atk +6 melee (4d6, stone block); Search DC 20; Disable Device DC 20. *Purchase DC:* 19 (15 gp, \$1,500).

Wall Blade Trap: CR 1, TL 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/x4, scythe); Search DC 22; Disable Device DC 22. *Purchase DC:* 30 (350 gp, \$35,000).

CR 2 Traps

Box of Brown Mold: CR 2, TL 1; mechanical; touch trigger (opening the box); automatic reset; 5-ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16. *Purchase DC:* 22 (35 gp, \$3,500).

Bricks from Ceiling: CR 2, TL 1; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. hexes); Search DC 20; Disable Device DC 20. *Purchase DC:* 21 (25 gp, \$2,500).

Burning Hands Trap: CR 2, AL 1, TL 1; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. *Purchase DC:* 36 (2,000 gp, \$200,000), 100 XP.

Camouflaged Pit Trap: CR 2, TL 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. hexes); Search DC 24; Disable Device DC 19. *Purchase DC:* 24 (65 gp, \$6,500).

Inflict Light Wounds Trap: CR 2, DL 1, TL 1; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26. *Purchase DC:* 36 (2,000 gp, \$200,000), 100 XP.

Javelin Trap: CR 2, TL 1; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18. *Purchase DC:* 24 (65 gp, \$6,500).

Large Net Trap: CR 2, TL 1; mechanical; location trigger; manual reset; Atk +10 melee (see note); Search DC 20; Disable Device DC 25. *Note:* Characters in 10-ft. area are grappled by net (Str 18) if they fail a DC 14 Reflex save. *Purchase DC:* 22 (30 gp, \$3,000).

Pit Trap: CR 2, TL 1; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20. *Purchase DC:* 23 (40 gp, \$4,000).

Poison Needle Trap: CR 2, TL 1; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17. *Purchase DC:* 27 (150 gp, \$15,000) plus blue whinnis (120 gp, \$12,000).

Spiked Pit Trap: CR 2, TL 1; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. hexes); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15. *Purchase DC:* 22 (30 gp, \$3,000).

Taser Trap: CR 2, TL 5; technological; touch trigger; manual reset; Atk +10 ranged (1d4 ionic damage, Fort DC 15 or be paralyzed for 1d6 rounds); Search DC 20; Disable Device DC 20. *Purchase DC:* 20 (\$2,000).

Tripping Chain: CR 2, TL 1; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. *Purchase DC:* 30 (350 gp, \$35,000). *Note:* This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

Well-Camouflaged Pit Trap: CR 2, TL 1; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20. *Purchase DC:* 25 (90 gp, \$9,000).

CR 3 Traps

Acid Arrow Trap: CR 3, AL 1, TL 1; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (*acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27. *Purchase DC:* 33 (3,500 gp, \$350,000), 175 XP.

Burning Hands Trap: CR 3, AL 1, TL 1; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26. *Purchase DC:* 35 (6,500 gp, \$650,000), 325 XP.

Camouflaged Pit Trap: CR 3, TL 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent hexes); Search DC 24; Disable Device DC 18. *Purchase DC:* 25 (90 gp, \$9,000).

Ceiling Pendulum: CR 3, TL 1; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27. *Purchase DC:* 33 (900 gp, \$90,000).

Fire Trap: CR 3, DL 1; spell; spell trigger; no reset; spell effect (*fire trap*, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27. *Purchase DC:* 26 (120 gp, \$12,000). Note: As this spell is specifically designed to serve as a one-time trap with no reset, there is no XP cost.

Extended Bane Trap: CR 3, DL 1, TL 1; magic device; proximity trigger (*detect good*); automatic reset; spell effect (extended *bane*, 3rd-level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27. *Purchase DC:* 34 (1,500 gp, \$150,000), 75 XP.

Flamethrower Trap: CR 3, TL 4; mechanical; location trigger; automatic reset (for 10 shots); never miss (3d6 fire, 5 foot wide and 30 foot long blast, DC 15 Reflex save for ½ damage), Search DC 23, Disable Device 25. *Purchase DC:* 31 (500 gp, \$50,000).

Ghoul Touch Trap: CR 3, AL 1, TL 1; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27. *Purchase DC:* 34 (1,500 gp, \$150,000), 75 XP.

Hail of Needles: CR 3, TL 1; mechanical; location trigger; manual reset; Atk +15 ranged (2d4); Search DC 22; Disable Device DC 22. *Purchase DC:* 31 (650 gp, \$65,000).

Pit Trap: CR 3, TL 1; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20. *Purchase DC:* 25 (90 gp, \$9,000).

Poisoned Arrow Trap: CR 3, TL 1; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 22; Disable Device DC 20. *Purchase DC:* 25 (90 gp, \$9,000) plus scorpion venom (200 gp, \$20,000).

Spiked Pit Trap: CR 3, TL 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. hexes); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20. *Purchase DC:* 25 (90 gp, \$9,000).

Stone Blocks from Ceiling: CR 3, TL 1; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20. *Purchase DC:* 28 (200 gp, \$20,000).

CR 4 Traps

Bestow Curse Trap: CR 4, DL 1; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28. *Purchase DC:* 37 (2,500 gp, \$250,000), 125 XP.

Camouflaged Pit Trap: CR 4, TL 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. hexes); Search DC 25; Disable Device DC 17. *Purchase DC:* 26 (120 gp, \$12,000).

Collapsing Column: CR 4, TL 1; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24. *Purchase DC:* 30 (350 gp, \$35,000).

Dynamite Trap: CR 4, TL 4; mechanical; touch trigger; no reset; Atk +20 melee (4d6 explosion, 10' blast radius, DC 15 Reflex save for ½ damage); Search DC 20; Disable Device DC 20. *Purchase DC:* 26 (120 gp, \$12,000).

Glyph of Warding (Blast): CR 4, DL 1; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save for ½ damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. *Purchase DC:* 33 (900 gp, \$90,000). Note: As this spell is specifically designed to serve as a one-time trap with no reset, there is no XP cost.

Landmine: CR 4, TL 4; mechanical device; touch or proximity trigger; no reset; area effect (4d6 ballistic damage to a 10' radius, DC 20 Reflex save for ½ damage); Search DC 25; Disable Device DC 20. *Purchase DC:* 30 (250 gp, \$25,000).

Lightning Bolt Trap: CR 4, AL 1; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Purchase DC:* 41 (9,000 gp, \$900,000), 450 XP.

Pit Trap: CR 4, TL 1; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); Search DC 20; Disable Device DC 20. *Purchase DC:* 27 (150 gp, \$15,000).

Poisoned Dart Trap: CR 4, TL 1; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22. *Purchase DC:* 28 (200 gp, \$20,000) plus centipede poison (90 gp, \$9,000).

Sepia Snake Sigil Trap: CR 4, DL 1; spell; spell trigger; no reset; spell effect (*sepia snake sigil*, 5th-level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28. *Purchase DC:* 32 (650 gp, \$65,000) to hire NPC spellcaster. Note: As this spell is specifically designed to serve as a one-time trap with no reset, there is no XP cost.

Spiked Pit Trap: CR 4, TL 1; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. *Purchase DC:* 32 (650 gp, \$65,000).

Wall Scythe Trap: CR 4, TL 1; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/x4, scythe); Search DC 21; Disable Device DC 18. *Purchase DC:* 34 (1,500 gp, \$150,000).

Water-Filled Room Trap: CR 4, TL 1; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23. *Purchase DC:* 33 (900 gp, \$90,000).

Wide-Mouth Spiked Pit Trap: CR 4, TL 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. hexes); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25. *Purchase DC:* 28 (200 gp, \$20,000).

CR 5 Traps

Camouflaged Pit Trap: CR 5, TL 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. hexes); Search DC 25; Disable Device DC 17. *Purchase DC:* 27 (150 gp, \$15,000).

Doorknob Smeared with Contact Poison: CR 5, TL 1; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19. *Purchase DC:* 23 (50 gp, \$5,000) plus nitharit poison (650 gp, \$65,000).

Falling Block Trap: CR 5, TL 1; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified hexes); Search DC 20; Disable Device DC 25. *Purchase DC:* 35 (1,500 gp, \$150,000).

Fire Trap: CR 5, AL 1; spell; spell trigger; no reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29. *Purchase DC:* 32 (650 gp, \$65,000). Note: As this spell is specifically designed to serve as a one-time trap with no reset, there is no XP cost.

Fireball Trap: CR 5, AL 1, TL 1; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Purchase DC:* 44 (20,000 gp, \$2,000,000), 1,000 XP.

Flooding Room Trap: CR 5, TL 1; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note below); Search DC 20; Disable Device DC 25. *Note:* Room floods in 4 rounds. *Purchase DC:* 37 (2,500 gp, \$250,000).

Fusillade of Darts: CR 5, TL 1; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25. *Purchase DC:* 33 (900 gp, \$90,000).

Laser Beam Trap: CR 5, TL 5; technological; proximity trigger (sensor); automatic reset; Atk +15 ranged (6d6 laser damage, DC 25 Reflex save negates, strikes target up to 100' range, if first target makes Reflex save then resolve attack against the next potential target, until either something is hit or range is reached); Search DC 20; Disable Device DC 20. *Purchase DC:* 39 (5,000 gp, \$500,000).

Moving Executioner Statue: CR 5, TL 1; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +16 melee (1d12+8/x3, greataxe); multiple targets (both arms attack); Search DC 25; Disable Device DC 18. *Purchase DC:* 36 (2,000 gp, \$200,000).

Phantasmal Killer Trap: CR 5, AL 1; magic device; proximity trigger (*alarm* covering the entire room); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29. *Purchase DC:* 42 (12,000 gp, \$1,200,000), 600 XP.

Pit Trap: CR 5, TL 1; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20. *Purchase DC:* 29 (250 gp, \$25,000).

Poison Wall Spikes: CR 5, TL 1; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. hexes); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21. *Purchase DC:* 26 (120 gp, \$12,000) plus spider venom (150 gp, \$15,000).

Spiked Pit Trap: CR 5, TL 1; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. hexes); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 20. *Purchase DC:* 32 (650 gp, \$65,000).

Spiked Pit Trap (80 Ft. Deep): CR 5, TL 1; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20. *Purchase DC:* 30 (350 gp, \$35,000).

Ungol Dust Vapor Trap: CR 5, TL 1; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16. *Purchase DC:* 30 (350 gp, \$35,000) plus ungol dust (1,200 gp).

CR 6 Traps

Built-to-Collapse Wall: CR 6, TL 1; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 14; Disable Device DC 16. *Purchase DC:* 31 (500 gp, \$50,000).

Compacting Room: CR 6; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 25); walls move together (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (4 rounds); Search DC 20; Disable Device DC 22. *Purchase DC:* 49 (90,000 gp, \$9,000,000).

Flame Strike Trap: CR 6, DL 1; magic device; proximity trigger (*detect magic*); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30. *Purchase DC:* 50 (120,000 gp, \$12,000,000), 2,400 XP.

Fusillade of Spears: CR 6, TL 1; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 20. *Purchase DC:* 38 (3,500 gp, \$350,000).

Glyph of Warding (Blast): CR 6, DL 5; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28. *Purchase DC:* 40 (6,500 gp, \$650,000). Note: As this spell is specifically designed to serve as a one-time trap with no reset, there is no XP cost.

High-Frequency Wall Scythe Trap: CR 6, TL 6; technological; location trigger; automatic reset; Atk +20 melee (2d4+8/x4, 19-20, ignore 10 hardness, scythe); Search DC 21; Disable Device DC 21. *Purchase DC:* 37 (2,500 gp, \$250,000).

Lightning Bolt Trap: CR 6, AL 1; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. *Purchase DC:* 46 (35,000 gp, \$3,500,000), 1,750 XP.

Spiked Blocks from Ceiling: CR 6, TL 1; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20. *Purchase DC:* 40 (6,500 gp, \$650,000).

Spiked Pit Trap (100 Ft. Deep): CR 6, TL 1; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. *Purchase DC:* 31 (500 gp, \$50,000).

Whirling Poison Blades: CR 6, TL 1; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +10 melee (1d4+4/19–20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three preselected 5-ft. hexes); Search DC 20; Disable Device DC 20. *Purchase DC:* 27 (150 gp, \$15,000) plus purple worm poison (650 gp, \$65,000).

Wide-Mouth Pit Trap: CR 6, TL 1; mechanical; location trigger, manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25. *Purchase DC:* 43 (15,000 gp, \$1,500,000).

Wyvern Arrow Trap: CR 6, TL 1; mechanical; proximity trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16. *Purchase DC:* 24 (65 gp, \$6,500) plus wyvern poison (3,500 gp, \$350,000).

CR 7 Traps

Acid Fog Trap: CR 7, AL 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31. *Purchase DC:* 45 (25,000 gp, \$2,500,000), 1,250 XP.

Blade Barrier Trap: CR 7, DL 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Purchase DC:* 48 (65,000 gp, \$6,500,000), 3,250 XP.

Burnt Othur Vapor Trap: CR 7, TL 1; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21. *Purchase DC:* 32 (650 gp, \$65,000) plus burnt othur fumes (2,000 gp, \$200,000).

Chain Lightning Trap: CR 7, AL 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31. *Purchase DC:* 48 (65,000 gp, \$6,500,000), 3,250 XP.

Black Tentacles Trap: CR 7, AL 1; magic device; proximity trigger (*alarm*); no reset; spell effect (*black tentacles*, 7th-level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. hexes); Search DC 29; Disable Device DC 29. *Purchase DC:* 36 (2,000 gp, \$200,000), 100 XP.

Fusillade of Greenblood Oil Darts: CR 7, TL 1; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. *Purchase DC:* 42 (12,000 gp, \$1,200,000) plus greenblood oil (90 gp, \$9,000).

Lock Covered in Dragon Bile: CR 7, TL 1; mechanical; touch trigger (attached); no reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16. *Purchase DC:* 20 (20 gp, \$2,000) plus dragon bile (1,500 gp, \$150,000).

Plasma Beam Trap: CR 7, TL 7; technological; proximity trigger (sensor); automatic reset; Atk +15 ranged (6d8 plasma damage, DC 25 Reflex save negates, strikes target up to 50' range, if first target makes Reflex save then resolve attack against the next potential target, until either something is hit or range is reached); Search DC 20; Disable Device DC 20. *Purchase DC:* 41 (7,500 gp, \$750,000).

Summon Monster VI Trap: CR 7, AL 5; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VI*, 11th-level wizard), Search DC 31; Disable Device DC 31. *Purchase DC:* 36 (2,000 gp, \$200,000), 100 XP.

Water-Filled Room: CR 7, TL 1; mechanical; location trigger; manual reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); water; Search DC 20; Disable Device DC 25. *Purchase DC:* 36 (2,000 gp, \$200,000).

Well-Camouflaged Pit Trap: CR 7, TL 1; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. hexes); Search DC 27; Disable Device DC 18. *Purchase DC:* 36 (2,000 gp, \$200,000).

CR 8 Traps

Deathblade Wall Scythe: CR 8, TL 1; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19. *Purchase DC:* 29 (250 gp, \$25,000) plus deathblade poison (2,500 gp, \$250,000).

Destruction Trap: CR 8, DL 5; magic device; touch trigger (*alarm*); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32. *Purchase DC:* 49 (90,000 gp, \$9,000,000), 4,500 XP.

Earthquake Trap: CR 8, DL 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*earthquake*, 13th-level cleric, 65-ft. radius, DC 15 or 20 Reflex save, depending on terrain); Search DC 32; Disable Device DC 32. *Purchase DC:* 48 (65,000 gp, \$6,500,000), 3,250 XP.

Gravitic Blast Trap: CR 8, TL 7; technological device; proximity trigger (sensor); no reset; 9d6 bludgeoning damage to 10' radius, DC 15 Reflex save for ½ damage; Search DC 25; Disable Device DC 25. *Purchase DC:* 37 (2,500 gp, \$250,000).

Insanity Mist Vapor Trap: CR 8, TL 1; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. room); Search DC 25; Disable Device DC 20. *Purchase DC:* 36 (2,000 gp, \$200,000) plus insanity mist poison (1,500 gp, \$150,000).

Acid Arrow Trap: CR 8, AL 5; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous *acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27. *Purchase DC:* 45 (27,500 gp, \$2,750,000), 2,750 XP. *Note:* This trap is really two CR 6 *acid arrow* traps that fire simultaneously, using the same trigger and reset.

Power Word Stun Trap: CR 8, AL 5; magic device; touch trigger; no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32. *Purchase DC:* 44 (20,000 gp, \$2,000,000), 1,000 XP.

Prismatic Spray Trap: CR 8, AL 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32. *Purchase DC:* 45 (25,000 gp, \$2,500,000), 1,250 XP.

Reverse Gravity Trap: CR 8, AL 5; magic device; proximity trigger (*alarm*, 10-ft. area); automatic reset; spell effect (*reverse gravity*, 13th-level wizard, 6d6 fall [upon hitting the ceiling of the 60-ft.- high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32. *Purchase DC:* 50 (120,000 gp, \$12,000,000), 6,000 XP.

Well-Camouflaged Pit Trap: CR 8, TL 1; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18. *Purchase DC:* 39 (5,000 gp, \$500,000).

Word of Chaos Trap: CR 8, DL 5; magic device; proximity trigger (*detect law*); automatic reset; spell effect (*word of chaos*, 13th-level cleric); Search DC 32; Disable Device DC 32. *Purchase DC:* 48 (65,000 gp, \$6,500,000), 3,250 XP.

CR 9 Traps

Disintegrator Beam Trap: CR 9, TL 8; technological; proximity trigger (sensor); automatic reset; Atk +15 ranged (8d6 disintegration damage, DC 25 Reflex save negates, strikes all targets in a row up to 30' range); Search DC 20; Disable Device DC 20. *Purchase DC:* 45 (27,500 gp, \$2,750,000).

Drawer Handle Smeared with Contact Poison: CR 9, TL 1; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC 18; Disable Device DC 26. *Purchase DC:* 24 (65 gp, \$6,500) plus black lotus extract (5,000 gp, \$500,000).

Dropping Ceiling: CR 9, TL 1; mechanical; location trigger; repair reset; ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16. *Purchase DC:* 39 (5,000 gp, \$500,000).

Incendiary Cloud Trap: CR 9, AL 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33. *Purchase DC:* 47 (50,000 gp, \$5,000,000), 2,500 XP.

Wide-Mouth Pit Trap: CR 9, TL 1; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25. *Purchase DC:* 48 (65,000 gp, \$6,500,000).

Wide-Mouth Spiked Pit with Poisoned Spikes: CR 9, TL 1; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20. *Purchase DC:* 34 (1,200 gp, \$120,000) plus giant wasp poison (200 gp, \$20,000).

CR 10 Traps

Crushing Room: CR 10, TL 1; mechanical; location trigger; automatic reset; walls move together (16d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); Search DC 22; Disable Device DC 20. *Purchase DC:* 51 (150,000 gp, \$15,000,000).

Crushing Wall Trap: CR 10, TL 2; mechanical; location trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25. *Purchase DC:* 52 (200,000 gp, \$20,000,000).

Energy Drain Trap: CR 10, AL 5; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34. *Purchase DC:* 51 (150,000 gp, \$15,000,000), 7,500 XP.

Forcecage and Summon Monster VII trap: CR 10, AL 5; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons a hamatula); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, hamatula); Search DC 32; Disable Device DC 32. *Purchase DC:* 52 (200,000 gp, \$20,000,000), 10,000 XP. *Note:* This trap is really one CR 8 trap that creates a *forcecage* and a second CR 8 trap that summons a hamatula in the same area. If both succeed, the hamatula appears inside the *forcecage*. These effects are independent of each other.

Poisoned Spiked Pit Trap: CR 10, TL 1; mechanical; location trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. hexes); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25. *Purchase DC:* 38 (3,500 gp, \$350,000), plus purple worm poison (650 gp, \$65,000).

Singularity Grenade Trap: CR 10, TL 8; technological device; proximity trigger (sensor); no reset; 15d6 disintegration damage to 5' radius, DC 20 Reflex save for ½ damage; Search DC 25; Disable Device DC 25. *Purchase DC:* 40 (6,500 gp, \$650,000).

Wail of the Banshee Trap: CR 10, AL 5; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34. *Purchase DC:* 51 (150,000 gp, \$15,000,000), 7,500 XP.

Designing a Trap

As mentioned before, a trap has an initial Purchase DC of 20 (20 gp, \$2,000). This initial trap has starting Challenge Rating of 0, a base Search DC of 20, and a base Disable Device DC of 20. Unless otherwise noted it has any one of the three trigger types with no Purchase DC modifier (so either a location trigger, a proximity trigger, or a touch trigger), and a manual reset. If it requires a roll to hit, it has a base +10 to hit, and it deals 1d6 damage. Based on these starting features, you can construct whatever trap you wish,

Mechanical Traps: Simply select the elements you want the trap to have and add up the adjustments to the trap's Challenge Rating that those elements require (see Table: CR Modifiers for Traps) to arrive at the trap's final CR. From the CR you can derive the DC of the Craft (trapmaking) checks a character must make to construct the trap.

Magic Traps: As with mechanical traps, you don't have to do anything other than decide what elements you want and then determine the CR of the resulting trap (see Table: CR Modifiers for Magic Traps). If a player character wants to design and construct a magic trap, they must have the Craft Wondrous Item feat. In addition, they must be able to cast the spell or spells that the trap requires—or, failing that, they must be able to hire an NPC to cast the spells for them.

Technological Traps: A technological trap, also known more simply as a "tech trap", is one that uses electricity on some level to facilitate its operation. From the wiring of a sensor system to the circuitry of a computer processor, technological traps offer upgrades to their equivalent mechanical kin. Sufficiently high-tech traps can emulate powerful magic traps if the creator has enough time and money.

Technological traps are built the same as their mechanical and magical counterparts. However, tech traps can be disabled with sufficient ionic damage (1 point of ionic damage per Tech Level of the trap), and they are better than their simpler mechanical versions. However, hitting a technological trap with electrical damage will cause the trap to trigger.

To represent the superior manufacturing available to traps at higher Tech Levels, for every Tech Level of difference between the minimum Tech Level required for a mechanical trap (typically Tech Level 1) and the Tech Level of the technological version (Tech Level 5 or higher), the creator can assign a free +1 bonus to either the Search DC or the Disable Device DC of the trap. These bonuses to the Search and/or Disable Device DCs of the trap do not affect the Purchase DC of the trap, but they will affect the Challenge Rating of the trap.

When creating a technological version of a magic trap, consider the following limitations;

Spell Level of Magic Trap	Minimum Tech Level Required
0-1	Tech Level 5
2-3	Tech Level 6
4-5	Tech Level 7
6-7	Tech Level 8
8-9	Tech Level 9

For every 1,000 XP that a magic trap would have cost, the technological equivalent costs another 100% of its Purchase DC instead.

Challenge Rating of a Trap

To calculate the Challenge Rating of a trap, add all the CR modifiers (see the tables below) to the base CR for the trap type.

Mechanical Trap: The base CR for a mechanical trap is 0. If your final CR is 0 or lower, add features until you get a CR of 1 or higher.

Magic Trap: For a spell trap or magic device trap, the base CR is 1. The highest-level spell used modifies the CR (see Table: CR Modifiers for Magic Traps).

Average Damage: If a trap (either mechanical or magic) does hit point damage, calculate the average damage for a successful hit and round that value to the nearest multiple of 7. Use this value to adjust the Challenge Rating of the trap, as indicated on the tables below. Damage from poisons and pit spikes does not count toward this value, but damage from a high strength rating and extra damage from multiple attacks does.

For a magic trap, only one modifier applies to the CR—either the level of the highest-level spell used in the trap, or the average damage figure, whichever is larger.

Multiple Traps: If a trap is really two or more connected traps that affect approximately the same area, determine the CR of each one separately.

Multiple Dependent Traps: If one trap depends on the success of the other (that is, you can avoid the second trap altogether by not falling victim to the first), they must be treated as separate traps.

Multiple Independent Traps: If two or more traps act independently (that is, none depends on the success of another to activate), use their CRs to determine their combined Encounter Level as though they were monsters. The resulting Encounter Level is the CR for the combined traps.

Table: CR Modifiers for Traps

Feature	CR Modifier
<i>Search DC</i>	
15 or lower	−1
25–29	+1
30 or higher	+2
<i>Disable Device DC</i>	
15 or lower	−1
25–29	+1
30 or higher	+2
<i>Reflex Save DC (Pit or Other Save-Dependent Trap)</i>	
15 or lower	−1
16–24	—
25–29	+1
30 or higher	+2
<i>Attack Bonus (Melee or Ranged Attack Trap)</i>	
+0 or lower	−2
+1 to +5	−1
+6 to +14	—
+15 to +19	+1
+20 to +24	+2
<i>Damage/Effect</i>	
Average damage	+1/7 points*
<i>Miscellaneous Features</i>	
Alchemical device	Level of spell mimicked
Liquid	+5
Multiple target	+1 (or 0 if never miss)

Onset delay 1 round	+3
Onset delay 2 rounds	+2
Onset delay 3 rounds	+1
Onset delay 4+ rounds	−1
Pit spikes	+1
Touch attack	+1

* Rounded to the nearest multiple of 7 (round up for an average that lies exactly between two numbers).

For your convenience, here is the Table: Poisons as presented in the DxD20 Foe Folio.

Table: Poisons

Poison	Type	Initial Damage	Secondary Damage	Trap DC Modifier	Price (Purchase DC)
Nitharit	Contact DC 13	0	3d6 Con	+4	650 gp (32)
Sassone leaf residue	Contact DC 16	2d12 hp	1d6 Con	+3	275 gp (29)
Malyss root paste	Contact DC 16	1 Dex	2d4 Dex	+3	500 gp (31)
Terinav root	Contact DC 16	1d6 Dex	2d6 Dex	+5	900 gp (33)
Black lotus extract	Contact DC 20	3d6 Con	3d6 Con	+8	5,000 gp (39)
Dragon bile	Contact DC 26	3d6 Str	0	+6	1,500 gp (35)
Striped toadstool	Ingested DC 11	1 Wis	2d6 Wis + 1d4 Int	--	200 gp (28)
Arsenic	Ingested DC 13	1 Con	1d8 Con	--	120 gp (26)
Id moss	Ingested DC 14	1d4 Int	2d6 Int	--	120 gp (26)
Oil of taggit	Ingested DC 15	0	Unconsciousness	--	90 gp (25)
Lich dust	Ingested DC 17	2d6 Str	1d6 Str	--	350 gp (30)
Dark reaver powder	Ingested DC 18	2d6 Con	1d6 Con + 1d6 Str	--	500 gp (31)
Ungol dust	Inhaled DC 15	1 Cha	1d6 Cha + 1 Cha*	+3	1,200 gp (34)
Insanity mist	Inhaled DC 15	1d4 Wis	2d6 Wis	+4	1,500 gp (35)
Burnt othur fumes	Inhaled DC 18	1 Con*	3d6 Con	+6	2,000 gp (36)
Black adder venom	Injury DC 11	1d6 Con	1d6 Con	+1	120 gp (26)
Small centipede poison	Injury DC 11	1d2 Dex	1d2 Dex	+1	90 gp (25)
Bloodroot	Injury DC 12	0	1d4 Con + 1d3 Wis	+1	50 gp (23)
Drow poison	Injury DC 13	Unconsciousness	Unconsciousness	+1	65gp (24)
Greenblood oil	Injury DC 13	1 Con	1d2 Con	+1	90 gp (25)
Blue whinnis	Injury DC 14	1 Con	Unconsciousness	+1	120 gp (26)
Medium spider venom	Injury DC 14	1d4 Str	1d4 Str	+2	150 gp (27)
Shadow essence	Injury DC 17	1 Str*	2d6 Str	+3	275 gp (29)
Wyvern poison	Injury DC 17	2d6 Con	2d6 Con	+5	3,500 gp (38)
Large scorpion venom	Injury DC 18	1d6 Str	1d6 Str	+3	200 gp (28)
Giant wasp poison	Injury DC 18	1d6 Dex	1d6 Dex	+3	200 gp (28)
Deathblade	Injury DC 20	1d6 Con	2d6 Con	+5	2,500 gp (36)
Purple worm poison	Injury DC 24	1d6 Str	2d6 Str	+4	650 gp (32)

*Permanent drain, not temporary damage.

Table: CR Modifiers for Magic Traps

Feature	CR Modifier
Highest-level spell	+ Spell level OR +1 per 7 points of average damage per round*

*See the note following Table: CR Modifiers for Mechanical Traps.

Calculating Trap Cost

The base cost of a trap is 20 gp / \$2,000 (Purchase DC 20). Apply all the modifiers from Table: Cost Modifiers for Traps for the various features you've added to the trap to get the modified base cost.

After you've determined the Purchase DC of the trap based on its cost modifiers (see Table: Cost Modifiers for Traps), add the price of any alchemical items or poison you incorporated into the trap. If the trap

uses one of these elements and has an automatic reset, multiply the poison or alchemical item cost by 20 to provide an adequate supply of doses.

Table: Cost Modifiers for Traps

Feature	Cost Modifier
<i>Trigger Type</i>	
Location	—
Proximity	—
Touch	—
Touch (attached)	−1 Purchase DC
Timed	+1 Purchase DC
<i>Reset Type</i>	
No reset	−4 Purchase DC
Repair	−2 Purchase DC
Manual	—
Automatic	+4 Purchase DC (or 0 if trap has timed trigger)
<i>Bypass Type</i>	
Lock	+1 Purchase DC (Open Lock DC 30)
Hidden switch	+2 Purchase DC (Search DC 25)
Hidden lock	+2 Purchase DC (Open Lock DC 30, Search DC 25)
<i>Search DC</i>	
19 or lower	−1 Purchase DC per 2 below 20 (so −1 for DC 18-19)
20	—
21 or higher	+1 Purchase DC per 1 above 20 (max +10 for 30+)
<i>Disable Device DC</i>	
19 or lower	−1 Purchase DC per 2 below 20 (so −1 for DC 18-19)
20	—
21 or higher	+1 Purchase DC per 1 above 20 (max +10 for 30+)
<i>Reflex Save DC (Pit or Other Save-Dependent Trap)</i>	
19 or lower	−1 Purchase DC per 2 below 20 (so −1 for DC 18-19)
20	—
21 or higher	+1 Purchase DC per 1 above 20
<i>Attack Bonus (Melee or Ranged Attack Trap)</i>	
+9 or lower	−1 Purchase DC per 1 below 10
+10	—
+11 to +20 (max)	+1 Purchase DC per 1 above 10
<i>Damage Bonus</i>	
Additional dice of damage for mechanical traps	+1 Purchase DC per damage die beyond the 1 st (max +10)
Additional dice of damage for magical traps	+1 Purchase DC per 2 damage dice beyond the 1 st
Multiple targets	+1 Purchase DC per each additional target (max +4)
Multiple traps	Calculate each trap's cost separately, then add together
<i>Miscellaneous Features</i>	
Never miss	+8 Purchase DC
Poison	Cost of poison*
Alchemical item	Cost of item*

* Multiply cost by 20 if trap features automatic reset.

Multiple Traps: If a trap is really two or more connected traps, determine the final cost of each separately, then add those values together (usually the equivalent of a +1 to the Purchase DC of the more expensive trap). This holds for both multiple dependent and multiple independent traps (see the previous section).

Experience Point Costs for Magic Traps

Building a magic device trap with an automatic reset makes it the equivalent of a magic item, and thus involves the expenditure of experience points as well as gold pieces, requiring the services of a spellcaster. The experience point cost is 1/20th of the trap's monetary cost.

The costs derived from Table: Cost Modifiers for Traps assume that the builder is casting the necessary spells themselves (or perhaps some other PC is providing the spells for free). If an NPC spellcaster must be hired to cast them those costs must be factored in as well. When paying someone else to create a magic trap with an XP cost, the overall cost is increased to compensate for the XP cost. For every 1,000 XP required to create the trap, the creator can ask for another monetary installment equal to the Purchase DC of the trap. A magic device trap takes one day to construct per 1,000 gp of its cost.

Craft DCs for Traps

Once you know the Challenge Rating of a trap, determine the Craft (trapmaking) DC by referring to the table and the modifiers given below.

Trap CR	Base Craft (Trapmaking) DC
1-3	20
4-6	25
7-10	30
11-15	35
16-20	40

Additional Components	Modifier to Craft (Trapmaking) DC
Proximity trigger	+5
Automatic reset	+5

Making the Checks: To determine how much progress a character makes on building a trap each day, that character makes a Craft (trapmaking) check. See the Craft skill description for details on Craft checks and the circumstances that can affect them.

Super-Powers (aka Supernatural Abilities)

Of all the options you may offer your players regarding character generation, the option to take super-powers can be the most game-unbalancing. The options to mix and match, pick and choose different spells and powers, alongside the options to buy significant attribute bonuses means lots of potential for “optimizing” (read “min-maxing”) one’s attributes. Furthermore, a creature with the Mutant subtype in a Mutation Level 5 or higher scenario can have as much as a +20 to one or more attributes, and immediate access to 9th-level spells and/or powers at 1st character level!

An In-Depth Example of a Mega-Mutant

For example, let’s pretend you’re allowing a wide-open campaign where a player can make whatever character they want; consider a player wants to make a “super-hero” focused on the physical attributes, akin to a flying human of steel, with lasers for eyebeams and a super-cold breath weapon. The player decides to make a Super-Strong / Super-Fast / Super-Tough Hero, so starting character level 3rd. Now the player knows they want to buy all the Super-Talents for each of their classes, and they want the maximum bonus to all 3 physical attributes. The player is going to call their character “Solreus, the Dayknight”.

To buy all the Super-Talents for each of the three physical Hero classes is 20 Mutation Points (MP) per each Hero class, so that’s 60 MP for all the Super-Talents. The Dayknight would also need eight (8) starting Talents to have one from every Talent tree required to buy all eight corresponding Super-Talents and the three apex Super-Talents. With the “Hero’s Gift” bonus feat or talent used on one of the required Talents, and the three (3) Talents that the character starts with for being 1st/1st/1st level, Solreus would have to buy the other four (4) starting Talents using the Multi-Talented advantage, which starts at 2 MP for the first instance of Multi-Talented and goes up by one MP each additional instance. For a total of $2 + 3 + 4 + 5 = 14$ MP for the additional four Talents, the Dayknight will have one from each Talent tree to qualify to buy all eight Super-Talents; 74 MP to get one Talent from each Talent tree and every Super-Talent. Those Talents, followed by their Super-Talent counterparts, include;

- Hero’s Gift Talent: Extreme Effort (3 MP: Supreme Effort)
- 1st-level Strong Talent: Ignore Hardness (3 MP: Mangler)
- Multi-Talented (2 MP): Melee Smash (5 MP: Super-Smash)
- Apex Super-Strong Talent: Titanic Strength (9 MP)
- 1st-level Fast Talent: Evasion (10 MP: Preternatural Reflexes)
- Multi-Talented (3 MP): Increased Speed (5 MP: Hyper-Speed)
- Apex Super-Fast Talent: Lightning Fast (5 MP)
- 1st-level Tough Talent: Damage Reduction 1/- (7 MP: Bulletproof)
- Multi-Talented (4 MP): Energy Resistance (5 MP: Energy Immunity x2)
- Multi-Talented (5 MP): Second Wind (3 MP: Super-Resilient)
- Apex Super-Tough Talent: Nigh-Invulnerable (5 MP)

Now consider the +20 attribute bonus to each of the physical attributes; they are 20 MP each, so that’s another 60 Mutation Points. Thus far, just on super-powered attributes, this character costs 134 MP.

The ability to fly is gained with the *Fly* power (6 MP), while *Scorching Ray* is 4 MP and *Energy Cone (Cold)* is 6 MP, so another 16 MP added to the 134 MP means our flying being of steel costs 150 MP. Divided by 10 (as per the Mutant racial subtype in the DxD20 Hero’s Handbook), the Dayknight has a +15 Mutant racial level modifier. Assuming the character is Human or some other race with no further racial level modifiers, a Strong 1 / Fast 1 / Tough 1 Super-Hero with a +15 Mutant level modifier has an Effective Character Level (ECL) of 18th level!

To round out the picture, consider that the Hero has Heroic stats (so 20 points to spend on the six attributes at a starting base 10 for each attribute), and decides the attributes will be Str 15, Dex 14, Con 15, Int 12, Wis 12, Cha 12 to start. The +20 attribute bonus to each physical attribute means this hero’s attributes are

actually Str 35, Dex 34, Con 35, Int 12, Wis 12, Cha 12. The character has 1d8 HP (Strong Hero) + 1d8 HP (Fast Hero) + 1d10 HP (Tough Hero), maximum at 1st/1st/1st level would be 26 HP, +12 HP per character level from their Con modifier of +12 at 35, so 62 HP from the hero's three character levels.

The Mutant racial subtype gives certain modifiers depending on how many Mutation Points the Mutant has. In this case, 150 MP means the character has a +15 Effective Manifester Level (EML), gaining (15 instances of 5 HP plus the Con modifier of +12 per instance for a total of 15 x 17 HP =) 255 HP, (15 instances of [base 2 skill points + 1 for Int + 1 for Human = 4 skill points per instance], equaling) 60 skill points, (15 divided by 2, rounded down, is) +7 to Base Attack and all saving throws, and (15 divided by 3, rounded down, is) +5 to Defense Bonus.

The character gains +1 Base Attack, +1 Fortitude saves, and +1 to Defense Bonus at 1st level Strong Hero. From Super-Smash the character does +5 points of damage per melee hit, from Mangler the character ignores 5 points of hardness, and from Titanic Strength the character gets an additional +10 to Strength.

For 1st-level Fast Hero the character gains +1 to Reflex saves, and a +3 to Defense Bonus. The character also has Preternatural Reflexes (Improved Evasion plus a free parry or dodge each round), Hyper-Speed which gives x2 base movement for all movement types, and Lightning Fast which gives a +4 to initiative, a bonus attack with a full-round attack action and a bonus move action each round.

With 1st-level Tough Hero, the character gains +1 to Fortitude saves, and a +1 to Defense Bonus. The combination of Energy Resistance, Energy Immunity, and Nigh-Invulnerable gives the character immunity to fire, cold, and acid, plus Bulletproof with Nigh-Invulnerable gives the character Damage Reduction 10/-, and Super-Resilience combined with Nigh-Invulnerable gives the character a +17 natural AC bonus with +85 HP!

Here is the breakdown of how this super-human's stats add up, giving the modifiers from the character's attributes, from 15 racial levels of Mutant, and from 1st level in each of the three physical Hero classes:

Hero's Stats:	Attribute Mod.	Mutant 15*	Strong 1	Fast 1	Tough 1	Total:
HP (base + Con)	+12 / level (Con)	(5 + 12) x 15 = 255 + (17 x 5) = 340	(8 + 12 =) 20	(8 + 12 =) 20	(10 + 12) = 22	402
Base Attack	+17/+12 (Str/Dex)	(15 / 2 =) +7	+1	+0	+0	+8/+3
Defense Bonus	+12 (Dex)	(15 / 3 =) +5	+1	+3	+1	+10
Fortitude Saves	+12 (Con)	(15 / 2 =) +7	+1	+0	+1	+21
Reflex Saves	+12 (Dex)	(15 / 2 =) +7	+0	+1	+0	+20
Will Saves	+1 (Wis)	(15 / 2 =) +7	+0	+0	+0	+8
Skill Pts (base + Int)	+1 (Int)	(3 + 1) x 15 = 60	(5 + 1 =) 6	(5 + 1 =) 6	(5 + 1 =) 6	78

* See the Mutant racial subtype on pg. 29 of the DxD20 Hero's Handbook for more details on how these modifiers are calculated.

Put together, the Dayknight has 402 HP, +8 Base Attack, +10 Defense Bonus, +21 to Fortitude save, +20 to Reflex saves, and +8 to Will saves (seeing a weakness here?). Their T/AC is 32/49, they have a natural AC bonus of +17 (which gives the hero a bonus 85 HP and natural hardness of 15), damage reduction 10/-, their Parry bonus is +35, their Dodge bonus is +30, and they have a free immediate dodge or parry each round as well as a bonus move action that, if nothing else, can always be readied as another dodge or parry.

The character has a 45 Strength, with a carrying capacity 64 times greater than the usual 45 Str (normally 4,266 lb. for a light load), this character can carry over 130 tons as a light load! (x2 for a Medium load, x3 for a Heavy load, x6 to deadlift, x15 to push or drag, see pg. 261 of the DxD20 Hero's Handbook for more on Carrying Capacity.) The character has the Slam attack of a Colossal creature (2d6 + Str modifier, in this case +17, +5 for Super-Smash, a total of 2d6+22 to damage with a Slam attack). Solreus grapples as a Colossal creature, so the Dayknight receives a +16 size modifier to any grapple attempts against other Medium-sized creatures. The character jumps as a Colossal creature, meaning they can jump about the height of a tall building, 120' in a single bound, with a DC 10 Jump check. Here is a breakdown of the Dayknight's Talents and Super-Talents:

Strong Talents and Super-Talents:

Extreme Effort: +2 bonus when spending a full-round action to perform a Strength check or Strength-based skill check (does not stack with Supreme Effort).

Supreme Effort*: +5 bonus when spending a move action to perform a Strength check or Strength-based skill check; carrying capacity is X4 greater, considered one size category larger for purposes of natural damage dice, grappling, and Jump skill.

Ignore Hardness: Ignore 2 points of an object's hardness and reduce the break DC of any object by 1 when taken into both hands (does not stack with Mangler).

Mangler*: Ignore 5 points of an object's hardness and reduce the break DC of any object by 2 when taken into both hands; carrying capacity is x4 greater, considered one size category larger for purposes of natural damage dice, grappling, and Jump skill.

Melee Smash: +1 damage to all melee damage rolls (does not stack with Super-Smash).

Super-Smash*: +5 damage to all melee damage rolls; carrying capacity is x4 greater, considered one size category larger for purposes of natural damage dice, grappling, and Jump skill.

Titanic Strength*: +10 to Strength.

Fast Talents and Super-Talents:

Evasion: Reflex saves for half damage are Reflex saves to negate the effect instead; can only be used in light or no armor.

Preternatural Reflexes*: As Improved Evasion (only take half damage even on failed Reflex saves), plus a free Dodge or Parry each round.

Increased Speed: +5' to all base speeds.

Hyper-Speed*: x2 all base speeds.

Lightning Fast*: +4 to Initiative, +1 attack on full attack action, and an additional move action each round.

Tough Talents and Super-Talents:

Damage Reduction 1/-: The character reduces all sources of physical damage by 1 point (does not stack with Bulletproof).

Bulletproof*: The character gets Damage Reduction 5/- for each tier of Damage Reduction (in this case, Damage Reduction 5/-).

Energy Resistance: Resistance to Fire and Cold.

Energy Immunity*: Immune to Fire and Cold damage.

Second Wind: Spend an Action Point as a standard action to regain 25% of HP, up to a maximum of 50% of total HP.

Super-Resilient*: +1 Natural AC per Con modifier (so +12 Natural AC bonus and +60 HP), can spend an Action Point as an immediate action to regain 25% of HP, up to a maximum of 50% of total HP.

Nigh-Invulnerable*: +5 to DR, +5 to Natural AC, immunity to acid damage, and re-roll failed Fortitude saves.

* These are Super-Talents, and they do not cost a Talent to select, only the prerequisite Talent(s) and MP costs.

Each of the classes gets 4 skill points, +1 for a 12 Int and +1 for being Human, for a total of 6 skill points per 1st level class to be spent on their respective skill lists. The 60 skill points from the Mutant racial subtype must be spent on Tech Level 0 skills, and the character can only have up to 7 ranks in any class skills (see Table: Skills in the DxD20 Hero's Handbook for more details on skills; any skill with a Tech Level 1 or greater prerequisite cannot be taken). It would seem the Dayknight is not a skills-based character, being more one for action.

Character Name: Solreus, the Dayknight**GM Scenario Levels:** Arcane: Divine:**Race** (Level Modifier): Human Mutant (+15)**Effective Character Level / Experience Points:** 18 / 5,000**Alignment / Allegiances:** Neutral / Good

Heroic: +1

Mutation: 9

Psionic:

Tech:

Age / Sex / Height / Weight: / / /**Class(es) and Level(s):** Strong 1 / Fast 1 / Tough 1 Hero**Attributes:****Strength:** 45 Str. Mod: +17 **Intelligence:** 12

Int. Mod: +1

Carrying Capacity: 273,024 lb. as light load**Dexterity:** 34 Dex. Mod: +12**Wisdom:** 12

Wis. Mod: +1

Movement Rate: 70' or 130' flying (perfect)**Constitution:** 35 Con. Mod: +12**Charisma:** 12

Cha. Mod: +1

Reputation: +0**Combat Modifiers:****Total Hit Points** / Current HP: 402 / 402**Action Points** (- Fate Points): 6 (-0)

Current Action Points: 6

Base Attack: +8 Melee: +25 Ranged: +20**Defense Bonus:** +10**Dodge:** +30**Parry:** +35Grapple: +41 **Initiative Modifier:** +16**Fortitude:** +21**Reflex:** +20**Will:** +8**T/AC** (Touch **Armor Class** / Total AC): 32 / 49**Flat-Footed AC:** 27

Damage Reduction: 10/-

Other:

Armor (Type): None

Natural AC: +17

Natural Hardness: 15

Racial Abilities: **Human Mutant** (150 Mutation Points, +15 Effective Manifester level modifier, Multi-Talented x4 [Talent: Ignore Hardness, Talent: Increased Speed, Talent: Energy Resistance, Talent: Second Wind; 14 MP], Supernatural Strength +20 [20 MP], Supernatural Dexterity +20 [20 MP], Supernatural Constitution +20 [20 MP], Supreme Effort [3 MP], Mangler [3 MP], Super-Smash [5 MP], Titanic Strength [9 MP], Preternatural Reflexes [10 MP], Hyper-Speed [5 MP], Lightning Fast [5 MP], Bulletproof [7 MP], Energy Immunity [5 MP], Super-Resilient [3 MP], Nigh-Invulnerable [5 MP], Fly [6 MP], Scorching Ray [4 MP], Energy Cone: Cold [6 MP], Human Bonus Feat: Supernatural Mutation, +1 skill point / level, Slam attack +26/+26/+21 to hit, 2d6+22 bludgeoning damage, ignore 5 hardness), **Hero's Gift** (Talent: Extreme Effort)

Starting Occupation: Investigative (Investigate, Research, Feat: Brawl)**Class Abilities:** **Strong 1** (Talent: Melee Smash), **Fast 1** (Talent: Evasion), **Tough 1** (Talent: Damage Reduction 1/-)**Chosen Feats:** Heritage: Ultra Immune System, 1st: Combat Martial Arts, 3rd: Power Fist**Skills:** 60 pts to spend on any Tech Level 0 skills, up to 7 ranks max, 6 pts to spend on each Hero skill list (Strong, Fast, Tough)**Spells / Powers:** 333 Power Points (PP), 18th-level Effective Manifester Level (EML)**Strong Super-Talents:**

Supreme Effort*: +5 bonus when spending a move action to perform a Strength check or Strength-based skill check; carrying capacity is x4 greater, considered one size category larger for purposes of natural damage dice, grappling, and Jump skill.

Mangler*: Ignore 5 points of an object's hardness and reduce the break DC of any object by 2 when taken into both hands; carrying capacity is x4 greater, considered one size category larger for purposes of natural damage dice, grappling, and Jump skill.

Super-Smash*: +5 damage to all melee damage rolls; carrying capacity is x4 greater, considered one size category larger for purposes of natural damage dice, grappling, and Jump skill.

Titanic Strength*: +10 to Strength.

Fast Super-Talents:

Preternatural Reflexes*: As Improved Evasion (only take half damage even on failed Reflex saves), plus a free Dodge or Parry each round.

Hyper-Speed*: x2 all base speeds.

Lightning Fast*: +4 to Initiative, +1 attack on full attack action, and an additional move action each round.

Tough Super-Talents:

Bulletproof*: The character gets Damage Reduction 5/- for each tier of Damage Reduction (in this case, Damage Reduction 5/-).

Energy Immunity*: Immune to Fire and Cold damage.

Super-Resilient*: +1 Natural AC per Con modifier (so +12 Natural AC bonus and +60 HP), can spend an Action Point as an immediate action to regain 25% of HP, up to a maximum of 50% of total HP.

Nigh-Invulnerable*: +5 to Damage Reduction, +5 to Natural AC (and +25 HP), immunity to acid damage, and re-roll any failed Fortitude saves.

Supernatural Abilities:

Laser Eyebeams: as Scorching Ray, 3 PP to manifest at 18th-level of ability.

Super-Cold Breath: as Energy Cone: Cold, up to 18 PP to manifest up to 18th-level of ability.

Flight: as Fly, Buff power.

As you can see, this is one tough character! While many will argue that this character is higher than an ECL of 18th level, keep in mind that the character has several weaknesses, the most obvious being their Will save. Also, the character is susceptible to electrical and sonic damage. But, by and large, this character is truly a human of steel, with few things that can physically best the hero.

Also, keep in mind that this is 150 Mutation Points, which should rarely if ever be allowed. If anything, this is intended as a demonstration of how imbalances can make their way into the game if balance isn't always a consideration. A recommended upper limit, even for a Mutation Level 9 scenario, is 100 Mutation Points, and even then, be prepared for possible game-breaking combinations of attributes and powers.

Of course, in the comic-book world of superheroes and supervillains, such beings exist and need to be contended with, so if you're prepared to deal with beings of steel and the like, then have fun, just be forewarned. Ultimately, as long as the PCs have roughly equal Effective Character Levels, then you should be able to pose threats that are challenging for all, rather than deadly for some and non-threatening for others.

The Mutation Point system is meant to be versatile, not abused by power gamers; if a power or combo is ruining your scenarios, don't allow it. Quick movement going to foil all your random encounters? There's no teleporting; either no one can do it yet, or no one is permitted to do it by the inevitables of Magna Machina protecting the laws of space and time. Divinations like *discern lies* and *zone of truth* making your murder-mystery impossible? Make them harder to access, or fallible by either error or deceit (potion of glibness, anyone?). *Null Power Field* becoming a staple power in your super-powered scenarios? Rule it out, say it doesn't exist, and other ways will have to be developed to suppress super-humans who go off the rails. If an ability, power, spell, or rule doesn't make sense or fit your scenario, axe it, or change it as you see fit, but always to make your game better.

The Super-Powered Campaign

For a decent super-hero campaign that gives players options to build the character they want but won't break the game, a Mutant racial level modifier of +4 to +6 for 40 to 60 Mutation Points is usually sufficient. This means that, amongst other things, the characters will be starting at 5th level or higher. For players who don't want to generate super-powered Mutant characters, they can generate any other character as normal at the equivalent level. Just keep in mind that a 1st-level character with 20 MP is effectively 3rd-level but could have access to a 9th-level spell or power as a supernatural ability! This sort of thing can imbalance scenarios, making the challenges therein easy to achieve or circumvent.

The Mutant subtype is a racial level modifier that can be added to any creature type except Constructs, Elementals, Outsiders, and Undead. For every +1 Mutant racial level modifier, the Mutant gets 10 Mutation Points, 1d (5 HP) + their Con modifier in additional HP, and 2 + their Int modifier additional skill points that can be spent on any Tech Level 0 skill. For every +2 in Mutant racial level modifiers (rounded down), the Mutant gains a +1 Base Attack modifier and +1 to all saving throws. For every +3 in Mutant racial level modifiers (rounded down), the Mutant gains a +1 to their Defense Bonus. Given below is a chart showing what is gained with each Mutant level modifier:

Mutant racial level mod.:	Mutation Points:	Hit Points Gained:	Base Attack:	Defense Bonus:	Saving Throws:	Skill Points Gained:
+1	10	5 + Con mod.	+0	+0	+0	2 + Int mod.
+2	20	10 + (2 x Con mod.)	+1	+0	+1	4 + (2 x Int mod.)
+3	30	15 + (3 x Con mod.)	+1	+1	+1	6 + (3 x Int mod.)
+4	40	20 + (4 x Con mod.)	+2	+1	+2	8 + (4 x Int mod.)
+5	50	25 + (5 x Con mod.)	+2	+1	+2	10 + (5 x Int mod.)
+6	60	30 + (6 x Con mod.)	+3	+2	+3	12 + (6 x Int mod.)
+7	70	35 + (7 x Con mod.)	+3	+2	+2	14 + (7 x Int mod.)
+8	80	40 + (8 x Con mod.)	+4	+2	+4	16 + (8 x Int mod.)
+9	90	45 + (9 x Con mod.)	+4	+3	+4	18 + (9 x Int mod.)
+10	100	50 + (10 x Con mod.)	+5	+3	+5	20 + (10 x Int mod.)

Super-powers are only available in Mutation Level 5 or higher scenarios, and they come in two types; buff powers that are constantly in effect once they've been paid for in Mutation Points and pay-per-use powers that cost the PC super-power points to activate. A Mutant's super-power points are determined by their Effective Manifester Level (EML), which is their Mutant racial level modifier plus their character level(s). Some super-powers come with other lesser powers bundled with them; such instances are noted in the power / spell description. Spells that do not have a listed MP cost cannot be purchased as super-powers.

Converting Spells and Powers into Super-Powers

Typically, a super-power version of a spell or power costs 2 MP per spell / power level of the spell or power. So, if a sourcebook offers a new 5th-level spell or power, you may want to allow it as a super-power, and in such an instance it would typically cost 10 Mutation Points. If it has a range of "Personal" and is harmless or purely protective in nature with a duration of minutes per level or longer, you may consider making the super-power a Buff. Buff powers are constantly in effect and cost no super-power points to manifest.

Why No Supernatural Level Amongst the Six Levels?

As a GM you may be wondering why there is no "Supernatural Level" amongst the Six Levels of a DxD20 scenario. It is because whatever may be considered "supernatural" within the context of the scenario is likely the most relative term in the entire game; in a game where magic, psionics, and/or super-powers are the norm, they would likely not be considered "supernatural" in the sense that they extend beyond the rules of the natural world. Indeed, it is this relative use of the word that should always pose at least a yellow flag for savvy players, as anything deemed "supernatural" has powers and capabilities beyond the usual norm.

As such, a GM reserves the right to introduce a supernatural aspect into any scenario, regardless of the Six Levels they've deemed for it. Even if a scenario is Arcane Level 0, Divine Level 0, Psionic Level 0, and Mutation Level 0, characters can still encounter supernatural threats. Just keep in mind that some supernatural beings have damage reductions, resistances, and immunities that can make them exceptionally difficult to defeat without magic, psionics, or supernatural abilities (Incantations are one way PCs might be able to access supernatural power in an Arcane Level 0 scenario). If you want to use a supernatural menace, make sure the PCs can find a way to defeat it, or a chance to convey to them clearly that what they face is otherwise invincible so they don't waste their time and/or lives trying to fight something they cannot defeat (unless, of course, it's a victims scenario and then that's the goal, muahahaha!).

Chapter VII: Worldbuilding 1,000,001

“There are three ways by which we may attain knowledge;

By contemplation, which is noblest,

By imitation, which is easiest,

Or by experience, which is bitterest.”

-Confucius

That being said, I’ve always found that role-playing games, being imaginary in nature, open the door for contemplating the different consequences life decisions can result in. A sort of consequence-free simulation of cause-and-effect, players control characters for whom they make every decision in a simulated world. Of course, depending on the game master (GM), some worlds have tighter and looser interpretations of “reality”, at least in how the game’s reality might compare with our own.

Over my 35 years of being GM, I’ve noticed a few things about the player’s experience, both from the perspective of a player and as a GM. As a player in any game, I’ve always been a stickler for the rules as they pertain to maintaining fairness. By this I mean, I’ve let the dice fall where they may when everything’s fair. Whenever I came across a rule I thought was imbalanced, I would seek to discuss it with the GM; they would give their counter-argument, and then whatever decision the GM made would stand. Most games have been play-tested enough that their rules are already “fair”, and thus it’s just a matter of impartially enforcing them. However, role-playing games give the theoretical possibility to players to do whatever they want. The player’s motivations can be unpredictable if the path hoped for by the GM isn’t sufficiently laid out or necessitated.

This means players can attempt things that aren’t immediately clear according to the rules as the GM knows them, and now the GM must say whether the desired action is either certain, impossible, or possible, which means the dice must determine. If it is certain, then play continues unabated. If it is impossible, then the player has no choice but to consider an alternative. If it is possible, the GM must weigh the situation and determine what die rolls are required to determine success in this novel scenario. In all cases, the GM must keep in mind that they have just set a legal precedent within the rules of their game.

As a GM, I want to offer a game that is as balanced as possible, which is to say, the rules make it possible for the players to do anything, within reason. When I say “reason”, I mean a convincing approximation of our reality, at least within the context of a world that might have magic, psionics, and/or supernatural forces. Players want believable rules on things like gravity and falling damage, the chances of survivability from different types of injuries, and the timing of events (especially when every moment counts, like combat). They also want believable consequences for the success or failure of different actions and decisions, if their suspension of disbelief is to be maintained and they are to become truly immersed in the GM’s world.

Thus, I have always GMed with an eye to maintaining believability by simulating reality through game mechanics. If a novel situation presented itself and there was no written rule for the matter, then I would find a way to extrapolate the player’s chances based on their character’s attributes. Likewise, if I came across a rule that I ultimately deemed unfair due to the mechanical imbalance it caused or would cause, then I adjust the rule according to my knowledge of both the intent of the imbalanced rule and my understanding of the fundamental mechanics of the game. Balance, as it pertains to believability, is an important consideration for every GM. Without it, the GM risks alienating their players as they find themselves unable to engage the GM’s world seriously, leading to antics, murder hobos, and death wishes that threaten to ruin the game.

It was this potential lack of seriousness or respect for the nature of the game that naturally guided me to the notion of natural consequences. When players began making fickle choices that blatantly defy reason, at least where a character ought to consider their own existence important enough to not make such self-destructive choices, then a GM needs to tease out the natural consequences of such actions. A player who plays their character with a death wish should end up dying; a player who wants to be a murder hobo should eventually feel the wrath of revenge, either through the “long arm of the law” or more privately via the loved ones of a victim; and antics fall along the range of “FAFO” (google it), meaning the more they toy with the “powers-that-be”, the more likely they are to find out about natural consequences.

Beyond game mechanics, the GM must be able to approximate the natural consequences of any decisions the players make. Consider for example, a player chooses to start a brawl at a high-class function, resulting in the direct death (or even just embarrassment) of a royal or dignitary but manages to escape the function; what should happen next? Almost certainly justice will be called for by those around the royal or dignitary victim, resulting in some sort of force mobilization. What are the local authorities going to do? What about any personal power that those seeking revenge might bring to bear? The player now has those forces to contend with while trying to conduct their daily business going forward. Unlike a video game, where the player can fight and kill several city guards, only to run outside the city, and then return to everything as normal, like nobody died, in your game there should be consequences. Realistically, the denizens of the city should have a memory of what happened. Thus, we can see that such a video-game response to the scenario presents unrealistic consequences, and it ultimately breaks the immersion of the game. In “reality”, criminal activity means the PCs will be treated like criminals, from being actively sought out to being arrested to facing judgment, up to and including execution if circumstances warrant.

For this reason, the GM should keep these sorts of non-mechanical consequences in mind and, where realistic, have those consequences surface; in the example given above, say the player is identified in public and confronted. Now this confrontation is going to cause its own set of consequences; does the player continue fighting the law, forcing an escalation, or do they surrender and face justice? Does the player flee, now forced to live in the shadows or exile? Natural consequences matter, and the mechanics of the game don’t provide die rolls on how to adjudicate all of them. In the context of die rolls, the game should offer an explanation as the immediate consequences of some actions, like an attempt to hit an opponent with a weapon, and how much damage that weapon might reasonably do, or an attempt to hide from an observer, both from sight and from sound. But for medium- and long-term consequences, like the role-playing and political consequences of certain actions, those are up to the GM in terms of maintaining both believability and fairness. They cannot be consistently quantified, as the conditions presented will vary in scale and scope. However, long-range consequences of moral behaviours and political actions can be qualified.

Considerations for Long-Term Natural Consequences

As Shakespeare says;
“If you prick us do we not bleed? If you tickle us do we not laugh? If you poison us do we not die? And if you wrong us shall we not revenge?”

These are all natural consequences. While bleeding after being pricked and dying after being poisoned are immediate consequences, some consequences take time to manifest. Note that the consequences given above are almost always considered “wrongs” to the one suffering those consequences. These (perceived) “wrongs” will invoke feelings of retribution and revenge from the victim and those close to the victim, to whatever degree such retribution is possible and reasonable given the nature of the “wrong”. Almost certainly, such acts of retribution will not be carried out right away, unless circumstances say otherwise, but more likely they will be carried out during a moment of vulnerability for maximum effect. Below are some of the typical reactions to being wronged, based on the type of wrong, the victim’s alignment, and the victim’s level in relation to the perpetrator(s).

Possible Acts of Retribution

Type of Wrong Suffered (Examples)	Victim's Level in Relation to Perpetrator's Level	Likely Methods of Retribution Based on Alignment
Mild wrong (i.e., public insult, diplomatic misstep, non-lethal scuffle, destruction or theft of property on a minor scale)	-5 or greater	Lawful: Negative Opinion or Legal Redress All Other Alignments: Negative Opinion
	-2 to -4	Good: Negative Opinion Lawful: Negative Opinion or Legal Redress Evil: Negative Opinion or Plotting
	-1 to +1	Good: Negative Opinion or Diplomatic Redress Lawful: Negative Opinion or Legal Redress Evil: Negative Opinion or Plotting
	+2 to +4	Good: Negative Opinion or Diplomatic Redress Lawful: Legal Redress Evil: Negative Opinion, Plotting, or Example
	+5 or greater	Good: Negative Opinion or Diplomatic Redress Lawful: Legal Redress Evil: Negative Opinion or Example
Moderate wrong (i.e., a particularly heinous insult, potentially-lethal assault, destruction or theft of property on a moderate scale)	-5 or greater	Good: Negative Opinion or Diplomatic Redress Lawful: Negative Opinion or Legal Redress Evil: Negative Opinion or Plotting
	-2 to -4	Good: Negative Opinion or Diplomatic Redress Lawful: Negative Opinion or Legal Redress Evil: Negative Opinion or Plotting
	-1 to +1	Good: Diplomatic Redress Lawful: Legal Redress Evil: Negative Opinion, Plotting, or Example
	+2 to +4	Good: Diplomatic Redress Lawful: Legal Redress Evil: Negative Opinion, Plotting, or Example
	+5 or greater	Good: Diplomatic Redress Lawful: Legal Redress Evil: Negative Opinion or Example
Great wrong (i.e., lethal assault or murder, destruction or theft of property on a grand scale, treason or betrayal)	-5 or greater	Good: Negative Opinion, Diplomatic Redress, or Plotting Lawful: Legal Redress or Plotting Evil: Plotting
	-2 to -4	Good: Negative Opinion, Diplomatic Redress, or Plotting Lawful: Legal Redress or Plotting Evil: Plotting
	-1 to +1	Good: Diplomatic Redress, Plotting, or Example Lawful: Legal Redress or Plotting Evil: Plotting or Example
	+2 to +4	Good: Diplomatic Redress or Example Lawful: Legal Redress or Plotting Evil: Example
	+5 or greater:	Good: Diplomatic Redress or Example Lawful: Legal Redress or Plotting Evil: Example

If a victim has two of the alignments given above (i.e., is Lawful/Good or Lawful/Evil), then they reasonably have the choice of either method of retribution.

Unless a character is True Neutral, any character with a Neutral component to their alignment will (Chaotic/Neutral, Lawful/Neutral, Neutral/Evil, or Neutral Good) tend towards the response of their non-Neutral nature, especially with regard to any great wrong suffered. Otherwise, a True Neutral response in most instances will be to move on, being sure to remember though and keeping a Negative Opinion of the perpetrator.

In the case of Chaotic victims, they can choose whatever method of retribution they wish, regardless of the other aspect of their alignment (i.e., Chaotic / Good, Chaotic / Neutral, or Chaotic / Evil), because they're chaotic!

Methods of Retribution

Negative Opinion: The victim has learned something about the perpetrator, based on the type of wrong suffered, and they have decided to ignore the perpetrator for whatever reason (i.e., the perpetrator is too powerful to seek retribution against, or the victim doesn't care enough to seek retribution). However, the victim forms a negative opinion of the perpetrator accordingly. All Bluff and Diplomacy skill checks attempted by the perpetrator involving the victim going forward have a -4 modifier. Victims with a Negative Opinion of a perpetrator will avoid the perpetrator whenever possible. If a victim with a Negative Opinion of a perpetrator suffers another wrong at that perpetrator's hands, then the victim will likely take the next step in seeking retribution, based on their alignment. A Negative Opinion can typically only be removed by an act that somehow rights the wrong in the victim's eyes.

Legal Redress: The victim will seek retribution against the perpetrator using the existing legal system. They will seek representatives of the local law to air their grievance and entrust the local authorities to extract justice from the perpetrator. The victim has a Negative Opinion of the perpetrator as well (see above), at least until legal redress has been carried out.

Diplomatic Redress: The victim will seek an admission of repentance and remorse from the perpetrator, that may or may not be within the context of the law, but admission is more intended to offer a pathway to peace going forward. If any damages were suffered, then the victim would likely expect some form of reparation for the damages. If the perpetrator makes amends diplomatically and offers reparations where appropriate, then the victim will be satisfied; until then, the victim will have a Negative opinion of the perpetrator (see above).

Plotting: The victim harbors a grudge, and they are taking active steps to deliver retribution upon the perpetrator. If they are of roughly equal or lower (perceived) power than the perpetrator, then their plots will typically involve finding allies, usually fellow victims of the perpetrator, who could appreciate the reasons the victim is doing what they are doing against the perpetrator. If they are of roughly equal or greater (perceived) power than the perpetrator, then the victim's plots may be more direct. This type of victim should be taken into consideration when determining future random encounters; the GM may rule that a random encounter is actually the result of a past victim's Plotting machinations. A Good victim or Lawful victim will usually give up their Negative Opinion of a perpetrator who has paid their dues, but an Evil victim typically never gives up their Negative Opinion of such a perpetrator.

Example: The victim will not tolerate the wrong inflicted upon them by the perpetrator, and they will find a way to take matters into their own hands when delivering retribution, as their alignment permits. A Good victim will find a way to make the perpetrator pay reparations, while a Lawful victim will actively help bring the perpetrator in to face the full extent of the law. An evil character will deliver whatever form of revenge best fits their mood. While Good victims will usually and Lawful victims sometimes forgive perpetrators who have been made an Example of, Evil victims almost never give up their Negative Opinion of such a perpetrator, and they may even continue Plotting against the perpetrator if they survive being made an Example of. An Evil victim seeking to make an Example of a perpetrator often becomes a nemesis of the perpetrator, especially if the perpetrator has escaped past attempts to make an Example of them.

Of course, these are just general reactions, and the GM has every right to determine an NPC reacts differently based on the wrong and the situation. However, as a general rule of thumb, these reactions represent the typical reaction based on alignment and power level differential between the victim and the perpetrator.

Politics in a Campaign

“State is individual writ large.”

-Plato

To be continued...



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